

HUNTER

THE VIGIL

SECOND EDITION

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Network Zero & The Council of Bones

Network Zero

The Secret Frequency

Quote: *“The truth about the supernatural will set humanity free, and it’s our job to make sure that happens.”*

Almost everybody’s seen that grainy video of two glowing orbs taken in a haunted Romanian castle. There’s also a popular clip of a tall, thin man dressed in a neat black suit hovering behind two kids camping in the Appalachian Mountains. Oh, and who could forget that viral, eight-second gif of pitch-black, red-eyed lions lunging at a tourist’s jeep in the savannah. The videos are unsettling, they’re shared across social-media platforms, and most of them are fake. A few, however, are very real — thanks to Network Zero.

An “ancient” group by internet standards, members of Network Zero also call themselves the Secret Frequency. This organization has been using its members’ camera phones, tablets, handheld video cameras, and expensive production equipment to capture and broadcast occult secrets for almost 30 years. Their mission is simple: They know the supernatural is real, and they believe the best way to save humanity is to show them the truth.

Network Zero was founded by an independent filmmaker, Jim Harrison, who aired anonymous footage from the 1970s on a public-access cable show in Dallas, Texas on Sunday, September 22, 1991. Each clip showed the impossible: a giant black dog with red eyes, a man with horns, and a building-sized mass of writhing, translucent tentacles. Not long afterward, Harrison received letters and additional reels from other people who’d seen the impossible.

Whenever Harrison received footage he could verify as authentic, he publicly shared it on his show. Over time, other people chipped in to review clips. As Jim’s web of contacts grew, he noticed patterns he could not ignore. The more Harrison saw, the more he became obsessed with the hidden world of the supernatural. Eventually, his obsession cost him his job, marriage, and his friendships, too.

Not to be deterred, Harrison kept pushing his videos and eventually his cable show’s popularity exploded thanks to the internet. In 1999, Jim launched the Secret Frequency online and set up Network Zero as a fully-fledged hunter organization accessible by anyone with an internet connection. Just when Jim thought people were starting to believe him, his real footage was engulfed by a never-ending stream of disinformation and internet trolls debunking his reveals.

At first, Harrison responded by putting out an SOS to members for help, but eventually succumbed to paranoia and became a shut-in. Unfortunately, Jim’s erratic behavior deterred modern viewers, and ad revenue plummeted despite boasting active members in places like Helsinki, New Delhi, Cape Town, Rio de Janeiro, Dallas, San Francisco, and Shanghai. Fortunately, one of Harrison’s former friends, Tony Pizzelli, returned to help him get his life back in order.

Now, Network Zero is officially “rebuilding” its operation by recruiting members with backgrounds in programming, telecommunications, and computer networking. Several online personalities, including social-media darling Gracie Jefferson, have stepped up to organize crowdfunding campaigns to help pay for private proxy servers and encryption software. Most

members, however, are focused on combating disinformation by sharing the truth, one video at a time.

The Enemy

Members of Network Zero know monsters are real, and want everyone — the police, the mayor, local reporters — to come to the same conclusion. Despite their efforts, most people either don't listen or laugh off their warnings, but that hasn't stopped the Secret Frequency from trying. With Jim's health in decline, members worry the future of their organization is in jeopardy.

While most Network Zero members aren't out to kill monsters, they do understand the enemies they digitally capture must be dealt with. Still, members have conflicting views on what to do next. Some feel they should observe and remain neutral, while others hunt with a live feed. Even when that's the case, members are more likely to partner with seasoned hunters than go off on their own.

Members of the Secret Frequency split their time between scouring the web for misinformation, uploading new content, managing their communities, and networking with other hunters. They are acutely aware of a change in hunter society. Serious hunters are not as approachable as they were in the past, and many avoid the spotlight. Instead of agreeing to being on film, hunters in the field often refuse or wear disguises to avoid being recognized. Still, that doesn't stop Network Zero's hunters from filming the hunt despite their struggles to find funds and traditional avenues of distribution.

