

PLAY **RENEGADE**

A STORY FOR HUNTER THE RECKONING

# COLD CASE

**HUNTER**

THE RECKONING



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## THE RECKONING

### COLD CASE

**Written by** Eddy Webb

**Developer:** Cat Evans

**Producer:** Kevin Schluter

**Graphic Design and Layout:** Sarah Robinson

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# COLD CASE

“Tell all the Truth but tell it slant – Success in Circuit lies.”

—Emily Dickinson

Daria’s friend Sam died three years ago, but now he’s back on the scene. She hopes maybe the Hunters’ cell can help her understand what’s going on. Is it just a case of mistaken identity, or are the dead really coming back to life? And what will the Hunters do if they are?

## Preliminaries: The Hunt

*Cold Case* is a story for **Hunter: The Reckoning**. It’s best suited to a cell of four to six inexperienced Hunters. This story is geared to run over the course of a single game session, but it can be adjusted to take place in the margins of other stories, or act as the starting point for a full chronicle.

“Many Hunters see themselves  
as protectors”

Many Hunter cells see themselves as protectors holding the line against monsters who prey on humanity. They’re here to help. In *Cold Case* their contact, Daria, takes advantage of that attitude to shove the cell into danger instead of her. Daria Cueto works for the Orpheus Group (*Core Rulebook*, p. 261). She and her partner Jason Monroe were assigned to contact the ghost of Samuel Hawkins and learn who murdered him. She screwed up, Sam became alarmed and fled, and in a disastrous equipment malfunction Jason ended up stuck on the other side of the veil between living and dead. Now Daria wants the Hunters to clean

up her mess before her bosses find out and she learns what happens to people who fail the Orpheus Group.

### MATURE CONTENT WARNING

**Hunter: The Reckoning** addresses the darkness in the real world through horror stories. *Cold Case* includes in-world references to and expressions of drug misuse, police brutality, and suicide. If any element of this story is objectionable to your players, we encourage you to change it. The corrupt cop can become a drug dealer or criminal, suicide can become death from natural causes, and references to drug dealing replaced with other illegal goods. For more guidance, refer to the appendix: Advice for Considerate Play (*Core Rulebook*, pp. 274–278).

## Story Structure

This story consists of four chapters plus an interlude to drop some exposition and give the Hunters a scare.

In “Chapter One: Old Bloodstains,” the cell picks up the case of Samuel Hawkins’ mysterious post-mortem reappearance and investigates the circumstances of his murder.

In “Interlude: New Leads,” the Hunters meet Daria’s partner, who asks them to help him — while he can still be saved.

In “Chapter Two: Office Hours,” the Hunters have

an opportunity to investigate Daria and learn who she really is.

In “Chapter Three: Hunting the Dead,” the cell finally encounters Samuel Hawkins.

In “Chapter Four: Closure,” the Hunters resolve their contract with Daria, and maybe get some justice for Samuel.

### JUMPING IN

If you’re not running *Cold Case* as part of an established chronicle and the players don’t have time to make their own characters, we’ve provided a cell of six ready-to-play Hunters for you. They are all part of the Guard Dogs, a Hunter cell originally formed as a local neighborhood watch and mutual aid group before branching out into hunting the monsters that lurk in the area. At this point in their story, they’ve been on a couple of Hunts and are confident in their ability to work as a team. The scenario assumes someone is playing Mickey Curbelo, as they have an established and well-known private detective business. If not, adjust the prologue so Daria approaches another member of the cell with her problem.

## The Quarry

*Cold Case* puts the cell on the trail of a ghost named Samuel Hawkins, who is deeply unstable and has unwittingly trapped a man in the world of the dead. Equally dangerous is his murderer, the crooked cop Anthony Huff. Chapter Four provides options for dealing with Huff personally, or finding out he’s already met a miserable end.

## Difficulties and Failure

If a Difficulty for a test isn’t listed, assume the Difficulty is 2. If the players attempt a different approach (and dice pool) that feels plausible but not ideal, increase the Difficulty to 3 or higher. As the

Danger increases, Storytellers may replace this standard Difficulty with the current Danger whenever the consequences of failure seem compelling, the situation is stressful, or a more difficult roll adds tension to the game.

Remember that failure on a test doesn’t necessarily lead to an impasse: players may win at a cost (*Core Rulebook*, pp. 116–117). In many situations, the cell may engage in teamwork (p. 116), or the Storyteller may allow players to take half (p. 114) to keep things moving as well.

## Red Flags

*Cold Case* offers one primary on-ramp to the storyline:

- Daria Cueto approaches Guard Dog Mickey Curbelo’s private detective agency for help: either a deceased friend is still alive, or his ghost is haunting her. She wants Mickey and their associates to find out which. Daria’s story strikes a personal note for Kit Farr (or another character with a background in journalism, or who’s a lifelong local), encouraging the Hunters to take the case.
- If you’re using this hook, kick off the story with “Prologue: Back from the Dead”.

Alternatively, you can introduce *Cold Case* from some different angles:

- Local people experience sightings of Samuel Hawkins at the scene of his death, his former home, and his former workplace. It’s disturbing and unsettling, and people come to the Hunters for help.
- The anniversary of Samuel Hawkins’ murder is approaching and a local podcaster (perhaps a Hunter’s Relationship Map connection) decides to reopen this cold case. They repeatedly encounter Samuel Hawkins’ ghost and the Hunters learn about it when the podcaster talks about it on their show. ■

# CHAPTER ONE: OLD BLOODSTAINS

Daria Cueto presents the cell with a job opportunity and they dig into the story of Samuel Hawkins' murder.