Despite the volume of evidence at their disposal, members simply want to capture the supernatural on film and don't want to be considered experts. While they know what lens to use and which equipment to manage, they're not academics. Members of Network Zero are desperate to share what they know because they believe it's their duty to open people's eyes. Unfortunately, this can and does lead to unwanted attention from monsters who want the truth to remain hidden.

Hunters

They ridicule you at school for being a quiet nerd who prefers a camera to people. You've never told them why you hide in your dorm's stairwells at night, what you've captured on film, or why you spend hours online. You're too busy to care about all their petty bullshit. You've had the veil ripped from your eyes and know what really matters. If your parents only knew half the things you've done and seen they'd shut down your internet access. But they don't. No one suspects you're a hunter documenting the supernatural, and a damn good one, too.

You were prone to blackouts and woke up with strange bruises on your wrists and neck. Your doctors couldn't figure out what was causing them and accused you of taking drugs. Desperate for answers, you set up a hidden camera in your bedroom, and eventually it captured a flickering image that turned your blood to ice. While you were sleeping, the footage captured something crawling through your window to suck on your flesh. You found help online in a chatroom, set a trap for it, and you killed that thing. Now, you hunt with your new friends.

You're a detective who's always prided yourself on being rational; you've never bought into those viral videos you see online. At least, not until you uncovered a web of lies covering up a rash of John Doe victims that suddenly disappeared from the morgue. You dug a little deeper, and your boss told you to forget the case. When you wouldn't, you were reassigned to a new

precinct and given a job issuing parking permits. You can't let that case go, but know you're being watched. Now, you've carefully rebuilt your contacts and hunt down the truth.

Crews

"The truth will set humanity free" may be Network Zero's overarching ideology, but members of the Secret Frequency don't always agree on how the facts should be treated. Among its crews, three notable groups stand out.

The **Record Keepers** are the largest, and most conflicted group. Members are citizen journalists, vloggers, and amateur filmmakers who take an objective stance when filming the supernatural. They try not to judge the scene or a hunter's methods to ensure their footage is authentic, but often do — especially when a victim's life is in danger. Several Record Keepers have taken a more active approach by wearing a wire and live cameras for a first-person perspective of the hunt.

Soldiers in the **Army of Truth** are activists who use more aggressive tactics. Members thrust the truth into the public eye and will hack websites, news feeds, and broadcasts to insert their clips. Unlike other members, the Army of Truth doesn't rely on other hunters outside the organization; they form cells with clearly defined responsibilities to find leads, verify activity, and confront the supernatural on their own terms.

Lastly, the **Secret Keepers** believe assaulting the public with proof won't gain their trust. Members are convinced the harder Network Zero fights the constant stream of misinformation and internet trolls, the more their organization is at risk of being compromised. Instead, members vet contacts who might listen to them and scour through videos, digital photographs, and other forms of evidence to piece together supernatural activities.

Status

Members in Network Zero gain status by smartly extending their influence or reach without causing harm to themselves or the organization.

- You're a talented filmmaker who's been given access to a private network and has mastered how to encrypt and decrypt files. Gain a free Skill Specialty in Computers or Crafts reflecting your technological prowess or skill with filmmaking.

- You know how to blend in with other influencers online and network with other, higher-ranked personalities in Network Zero. Take two dots in Contacts that represent popular social-media icons who'll spread the word when you need them to.

- You believe in the Secret Frequency and know how to share vital intel while protecting yourself. You've acquired a free dot in the Safehouse Merit; if you don't already have it, you gain the Merit for free.



Council of Bones

The Marked

Quote: *“Death is not the enemy you should fear.”*

For centuries, the Council of Bones has attracted hunters who believe the denizens of the supernatural are subverting the natural order. The Marked view the undead as abominations that should not exist, and work with ghosts to set things right. Members include wise elders, occultists, religious seers, post-war spiritualists, and television mediums who hide in plain sight to investigate the supernatural in a crowd of pretenders and novice hunters, keeping mostly to themselves and their cellmates.

Most hunters do not realize the Council of Bones is one of the few conspiracies that continues to resurface through the ages. Throughout its long and uneven history, membership has waxed and waned in different parts of the world. Following the end of the Cold War, as many as 3,000 hunters reported to the Council before its untimely collapse. Every time the Council falls, more than half of its members disappear or die. Veterans believe communicating with ghosts and seeing into the spirit world, which few members recognize as Twilight, puts all members at risk. Whole chapters have been wiped out after the undead targeted councilmembers who unwittingly crossed paths with ancient, dangerous foes aided by a ghost; other chapterhouses have collapsed because they couldn't physically defend themselves from a major attack.

The current incarnation of the Council of Bones has formed in response to a growing number of incidents, wars, and natural disasters occurring over the past 40 years. The conspiracy recognized that the supernatural was intentionally making these events worse, and wanted to leverage their resources to help survivors find closure. Local chapters stepped in after the 1985 earthquake in Mexico City that claimed over 10,000 lives, the wars in Iraq, Afghanistan, Somalia, the earthquakes in Gujarat, India, and following Hurricane Katrina. Where there is fear, the Council of Bones knows the supernatural will prey on survivors. Members feel it's their duty step in and offer aid, comfort, and closure when they can.

Members who are initiated into the Council of Bones are told their organization is the oldest among hunters. During the ceremony, they learn the Council was formed after the first monster's victim suffered an untimely death and became a ghost. That unfortunate soul became so desperate for justice, they begged Death for help. Death responded by gifting a living hunter with a unique mark enabling them to communicate with the dead. This symbol, called the Mark of the Scythe, is made from pure ectoplasm. Of course, most members don't believe the Mark of the Scythe is real — though it very much is.

The Council of Bones is organized into independent chapters. Unlike its past incarnations, the Council does not have a headquarters that oversees all. Chapter headquarters are now led by an elected president and can be found in Mexico City, New Orleans, Karachi, Manila, and other cities across the globe. Presidents use code words to keep their identity secret; the Mexican president prefers to be called Calavera, for example, while the New Orleans chief is Monsieur Os. Whatever secrets the conspiracy possesses are found in a chapterhouse — if a president is willing to release them.

While the Council of Bones heavily recruits scholars, archivists, mediums, and diviners to investigate the supernatural, the conspiracy doesn't dictate a hunter's spiritual, religious, or

cultural beliefs or require its hunters to possess certain skills. Of all hunter organizations, the Council of Bones is perhaps the most egalitarian because they know death does not discriminate. Eventually, everything dies (or at least, in their eyes, everything *should*).

The Enemy

The Council of Bones is painfully aware the supernatural is real and the ambulatory dead threatens the natural order. When living beings are murdered before their time, the Council of Bones steps in to investigate potential threats.

The Council's approach to the supernatural prioritizes dead creatures over living threats. Vampires, zombies, and ghosts are much higher priority than a sorcerer. If a witch or member of the fae isn't killing anyone, the Council won't pursue them, putting them at odds with other hunters. Slashers, rogue hunters, and cryptids are also considered dangerous, but aren't typically found until after they've killed.

In its current incarnation, the Council of Bones is reforming its ranks to brush up on lore, spy on the dead, and help other hunters deal with vengeful ghosts. Most councilmembers agree that communicating with the spirit world offers a mutual exchange of information to help both parties. As such, the Council of Bones prohibits using spirits and their knowledge for personal gain and forbids its members from working as mediums or spiritualists.

The Marked favor a secretive approach to the Vigil and avoid any unnecessary attention. As such, other hunter organizations stereotype the Council of Bones as a needlessly cryptic, snobbish organization. In turn, the Marked often feel they're operating behind the scenes, because they don't treat the supernatural as a tool as the Cheiron Group or Ascending Ones do. The Council views the darkness as a deadly infection that will worsen in time, and are wary of other hunters who use potions, relics, augmentations, and the like to hunt. Of course, councilmembers don't regard themselves as tainted; their natural gifts serve Death.