## Prologue: Back from the Dead

If the players are portraying the Guard Dogs cell presented in “Appendix Two”, Daria Cueto (see “Appendix One”) approaches Mickey Curbelo’s private investigation business. If Mickey isn’t present, or if the players are playing their own Hunter characters, Daria reaches out to them through someone on a character’s relationship map.

Everything from Daria’s physical appearance (very alternative style, poorly disguised in sober, professional clothing) to her demeanor (confident and businesslike, even when talking about her murdered friend) should make the Hunters question Daria’s story and identity. If the players don’t pick up on it, their characters can with a Wits + Insight test. They can investigate her further in “Chapter Two: Office Hours.”

When Daria meets the Hunters in person she gets right down to business. Three years ago, a friend of hers

was brutally murdered. However, she’s heard rumors he’s been seen around the city recently. Either he’s alive, or his spirit’s not resting in peace.

**“Either Sam’s alive or his spirit’s not resting in peace.”**

Since Sam is legally dead, the police won’t open an investigation into his reappearance. However, Daria’s heard the Hunters are known for dealing with unusual and strange events, so she hopes they can help. She offers to pay them for their services, giving them half of any asked-for fee upfront (within reason—she has access to the equivalent to Resources 3). This boosts the cell’s Resources by 1 for the duration of the story.

Far more importantly, the name Samuel Hawkins means something to one or more of the cell. Kit Farr (or another character with info-gathering skills and local connections) worked with Samuel; he was a great investigative journalist with a strong moral compass. Leave it up to the player to decide whether Kit knew Sam was dead.

Daria doesn’t have much information to offer beyond an old cellphone picture of Samuel: a middle-aged man with a mustache and thinning hair. She hasn’t seen Samuel herself, and she’s only heard he was seen at night, near the site of his murder. She won’t give over her contact information from these

witnesses, saying the information was given to her “on background”—a term Hunters with journalism experience (such as Kit Farr) recognize as information from an unnamed source that is allowed to be publicly shared. (This is opposed to “off the record” which means the information can’t be attributed or repeated in any way).

Daria’s on edge. A successful Intelligence + Insight test tells a Hunter there’s more at stake than Daria’s telling them, but she insists it’s just concern for her friend. It is, but she insists it’s just concern for her friend, and it is, but she means her partner Jason

Whether the Hunters accept the case or not, she leaves a business card with just her name, an email, and phone number—no company name or physical address.

Once the characters are ready to start investigating, continue with “Local Legend” if they want to look into Samuel Hawkins, or “Chapter Two: Office Hours” if they want to investigate Daria.

## Local Legend

Characters who lived in the area (including all the Guard Dogs) remember the basics of Samuel Hawkins’ murder. He was a journalist who was brutally beaten to death in what police classified as a mugging gone wrong. The killer was never identified.

**“Sam’s killer was never identified.”**

Articles about the attack are readily accessible online. They show pictures of the alley where the murder took place, but don’t list a specific location. An Intelligence + Streetwise test allows a character to use local knowledge and details in the pictures to piece together where in the city the alley is located. It’s Gray’s Passage, in the heart of downtown.

## Thanks, We’ll Pass

Daria’s weak story and odd appearance might be enough to encourage the Hunters to follow up on her story. So might their connection to Samuel, or they might just need the money she offers. If not, there are a few ways to draw the Hunters into the mystery:

- Lean on their Ambitions and Desires. If a Hunter has a Desire to “find a vampire,” drop some hints Samuel might be one. This isn’t Daria actively manipulating the hunters; rather, it’s you as Storyteller tailoring her story to give the characters a reason to take on the case.
- Dig into the Relationship Map. Maybe Daria is mutual friends with one of a Hunter’s Contacts, or perhaps she got their contact information from one of their Relationship Map connections. Having another character who trusts (or at least respects) her might make the Hunters more willing to help her out. Or maybe Jason Monroe was a friend-of-a-friend, and a mutual associate approaches the cell for help finding him.
- Drop it and let things play out. This works well if *Cold Case* is part of a longer chronicle. The Hunters can go about their business, perhaps even starting another story. Samuel Hawkins appears to people they know, crops up in the background of some key location, or at some point in the future, the Hunters are attacked by his ghost. At that point, they’ll probably want to find out what’s really going on, so you can continue with “Chapter One” or proceed to “Chapter Two” as needed. If the Hunters don’t follow up supernatural leads, the world becomes a more dangerous place: increase Danger by 1.