Hunters

The last time you spoke to your kidnapped mother, you had a fight about your then-fiancé. You regret not picking her up after her car broke down, but you needed time to cool off. Three weeks later, after you'd reported her missing, she spoke to you in a dream. She showed you a gray house with a red window. You woke up in a sweat. The next morning, you drove around for hours — and you found it. You snuck inside, discovered your mother's body, and found a creature sleeping. Then, you remembered the rest of your dream, and you killed it. You've been listening ever since.

You were a tarot-card reader at a renaissance faire. You liked meeting people and reading the cards, but you never really believed in the symbols. At the end of the faire, a man asked you to read his fortune. You rambled off some generalities. Then, he showed you a technique to read the cards, and asked you to try again. You did what he asked, and possibilities appeared in your mind. You told him what you saw. Afterward, he invited you back to his "club." Your world has never been the same.

You were a mortician who's always been dedicated to bringing your clients peace. Your colleagues said you could calm a grieving heart just by being in the same room with them. Your family has always wanted to know if you believe in ghosts, but you've never been a believer — not until you helped bury an elderly gentleman. During the wake, his friends spoke to him as if

he was still in the room. When you asked to whom they were talking, they showed you. Now, you serve the living in other ways.

Chapters

The modern incarnation of the Council of Bones is organized into regional chapters and local chapterhouses formed around three primary approaches to the hunt:

Councilmembers in the **Mediums Chapter** solve cases by conversing with spirits to find answers. The method of communication is not as important as getting results. The Marked's goal is to identify and work with certain ghosts to help them bring justice, find survivors, etc. Most members belong to this chapter, and often compare notes with one another to ensure they're not being manipulated by the ghost.

The **Academics Chapter** takes a scholarly approach to the hunt. They treat occult texts as investigative tools and won't discount a manuscript's age as readily as other hunter organizations might. Councilmembers are convinced that no monster is "new" to this world, and the secrets to trapping, confining, and killing them are found in a book or scroll. Academics spend hours poring through stacks of books referring to a specific subject or monster type, scrutinizing them for answers.

The smallest group forms the **Diviners Chapter**. They believe ghosts and spirits are no longer human and should be treated as threats. Instead of talking to ghosts for answers, councilmembers rely on divinatory tools such as crystal balls, tarot cards, runes, marked bones, pendulums, tea cups, scrying mirrors, etc. for answers. Members are savvy enough to know when a spirit is "pestering" them but can't always tell the difference between friend or foe. They will often attempt to cleanse or exorcise a spirit, even when it's benign, to put the ghost to rest.

Status

Status in the Council of Bones is earned whenever a councilmember upholds the organization's traditions without being forced or prompted.

- Your expertise helped you solve a case no one else could. Gain a free Skill Specialty in Occult or Investigation relating to the case you brought to a satisfying close.
- You've successfully navigated hunter society and have made friends in unique places. Gain two dots in Allies (Hunter Conspiracies) representing other hunters who belong to different conspiracies.
- You've kept secrets, saved victims, and have unraveled enigmas while maintaining the Council's ideals. Gain a three-dot Retainer (Ghost) with which you can interact to retrieve information or spy on targets.

Perispiritism

The Council of Bones knows the human soul, though imperishable, is only tenuously anchored to the flesh, and once that link is severed the soul cannot truly return. However, that anchor, the perispirit, may be flexed like a muscle and with proper tools and training the living may commune with the dead and reach across the veil to seek hidden knowledge.

Perispiritism is an induced trance state that draws on several historical techniques appropriated, aggregated, and syncretized by the west following the American Civil War and Victorian era. Some techniques require time to achieve a trance state, while others are states of mind that can be entered at will. Costs are typically (but not always) paid through the strenuousness of the technique itself, rather than through some form of sacrifice.