**“If the Hunters don’t follow up supernatural leads, the world becomes a more dangerous place.”**

## Behind Daria’s Lies

Daria isn’t being entirely honest with the Hunters. She never even met Samuel Hawkins while he was alive. She works for the Orpheus Group, a corporation that specializes in contacting the spirits of the dead (see *Core Rulebook*, p. 261). She was tasked with finding Samuel’s ghost and learning the identity of his murderer, but her equipment malfunctioned. Samuel suffered some kind of traumatic mental episode, and fled from her. In the process, her partner became trapped in whatever dimension or parallel reality ghosts inhabit. Daria’s

reaching out to the Hunter cell in the hopes they can get her partner out before her employers learn of her mistake — because whatever happens to Orpheus agents who screw up, she’s sure it isn’t an interview with HR and a juicy severance package. She hopes putting the Hunters on Sam’s trail will lead them to Jason without her having to explain who she works for. She wants Orpheus’s name kept out of this if at all possible, because she’s sure damaging their reputation or making their operation public knowledge is just as dangerous as messing up a case.

## Talking to the Police

The police aren’t keen to discuss a three year-old, closed case but the Hunters have a few different leads at their disposal. Remember that, depending on the police force, interfering with their role or being perceived as treading on their toes can be a dangerous proposition that risks arrest, violence, and worse.

Hunters with a police Ally or Contact (e.g. Mickey Curbelo) can call on them. Allies readily offer up everything they know, but each dot in the Contacts Merit gets the Hunter one piece of information from the Key Facts table. The characters might also try to talk to or manipulate an off-duty officer into looking for the information. Such a task is not easy, requiring a Manipulation + Persuasion test, Difficulty 3.

Hunters can try to hack into the police computer network. While the police network is highly secure, budget cuts, user error, and aging software all mean there are gaps. Breaking into the computer system requires an Intelligence + Technology test, Difficulty 5. This is an incredibly risky approach. Increase Danger by 1 whether the attempt succeeds or fails.

Finally, the characters can attempt to infiltrate the police station physically to get access to the record room of cold cases. If the Hunters can bluff their way in (Manipulation + Subterfuge, Difficulty 3) as attorneys, medics, janitors, or someone else with a legitimate reason to be wandering around a police

station, they need to make a Resolve (if they have time) or Wits (if they don’t) + Academics test, Difficulty 2, to find the correct files.

Once the Hunters have found a source, they get the first piece of information in Key Facts. They get one extra piece per point of margin. A critical win gives them all the Key Coverage and a lead on Anthony Huff: the chief of police, Morgan Valdez, also left the force shortly afterward. Morgan now runs The Lockup, a bar downtown.

Whether their test succeeds or fails, the Hunters notice there was virtually no investigation into Samuel Hawkins himself: no attempt to discern what story this investigative journalist was working on or who might have had a motive to kill him, just the bare details of his home address, employer, and work address.

### KEY FACTS

Samuel was beaten to death with some kind of blunt object, like a pipe. The location of the alley where the attack occurred is also listed (its name is Gray’s Passage and the Hunters can investigate it in “Scene of the Crime”, p. 9).

Despite the reports in the news that this was a mugging gone wrong, Samuel still had his cell phone, and his wallet still contained credit cards and cash. No possible suspect was ever credibly identified, and no arrests were made.

The investigating officer was Detective Anthony Huff, who was fired soon after for undisclosed reasons. Between Huff’s dismissal and lack of evidence, the case was closed shortly thereafter. (If the players want to investigate Anthony Huff, check out “Investigating Huff” on p. 19).

## Talking to the Media

Following up on news coverage of a three year-old, unsolved murder case isn’t easy. The websites that covered it are national operations running syndicated, packaged headlines. Local TV and radio are the Hunters’ best bets, but even then most people have forgotten the story unless one of the Hunters has the

right connections or gets clever.

A journalistic Ally or Contact could put a Hunter in touch with the reporters in question or find out information on the Hunters' behalf. Allies readily offer up everything they know but each dot in the Contacts Merit gets the Hunter one piece of information from the Key Coverage table. Hunters can track down reporters directly with an Intelligence + Investigation test. The information is old and memories fade, so the Hunter needs a Manipulation + Persuasion test at Difficulty 3 to jog a reporter's memory.

The Hunters can attempt to break into a media outlet's computer network. Most are able to withstand brute-force cyber attacks, but typically not subtle or more direct penetration. Doing so requires an Intelligence + Technology test, Difficulty 3.

Finally, the cell can try to break into a TV or radio station office to find a reporter's private notes. They'll need Composure + Larceny for a break-in or Composure + Subterfuge to bluff their way inside. Then they need to make a Resolve (if they have time) or Wits (if they don't) + Investigation test, Difficulty 3, to find the right notes.

Once the Hunters have found a source, they get the first piece of information in Key Coverage. They get one extra piece per point of margin. A critical win gives them all the Key Coverage, and a lead on Anthony Huff: the chief of police, Morgan Valdez, also left the force shortly afterward. Morgan now runs The Lockup, a bar downtown.

## KEY COVERAGE

Samuel was a journalist for *The Journal*, a local newspaper that went digital five years ago and folded entirely soon after Samuel's death. The Hunters learn Samuel's last address and the location of the alley (Gray's Passage) where the murder happened, which wasn't published in the papers. (The Hunters can investigate the alley in "Scene of the Crime", p. 9, or the apartment in "Finding the Apartment" in Chapter Five.)

At the time of his murder, Samuel was working on a story about the local drug trade. Investigating officer Detective Anthony Huff concluded (quickly, and with very little investigation) that Samuel was killed by some desperate mugger. If the players want to investigate Anthony Huff, check out "Chapter Four: Closure."

No suspect was ever identified and none of Samuel's personal effects were stolen, making the mugging theory implausible. Samuel had no next of kin and the police closed the case soon after due to lack of evidence. Detective Huff left the force before the case was closed.

## BONUS CLUES

Ultimately, none of these clues are vital to solving the mystery as the Hunters get access to this information in later chapters without the need for dice rolls. However, if the players get this information early it will help them stay a little ahead of the mystery and feel clever when their information is confirmed later on.

Innovative players might learn the clues in this scene through other means than talking to police or reporters, so provide any of this information if it makes sense for the story. Think of them as rewards for clever play.

# Scene of the Crime

Whether they figure it out from local knowledge or get the location from the cops or media, the Hunters should eventually find their way to the alleyway where Samuel Hawkins was murdered: Gray's Passage. Gray's Passage looks like most alleyways in the city: broken concrete, overflowing garbage bins, and deep shadows. Blurred graffiti covers both walls on either side, the tags faded into obscurity. There's no indication a man once bled to death here.

The murder was three years ago, so there's no physical evidence left that the hunters can find from such an old crime scene. The Sense the Unnatural endowment reveals this area is thick with strong negative emotions. Someone died here, and died badly. That emotional stain still lingers on in this place.

**"Someone died here, and died badly."**

Once the characters have had a moment to look over the scene, go immediately to "Interlude: New Leads." ■

# Interlude: New Leads

Run this interlude at the scene of Samuel’s murder, his grave, his former home, or some other location of special importance to him. You can also drop it in if the characters are struggling to figure out their next step, or pique their interest if they opted out of Daria’s offer entirely.

When you’re ready to kick off the scene, one of the Hunters notices a person standing near them. It’s sudden, like a hard cut in a film. One minute, there’s no one, and then suddenly there’s a tall, broad shouldered Black man in a well-tailored suit. He snaps his fingers at the Hunters, trying to get their attention. “You can see me? Oh shit, you can see me. OK, I need you to listen carefully — my name is Jason Monroe and I seriously need your help.”

Jason goes on to explain who he is. He tells the Hunters he’s a paranormal investigator who was tracking the ghost of a journalist called Sam Hawkins. The two had a confrontation, Jason’s equipment interacted badly with something the ghost did, and he found himself stuck on the wrong side of the veil. He believes he’s stuck here because of Sam Hawkins — at least, that’s his best guess. Jason implores the Hunters to find Sam and put him to rest, in the hopes it will get him back to the world of the living. If the Hunters mention Daria he acknowledges that she’s his partner, but he still doesn’t mention the O Group.

He also explains that Samuel Hawkins thinks Jason killed him. “I didn’t. I never even met the guy when he was alive. He’s just... he’s not thinking straight.”

While Jason and the group converse, the area gradually darkens and Jason becomes more tense and alert. When they’re just about done, Jason looks around, announces that there are “hungry ghosts” hunting him and that he has to leave. Any Hunters who can see ghosts observe four animate shadows with mouths full of razor wire slowly closing in on Jason. Jason leaves abruptly, and the shadowy entities follow him.



If you need traits for the spectral entities, use the Santan Plaza Ghosts traits (*Core Rulebook*, p. 203).

If the players haven’t already investigated Samuel’s murder, go back to “Chapter One.” If they want to check in with Daria, go to “Chapter Two.” If they want to track down Samuel’s ghost, go to “Chapter Four.” If they want to investigate the name “Huff,” check out the sidebar in “Chapter Five.” ■

# CHAPTER TWO: OFFICE HOURS

Daria's pretty suspicious, and smart Hunters probably want to dig into her story.

## HELPING HAND

If the players are stuck, feel free to give them an Intelligence + Investigation test, Difficulty 1, to have their character think of one of the following leads. Add an additional lead for each point of the margin of success.

## Investigating Daria

An online search reveals Daria used to be a software engineer. She left her job a year or so ago, for a new position she referred to on social media as "a new direction." She never updated any of her profiles with details of her new employment. Her social media pictures show her to be the same woman the Hunters talked to, but she hasn't posted anything of note in the last year. An Intelligence + Insight test reveals she's never mentioned Samuel in her social media, nor does he appear in any of her pictures.

## Orpheus Group

The email address on Daria's business card is dcueto@ogroup.com. The website [www.ogroup.com](http://www.ogroup.com) leads to a minimalist page with a single link to investor information, which is password protected.

A character with appropriately connected Allies or Contacts can ask their associates to pass themselves off as an interested investor in order to get the password (Haven Durand or Jodie Mikohani of the Guard Dogs might have the right connections). Alternatively, they can directly attempt to present themselves as an interested investor, using Manipulation + Finance + Resources, Difficulty 2. Or they can attempt to bypass the password with an Intelligence + Technology test, Difficulty 3.

No matter the method, the character can then watch an investor presentation for the Orpheus Group. Read or paraphrase the following:

*The video starts playing, showing generic still images over elevator music. A narrator uses a lot of dense, financial jargon to explain the benefits of the organization known as the Orpheus Group. But after the commentary about EBITDA and price-to-earnings ratios, a more interesting picture begins to unfold.*

*Essentially, the company grew out of a research project called Project Orpheus that discovered ways to perceive and communicate with incorporeal, metaphysical entities with appearances and personalities that correspond to previously living individuals. It seems to be a fancy way of saying ghost, although the video never uses that term. The Orpheus Group offers their expensive services to clients interested in locating and communicating with the dead. They also mention volunteering their specialized skills for community service, but the video never explains what that community service might be.*

*The video ends with contact information, including the Orpheus Group's main office in New York. It also lists all the cities that contain field offices... including yours.*

A quick online search reveals the company uses a handful of rental offices in the downtown area as a field office—their office isn't hidden, merely unadvertised.