To some Council members, these methods are considered modern, but they agree the techniques should not be limited to popularized western approaches just because they might be easier to visualize. What most won't say, however, is that the only reason these (or any other) methods work is because each hunter is marked as part of their initiation into the Council — and no one knows why. This mark, which takes the form of an invisible, skull-shaped tattoo with two numbers in place of eyes on the bottom of their foot, uses an ink made from ghost corpus and as-yet-to-be-identified materials. Though most members don't believe that to be the case, it's assumed the Mark of the Scythe grants the bearer the ability to use common tools of divination — and not *just* Bygones — to talk to ghosts. Others think the mark allows the Council to find its members beyond the veil should they get lost; of course, a third rumor circulates that the mark is necromantic, and is an undying flame that attracts ghosts to the hunter.

After witnessing how hunter society at large has treated the now defunct Les Mystères, the Council is reticent to reveal its secrets. Members may come and go, but using Council Endowments in front of others, or specifically sharing their secrets to outsiders, is a crime punishable by death.

Mark of the Scythe

While the Council of Bones avoids necromancers and the undead as much as humanly possible, more than once their chapters have fallen prey to the creatures of the night. In modern times, the Council now goes to great, if not unnecessary, lengths to ensure their members are mortal and are *not* agents of darkness. When a hunter pledges to become a member of their organization, they are initiated barefoot in an elaborate, formal ceremony. During this ritual, which takes place in a cemetery during twilight, the hunter contacts their dead ancestors and asks them for protection.

This night is largely symbolic, grandiose, and intentionally designed to impress its members, for it covers the true reason for the rite of passage: following this rite, the bottom of the hunter's foot is branded with the faint outline of a skull that fades by midnight. The mystical tattoo, which has been rumored to contain secret messages, grants the user the ability to learn Perispiritism Endowments. Thus far, no reason has been given for the mark following its discovery, but that doesn't stop members from speculating widely. Few know the truth: the Mark of the Scythe can only be placed on a living host.

Having the mark is what lets members learn new Perispiritism rituals. Lore keepers dole out rituals freely but check the mark each time someone requests a piece of legend or a scroll. Older and more experienced hunters know that their mark is the real key, allowing them to tap into the

collective knowledge of the ghosts under their command, even if they do so unwittingly. Most Perispiritism rituals focus on the hunter's own innate power and simply understanding ghosts. Communication and seeing them are the strict limit, though these things rarely net the kind of information councilmembers are looking for. Council elders suggest that ghosts just can't remember their lives well enough to impart any useful information, but other hunters think there is something deeper going on. But since the Council forbids anyone to enter Twilight, they can't really go looking for answers.

Councilmembers may conflate the idea of ghosts and spirits as one, but in truth, they only ever deal with ghosts. Their power is fueled by ghost ephemera, and not spirit ephemera, which means they cannot see or contact spirits unless they are manifested in front of them, just like any normal mortal. See ghost rules on p. XX.

The mark serves another purpose, which is that it grants a loose communion between all people who have one. A hunter with the Mark of the Scythe can read and write ephemeral messages that only she and other people with the mark can read. She spends a Willpower when writing with her finger, or some other instrument on any kind of surface, and anyone with the mark can read the written words, even if there is no ink left behind when she wrote it. The hunter is manipulating ephemera, even if she has no idea what she is doing.

Auric Shield

The elders of the Council of Bones consider this Endowment an essential tool. The Auric Shield is a visualization technique that hunters use to bolster their psyche. Some hunters picture the Auric Shield as a flexible, golden bubble, while others picture a translucent orb or a circle of brightly lit flames that's tied in a knot above the crown of their head.

The Auric Shield, rumored to be a technique perfected by occultist and fabled Council member Dion Fortune, is activated through force of will. It is unknown whether the shield is visible to ghosts, but hunters tend to ignore the specifics because of its effectiveness during a hunt.

Cost: 1 Willpower

Dice Pool: None

Action: Instant

Duration: One Scene

The hunter's aura is bolstered by meditation and training. While the Auric Shield is active, any use of ghost Numena, or Dread Powers that deal with death or the hunter's soul, provokes a Clash of Wills. The aura provides armor 2 against a ghost's physical attack if it is Materialized.

Backlash: The Auric Shield is draining on the user. She takes a -2 penalty to actions the scene after she uses this power.