## Daria's Contacts

Hunters who check Daria's online presence learn she never even lived in the same place as Samuel Hawkins. In fact, she lived on the far side of the country for her entire career until she apparently quit a year ago to start a new, undisclosed job.

If the Hunters contact any of Daria's previous employers, they ask how she's doing in her new job at "that freaky start-up." If asked about it, it'll take a moment before they remember the name of the company: the Orpheus Group. A quick online search for Orpheus Group finds a local address.

If the Hunters ask Daria's former employers and colleagues about Samuel Hawkins, they've never heard of him.

## Police Records

If the characters can get access to local police records (such as through their efforts in "Chapter One" or via an appropriate Ally or Contact), they find Daria received a parking ticket a week ago, and her plates and driver's license are listed as being out-of-state. She wasn't involved in any way with the investigation into Samuel Hawkins' murder (there's no reason she should be even if she really was a friend of the deceased, but it's the kind of question the Hunters might ask).

## Confronting Daria

The Hunters can contact Daria by email or phone to arrange a meeting, or show up at the Orpheus Group office if they've uncovered the address. Both options are covered here. If you haven't already done

so, run "Interlude: New Leads" before moving on to the meeting with Daria. Set it outside wherever the Hunters are due to meet Daria, on the basis that Jason's trying to reach her to ask for help.

## Outside the Office

If contacted to arrange a meeting, Daria asks to meet in an hour at a local coffee house, Hodgepodge. The coffee shop is small and clearly not a chain. The white-painted interior brick is covered in colorful murals, and the tables and chairs all look cheap and badly assembled. Aside from a bored counterperson with piercings, who is poking at their phone, the only other person in the shop is Daria, sipping something in a plain paper cup with a cardboard sleeve.

Daria invites the Hunters to sit down. If they confront her with any of the information they've uncovered about her story, or mention meeting Jason, she tells them the truth. Go to "Confession."

## In the Office

The office building containing the Orpheus Group field office is a converted railyard warehouse on the outskirts of town. The area around it was bought up and gentrified, and the building converted into lots of offices to rent out to people needing a temporary working space. The directory inside the main doors says the Orpheus Group uses rooms 301 and 302. Without any receptionist or elevators in sight, there's nothing stopping the Hunters from climbing the concrete stairs up to the third floor.

**"The Orpheus Group field office is a converted railyard warehouse"**

Neither 301 or 302 has a nameplate. The door to 301 is locked while the door to 302 opens easily. Inside, Daria sits at a plain black desk that only has a laptop, her phone, and a small purse sitting on top. She's startled and concerned to have the Hunters show up uninvited.

Daria is reluctant to talk in her office. If the Hunters confront her with the knowledge they've acquired, she puts her finger to her lips and glances around the room.

“Not here,” she mutters. Grabbing her laptop, phone, and purse, she escorts the Hunters out of the office, locking it behind her. Once they’re out of the building, she tells them the truth. Go to “Confession.”

## Confession

Daria readily answers the Hunters’ questions. She’s businesslike about it, but apologizes where she feels it’s due (i.e. for misleading the Hunters and for any harm that’s come to them). If this scene runs long, or the time is running short, the Storyteller might abbreviate this scene by summarizing the information Daria has. She explains:

- She was never friends with Samuel Hawkins. She never even met him when he was alive.
- She works for the Orpheus Group, which she describes as a private investigation agency mixed with a paranormal research program. If the Hunters press her for more information, refer to the **Hunter: The Reckoning Core Rulebook**, p. 261.

Depending on which questions the Hunters ask, she reveals the following information. Daria doesn’t know what the Hunters do or don’t know, and rather than disrespect them by assuming they’re clueless, she gives complete but concise answers to whatever questions the Hunters ask.

## Samuel Hawkins

The Orpheus Group assigned Daria to trace Samuel Hawkins, make contact with the remnants of his consciousness, and learn the identity of his murderer. She doesn’t know who paid Orpheus for the information, but anyone who can afford Orpheus’s fees is extremely wealthy.

She delivers more information in response to the Hunters’ questions.

- Orpheus agents use a standard-issue piece of equipment to contact the dead. It’s a little like a sensory deprivation pod: she submerges herself in it and projects her consciousness into the interstice between what the conscious mind can perceive and

the frequency on which traces of deceased minds linger after death. No, the Hunters can’t see it, she’s trying *not* to lose her job, here. (The gear is in room 301 of her office, if the Hunters are curious enough to go looking for it, though it’s currently not functioning and requires a specialist to repair it).