Borrowed Power

Ghosts have little-to-no agency in the world without a lot of power or without the help of someone who can know their desires and act for them. Mediums can call forth ghosts and banish them, but sometimes speaking just isn't enough. While the Council of Bones forbids its members from entering Twilight in body or soul, and has many prohibitions against allowing ghosts to manifest in their presence, little is said about this power, which skirts the lines of both.

The ritualist reaches into the Twilight, not for long and not with his soul. As he does, he grasps the power of a ghost, giving it a small, manifested life through him. This isn't a partnership though; the ghost doesn't have agency over its own powers. While most councilmembers ask for a ghost's consent before borrowing their power, there is nothing stopping them from just taking what they want.

Cost: 2 Willpower; a ghost must be in the vicinity to use this Endowment.

Dice Pool: Stamina + Occult

Action: Instant (see below)

Roll Results

Success: The hunter pulls a part of the ghost into this realm and can use it as he wishes. If the ghost is unwilling, it can make a contested roll using its Finesse. This is not a Manifestation and the ghost has no control over what is happening. The hunter may use a single ghost Numen from the following list: Awe, Blast, Drain, Firestarter, Regenerate, and Speed. When using a Numen, the hunter uses Willpower in place of Essence. Once the hunter uses the Numen, the ghost regains control and separates from the hunter.

Exceptional Success: As with success, but the hunter may use the Numen a second time before the ghost separates from him.

Failure: The councilmember cannot bring the ghost forward but deals one bashing damage to it.

Dramatic Failure: The hunter does not pull the ghost forth and is partially in Twilight. He suffers a -3 penalty to act until the next sunrise.

Backlash: Reaching into Twilight and ripping a ghost forth is traumatic, not only for the ghost but also for the ritualist. Both the ghost and the hunter suffer one lethal damage from the contact. Additionally, the hunter gains the Open Condition toward the ghost for the rest of the scene.

Command Ghost

The Council of Bones treats with ghosts for a variety of reasons. The most widely accepted reason is to find out information, generally to gain clues about an area or something they are investigating. They view ghosts as complex entities with complex motivations and actions. Though one thing is universal: They belong on their own side of the veil, though ghosts are rarely so obliging. In fact, ghosts are rarely obliging regarding any requests a Council member may have, at least not without coercion from the hunter. But many have learned how to express their will in no uncertain terms.

The Council frowns on members who command ghosts for personal gain, claiming they are not servants of the living. But that doesn't stop members from sometimes commanding ghosts to perform tasks for them.

Prerequisite: Ghost Speech

Cost: 1 Willpower

Dice Pool: Presence + Intimidation vs. Resistance

Action: Instant

Roll Results

Success: The hunter can give the ghost a single simple command. The command can be a few words or a single sentence. It can't be something vague, such as "do what I say," or "listen to me." The command must be simple enough for the ghost to comprehend in a single step. Such as "lead me to your anchor," "attack that target," or "leave the area." The ghost will attempt to follow the command to the best of its ability, though it chooses its route or how to go about the action. The hunter may command a ghost to attack a target, but not which Numen to use to do so. If the ghost is not in the Manifested Condition, the hunter can make the command after activating Ghost Speech. If the hunter wants to give it more actions to take, she must use this Endowment again.

Exceptional Success: The hunter may give an additional command to the ghost after it has finished the first.

Failure: The ghost ignores her commands.

Dramatic Failure: The ghost listens to the order and carries out the exact *opposite* action, wreaking chaos and havoc.

Dark Reflection

The practice of scrying for messages from the other world is as old as time itself. It's rumored that some divinatory practices happened entirely by accident: a hunter peered into the surface of an ice-covered lake and saw their death, a merchant glanced at a polished brass plate and received a vision they'd be destitute by morning, an ancient astronomer stared up at the stars and witnessed the rise and fall of the Mayan civilization.

Dark Reflection allows Council members to use a time-honored scrying tradition: peering into a treated mirror to share their visions with others nearby. Upon activating this ability, hunters pierce through the veil, see into the beyond, and project their impressions onto the reflective surface. Such colorful images are fleeting, blurry, and often ghastly.