- She encountered Samuel’s ghost at the scene of his murder and made contact. She assumes her equipment malfunctioned because she couldn’t understand what Samuel was saying. “It was all garbled, like hearing a record backward or something.”
- She felt a shock like someone punched her in the stomach and abruptly returned to consciousness. Her pod was broken, and she can’t get it working.
- Her partner, Jason, didn’t make it back. His body’s comatose in a local hospital (admitted as a John Doe, so the Orpheus Group doesn’t get wind of it), but his consciousness is in whatever layer of reality ghosts inhabit.
- She figures what happened to Jason is either part of the equipment malfunction — something she’s dealing with — or something to do with Samuel Hawkins himself.

## The Hunters’ Involvement

If questioned about involving the cell, Daria is reasonably forthcoming:

- Daria’s aware she’s screwed up big time, and based on what she knows of the Orpheus Group, “I’m not entirely sure the severance package doesn’t include me joining the ghosts, you know?”
- Jason was the sleuth in their team; without him, she doesn’t have the skills to track Samuel down.
- She’s also trying to fix the machine, in case she can get Jason back that way. She’s absolutely not letting the Hunters see proprietary Orpheus Group technology. Her bosses care more about that stuff than any agent, living or dead. It’s not worth the risk, even to save Jason (persuading her otherwise requires a win on a Manipulation + Persuasion test, Difficulty 5).

- She assures them she can pay the fee she promised, even if she has to take it out of her own bank account.
- What little Daria did find out makes her think Samuel didn't just die in a mugging gone wrong. As a former journalist herself, she'd like to give him justice and maybe closure so he can rest.

**"I'm not entirely sure the severance package doesn't include me joining the ghosts."**

## Working Together

Daria pulls a chunky handheld device out of her purse. It looks a little like a cross between a cellphone and a handheld games console, but about three generations more advanced. It's a ghost tracker. She's not supposed to use it without a proper requisition request to Orpheus Group head office (which is why she hasn't tried it before now) but she's getting desperate. She's willing to bring it on a little tour of important locations so the Hunters can try and track down Samuel, but it'll have to be quick: the head office will notice quickly that the tracker's GPS locator shows it on the move and not safely locked up in the field office.

Daria claims the tracker's keyed to her DNA. That's not true. It works for anyone who can figure out how to operate it with an Intelligence + Technology test (Difficulty 4). It works like the Sense the Unnatural Endowment, with the Perks *Creature Specialization (ghosts)* and *Range*. Daria's telling the truth about one thing: the Orpheus Group is touchy about who's using their tech and they will send personnel to get the device back.

## Orpheus Group

Daria has the following to say about her employer:

- Prior to being headhunted by the Orpheus Group, Daria was a software engineer. She discovered ghosts were real, tried to develop a technological way to contact them, the Orpheus Group somehow

noticed her, and the rest is history. She's not going to be a field agent forever; this is part of her training, so she understands how the organization works before she settles into an R&D role for the rest of her career.

- All her work for the Orpheus Group's protected by an iron-clad non-disclosure agreement. That's why she hasn't said anything publicly about her new job.
- She doesn't know much about the Orpheus Group, but some of their practices are starting to make her uncomfortable. For example, she knows they listen in on calls on her work phone (because her supervisor once referred to a conversation he shouldn't have heard) and she assumes they read her emails. Nobody ever talks about former agents, and she doesn't know of anyone leaving or transferring.

## Other Information

Daria has the following to say on Anthony Huff and the police.

- **Do you know Anthony Huff?** "No, never heard of him."
- **Why didn't you call the police?** "Are you kidding? 'Hello, officer, I'd like to report a missing person. Yeah, no, he's right here with me, it's just his soul that's wandering.' I have enough problems in this job without the cops thinking I'm a prank caller."

Once the Hunters are ready to track down Samuel, with or without Daria's help, go to "Chapter Four." ■

### ONE MORE THING...

Depending on the order they follow leads, the Hunters might recontact Daria once they know more about Samuel's death. Refer back to this chapter if the characters have follow-up questions. Even if they're jerks, she'll do whatever it takes to save her job and put Samuel to rest.

# CHAPTER THREE: HUNTING THE DEAD

Now it's time to meet Samuel. He haunts his old apartment, a run-down studio in a rough part of town. He also appears in various places around town, such as the place he was murdered, his grave, his old family home, and the site of his old job at *The Journal* (now a gym and yoga studio), but inevitably he finds his way back to his apartment, where he obsesses about his murder and unknowingly guards the secret cache of notes that anchors him to this world (see “Confronting Samuel”).

## Finding the Apartment

If the Hunters learned the apartment's address in “Chapter One” they can go right there. Otherwise, some creative computer searches (Intelligence + Technology), looking through city hall records (Resolve + Investigation), or checking the local library (Intelligence + Academics) can uncover Samuel's last known address.

The two-story brownstone building looks tired. The brick walls are covered in flaking paint, and the iron grilles protecting the windows are brown with rust. One side of the building has a perfunctory fire

### MOVING THE ACTION

Be flexible on where you set this scene. If the Hunters never get any info that would lead them to Samuel's apartment, put this interaction in a location they do visit—his grave, his workplace, or any other place that mattered to him. Just make sure you tell the players clearly how to find the notebook documenting Samuel's investigation (which is either in his home or the basement of the gym that used to be *The Journal's* office, whichever is convenient).

escape barely clinging to the brick. The front door is covered in layers of graffiti, and a small sign reads “buzz for entrance.”

“The two-story brownstone building looks tired.”

On the side of the door is a set of eight black buttons. A few faded names appear in tape alongside some of the buttons, but none of them say “Samuel Hawkins.” If a Hunter has the Sense the Unnatural Endowment, if Daria is with them, or if they've taken her scanner, they sense the presence of a ghost inside the building.

The characters can either break into the brownstone (a Strength + Larceny test) or convince another tenant to let them in (a Manipulation + Subterfuge test). The interior of the brownstone is as tired as the outside. The

white tile floor, probably laid in the 1940s, is chipped and cracked. Four doors are on the ground floor, each numbered 1 through 4, and a sagging wooden staircase leads to the second floor and the other four apartments. Samuel's apartment is on the second floor, room 7. It has a sheet of paper from a home printer taped to the door. It simply says "For Rent Inquire With Landlord For Rates."

If the Hunters knock, there is no answer. Any ghost-sensing endowments or equipment point to a ghost inside the apartment. The door is locked, and there are other residents in the building, so breaking down the door will likely result in the police being called. However, the locks are fairly old, and a Strength (to force the door) or Dexterity (to pick the lock) + Larceny test will get them inside.

## Asking the Neighbors

If the Hunters speak with the other tenants, use some or all of the following vignettes to kick off interactions. Storytellers should keep an eye on the clock and the players at this point. Pick the most interesting options and don't linger in these scenes if time or player interest grows short.

- A middle-aged woman holding a child answers the door. "I told you, the rent's coming next week," she snaps.
- There's no answer to your knock, although you can hear a television playing BBC World News inside the apartment. You knock again, and a dog starts barking. No one seems to be home.
- As you're about to knock on the door, a man with a bushy beard and a bicycle helmet pushes past you, carrying a bike on his shoulder. He unlocks the door you were knocking on and steps inside with the bike. As you start to introduce yourself, he closes the door in your face.
- You knock twice before an elderly man opens the door. He's holding a textbook in his hand, his finger stuck between the pages to act as a bookmark. The cover says "English as a Second Language, 5th Edition."

- A man with long, orange and yellow locs opens the door. "What the hell do you want?" he asks with a slight slur. You can smell alcohol on his breath.
- The number is missing from the door as you knock. From inside you hear a rhythmic pounding and squeaking sound. After you knock again, the pounding stops, and a disheveled woman in a robe opens the door a crack. "This better be good," she says. "I was just about to cum."
- As you approach the door, you can see a doorbell has been crudely wired into the wall next to the door, with a neatly printed sign that says "Don't Knock Press." Pressing the button, you don't hear anything, but you can see lights flashing through the gap at the bottom of the door. Soon the door opens, and you notice all the lights in the room behind are flashing. A woman with a cochlear implant smiles at you and salutes, before gently thumping her fist into her outstretched palm and pointing at you. (If any Hunter understands sign language, she is asking how she can help them.)

Inquiring about Samuel Hawkins has mixed success. Most of the neighbors moved in after he died, but some still remember him (he was a pretty okay neighbor, but kept trying to convince the residents to form some kind of union to get the landlord to treat them right). Every tenant in the building knows no one who moves into Apartment 7 stays more than a few days, and they've all heard strange noises from it now and then even though they know no one is living there.

**"No one who moves into Apartment 7 stays more than a few days."**

## Confronting Samuel

The inside of the studio apartment is thick with dust. Aside from a built-in kitchen area, the rest of the room is empty. The wooden floor creaks underfoot. The

wallpaper is faded and peeling and the walls are marked with dark stains like ink spreading on a wet sheet of paper. The stains twist and curve around the walls until they spell three words: WHO MURDERED ME?

Samuel manifests within a couple of minutes of the Hunters entering his home. He's a middle-aged man with a mustache and thinning grey hair, dressed in a tattered David Bowie T-shirt and jeans. Part of his skull is caved in, although it doesn't seem to affect him. Jason manifests a couple of minutes later; Samuel immediately lunges at him, screaming and attacking him with spectral fists that stretch into talons, until Jason disentangles himself and flees.

When Daria's equipment malfunctioned, it seriously affected Samuel. It trapped him in thinking about the moment of his death, reliving it repeatedly until he confused it with what was happening in the present moment. Thinking he was fighting off his killer, he attacked Jason's projected psychic presence and severed it from his body. He's now linked to Samuel; Samuel is, unintentionally, keeping Jason in the spirit world. Putting his ghost to rest (or destroying it) will free Jason.

Samuel is now obsessed with who murdered him. When Jason's present, he treats Jason as the murderer. When he's not directly looking at Jason, Sam doesn't remember who killed him. Presenting any physical evidence of his murderer Repels him (*Core Rulebook*, p. 168) and pushes him to attack, though he calms down again once the evidence is out of sight. No other topic of conversation interests him. He just repeats the question "Who murdered me?"

Hunters can steer the interaction in several ways:

- **Talk Samuel down.** While physical evidence drives Samuel into a rage, he listens to a reasoned argument. Drawing him into discussion could involve a Composure + Persuasion test, Difficulty 3. Each supporting character with a dot in Persuasion, Investigation, or Occult (depending on the argument used) can add a die to the pool, as per the teamwork rules in *Core Rulebook* (p. 116). If successful, Samuel remembers Anthony Huff attacking him. Samuel immediately

concludes it was related to the story he was working on about the local drug trade, and directs the Hunters to his notes. Once he knows who killed him, Samuel's spirit dissipates forever.