Cost: 1 Willpower

Dice Pool: None

Action: Instant

Duration: One scene

The hunter can project his visions onto a reflective surface. Usually this takes the form of a mirror he holds, but a still lake or reflective glass works just as well. Anyone who can see the reflective surface can see the vision he projects. If he is using an ability to peer through time and space, such as using the Clairvoyance or Psychometry Merits, or the Ghost Speech Endowment, the vision appears as it would to him on the reflective surface.

Those without access to Merits or Endowments that would give them such visions can help the character interpret them. This does not grant the ability to speak with ghosts in Twilight through Ghost Speech, though everyone can see them and hear them if they speak.

Ephemeral Weapon

Ephemera is the substance by which ghosts and spirits exist. It exists almost entirely within Twilight, unless an ephemeral entity currently has the Manifested Condition. Members of the Council of Bones have learned that they don't always need to deal with a ghost directly to

accomplish their goals, and sometimes the best weapon is one born of the same essence as the monster you're attacking.

The Council member reaches just enough into the Twilight to pull forth a small portion of ephemera. While normally just goop, the hunter's ephemera is hard and jagged through her will.

Cost: 1 Willpower

Dice Pool: None

Action: Instant

Duration: One scene

The hunter fashions a small, bladed weapon out of ephemera with a weapon rating of 1L. If wielded against an ephemeral entity, its weapon rating increases to 3L. This weapon can harm ephemeral entities even if they are not manifested, though the hunter must have a way to see them to attack them.

Backlash: Reaching into Twilight is a dangerous practice that opens the hunter up to whatever might be on the other side. She sometimes sees things in there, things she would rather not see. Each time the hunter uses this Endowment, she must roll Resolve + Occult to resist gaining the Shaken Condition.

Expulsion

While the Council of Bones recognizes that some ghosts have unfinished business and other ghosts can assist in hunter investigations, most members are wary of stereotypes — with good reason. Plenty of books spew dangerous ideas that ghosts are always here to help the living, and Council members know this isn't the case. Some ghosts are jealous, some are hateful, and some aren't ghosts at all, but spirits of vengeance or even demons.

Expulsion is a type of warding that comes with a supernatural oomph from the hunter. Unlike abjuration, which pits the hunter's soul against the ghost's, or needing to know its bane for a ward, the hunter uses her knowledge of ghosts in general and her Mark of the Scythe to protect an area and remove ghosts. The area must be self-contained, such as a house or a fenced-in parking lot. The size of the area may affect the dice pool (see Warding and Binding on p. XX). The roll is modified by the hunter's Integrity as in abjuration, p. XX.

Cost: 1 Willpower

Dice Pool: Presence + Occult

Action: Instant

Duration: One day

Roll Results

Success: The hunter makes the area act as a bane for any and every ghost who might want to enter the area for the duration. If the area has the Open Condition, then it is reduced immediately to Anchor. Ghosts who are manifested in the area immediately disincorporate.

Exceptional Success: Additionally, if the area serves as an Anchor to a ghost, the Anchor is immediately broken, and the Condition resolved.

Failure: The hunter falters and fails to complete the ritual.

Dramatic Failure: The ritual fails and the hunter gains the Anchor Condition for a ghost in the area. If a ghost is not in the area at the time of the ritual, then the failure summons all nearby ghosts to the area.

Ghost Speech

Any medium can hear the voices of the dead, and even concentrate and speak to them. But the Council of Bones has perfected the ability, making it easier and less unstable to do so. With just a simple utterance, the member can turn on his ability to detect and interact with ghosts. He does not suffer from hearing their voices constantly, and he does not have to open himself up to them and endanger himself with an attack or possession. Instead, he peers beyond Twilight and just sees them.

Cost: 1 Willpower

Dice Pool: None

Action: Instant

Duration: One scene

The hunter peers through Twilight and can sense all ghosts in the area. If he concentrates on one ghost, he can communicate with it just by speaking. As long as it understands the language, it can understand him and speak back. If that ghost has an Anchor nearby, the hunter can sense it. While he's concentrating on this one ghost, the other ghosts in the area can hear him, but he must spend all his concentration to hear just the one he's talking to.

Backlash: Looking into Twilight is both disorienting and dangerous. While the hunter doesn't have to open himself with Conditions to speak to the ghost, he draws their attention to him.

Know Death

Councilmembers use mental techniques to view Twilight and ghosts in their mind's eye. Even when she isn't attempting to speak with the dead, she knows how to glean all she can from those on the other side. Know Death takes this ability one step further, by allowing the hunter to perceive the wrongfulness of death through a ghost's eyes — even when carefully hidden behind a mask. Monsters, such as vampires, revenants, zombies, possessed corpses, etc. wear a death mask that allows them to interact with the living, and councilmembers can “crack” this illusion, revealing them for what they really are.

Cost: 1 Willpower

Dice Pool: Wits + Investigation vs. Composure

Action: Contested

Roll Results

Success: The hunter causes a Clash of Wills against ghosts and dead monsters attempting to hide their true nature through any means (such as invisibility or just an illusion to make them look human). If the hunter is successful in the Clash of Wills, the masquerade breaks. Without the Unseen Sense Merit, the hunter may not know what kind of monster she is dealing with, but she still reveals it.

Exceptional Success: As with a success, but the hunter can identify details of the monster's nature, letting her know it if she has come across it before.

Failure: The ghosts reveal nothing to her.

Dramatic Failure: The hunter doesn't just miss her mark, she thinks she has it right, seeing death where there is none. She gains the Spooked Condition.

Third Eye

Trained to look beyond the body's mundane senses, a medium can intuitively *feel* the presence of spirits and the psychic residue on objects, places, or living subjects. How she registers this sense varies, but clairvoyance typically operates through synesthetic means — flashes of sound, sensations, and bright colors — which the medium must learn to interpret through time and practice. This effort, honed by the Council of Bones' particular predilection to dealing with the dead, leaves councilmembers with a slew of heightened senses and the ability to puzzle out even the strangest of enigmas.

Hunters who have learned to use psychic impressions to aid them call it Third Eye, but others call it a sixth sense, or sometimes just a higher sense of awareness. Whatever she calls it, no one can doubt that the flashes and impressions of Twilight guide their hand.

Cost: 1 Willpower

Dice Pool: None

Action: Instant

Duration: One scene

The hunter opens her senses to the supernatural for the rest of the scene. It gives her impressions and information about anything she is investigating. Over the course of the scene, if the character rolls for research or investigation to uncover general Clues, she gains an additional Clue element on a success. If her roll is a failure, her Clue does not gain the Incomplete Tag.

Backlash: While the hunter is hyperaware of her surroundings, she is also open to the psychic impressions on people, places, and the objects surrounding her. Such stimuli can result in information overload. At the end of the scene, the player must succeed on a Composure + Occult roll or her character will suffer from the Shaken Condition.

**THIS SIDEBAR MAY EITHER BE PLACED IN THE COUNCIL OF BONES
ENDOWMENTS SECTION OR IN THE MALLEUS MALEFICARUM'S.**

Hammer and Bone

As a conspiracy, the Council of Bones takes a neutral stance with respect to exorcising ghosts, because they understand death is not unique to a religion or culture. The identities of their members are an indication of this, for they may be Buddhist, Hindi, Christian, Muslim, or atheist, and entire cells may share a moment in prayer while on the job. Mostly, the conspiracy doesn't want to dictate their hunters' beliefs knowing how widely variable perspectives are, and they find this increases their efficacy and willingness to support the conspiracy when investigating haunted houses, mysterious places, possessed people, Bygones, etc.

The Malleus Maleficarum, however, is firmly rooted in the Catholic Church and the rituals they use have been handed down through the Vatican's long and storied history since the days of the Holy Roman Empire. They veer toward a more conservative stance with respect to exorcisms and will often politely insist their rites are "better" because they can be used on multiple malevolent forces instead of just ghosts. In any case, the Council has left the decision to work the Malleus hunters up to individual cells.