- **Find his notes.** Although he doesn't realize it, the reason Samuel's tied to this apartment is because he hid his notes on his investigation into the drug trade here. If the characters search the apartment (Wits + Investigation, Difficulty 3—but again, remember the teamwork rules), they discover a loose floorboard underneath the sink, with a notebook tucked into the gap. A review of the notebook shows Samuel's investigation led him to Detective Anthony Huff, a cop taking substantial bribes to ensure the drug trade operated without police interference. Showing Samuel the notebook Repels him, but describing the contents leads him to remember the attack and put his spirit to rest.
- **Destroy the apartment.** Exorcising the ghost, destroying the apartment (e.g. arson), or even the whole building disperses Samuel's ghost, but increases Danger by 1—this is only relevant if you're planning an encounter with Anthony Huff as an epilogue.

If Samuel remembers his murder, read or paraphrase the following:

*"I remember now. It was that cop. Huff. Anthony Huff. I was looking into his corruption for a story I was working on. He grabbed me off the street, and used his nightstick to...." The ghost gingerly touches the side of his head that's been crushed. "He smashed my head in. I don't remember anything after that. I guess I don't have to. But now I know."*

Once Samuel's spirit fades, or at least the Hunters get confirmation of who his killer is, go to Chapter Four. ■

# CHAPTER FOUR: CLOSURE

Daria's reaction to the Hunters' efforts shapes the story's ending—and how she reacts depends on exactly what the Hunters did.

**Jason wakes up.** Whether the Hunters laid Samuel to rest or forcibly exorcised him, Jason Monroe regains consciousness in the hospital. He makes damn sure the Hunters get paid, whatever else happened.

**They learn the name of Samuel's killer.** Daria can pass this information on to her bosses. She's relieved and grateful, and she pays the Hunters a bonus fee. If Anthony Huff is alive and working for the Orpheus Group, she realizes she's about to start a lot of internal trouble—but she doesn't like working alongside a murderer, so she grits her teeth and gets ready to wreck her career.

**They don't learn Samuel's killer, but put his soul to rest.** Daria tells her bosses Samuel is beyond reach and she can't finish the contract, so in the end she considers the matter settled.

**Samuel is still around, and the Hunters don't know his killer.** This probably also means Jason isn't recovered. Daria considers the Hunters in breach of contract and asks for her money back. If the Hunters agree, she considers their involvement at an end. If not, she'll reluctantly drop the matter but this won't be the end. Daria's employment with the Orpheus Group will come to an extremely final end, and her bosses will want to tie up any loose ends—like the Hunter cell—before they consider the matter closed.

## Epilogue: What About Anthony Huff?

The Hunters likely know the name of Samuel's killer, Anthony Huff. What do they do with that information? Three options are available to the player characters, depending on the needs of your story—on how high Danger has risen throughout *Cold Case*, or the time allotted to playing through this story.

If you want to wrap up the story quickly, or Danger is 1, Anthony Huff is also gone. Shortly after he quit the police force ahead of his potential firing (see “Investigating Huff”), he committed suicide or—if you want to keep him on ice for later in the chronicle—he perished in a freak fire, though no body was ever found.

If you want to give the players some closure, or Danger is 2 or 3, Huff is alive but unemployed. He still lives in his old house in town, although he's struggling to make ends meet and is at risk of the bank repossessing the house. Huff deeply regrets the murder, but he channels his grief into rage, lashing out at everyone around him.

If this is the start of a longer chronicle, or Danger is 4 or 5, Huff is a bigger antagonist. After he was fired, he was approached by the Orpheus Group to act

as a security consultant at one of their field offices in another city. He knows of Daria's investigation and was responsible for sabotaging her efforts to contact Samuel. The cell is now wrapped up in the inner politics of the Orpheus Group, whether they like it or not.

# Investigating Huff

Morgan Valdez (see “Talking to the Police” and “Talking to the Media in Chapter One”) is the Hunters' best source of information on Huff. Valdez is a rotund, cheerful man in his fifties who's a lot happier running his bar (The Lockup) than he ever was as a cop. It takes very little (a Charisma + Persuasion test, Difficulty 1) to get him talking about Huff.

Anthony Huff was a detective in the local police force. He looked the other way in exchange for a cut of the profits from several local drug dealers. Samuel Hawkins was investigating the local drug trade, and learned Anthony's secret.

One night, Anthony noticed Samuel walking home alone. It wasn't planned—just one of those random occurrences that sometimes happen. Taking advantage of the opportunity, Anthony dragged Samuel into a nearby alleyway and beat him to death with his nightstick. He left the scene of the crime unseen. He subsequently ensured he was assigned to investigate the murder so it would never be solved.

The chief of police, however, had suspected Anthony of wrongdoing for some time. He confronted Anthony with his suspicions, and gave him a choice: quit now, or go through an Internal Affairs investigation. Anthony decided to quit.

Valdez took early retirement soon after. Huff wasn't the only crooked cop, and Valdez was tired of the game of corruption whack-a-mole he'd been playing throughout his career.

“Huff wasn't the only crooked cop.”

Profile: Anthony Huff

If Anthony is alive in your game and you need his stats, use the following:

**Difficulty:** 2 / 2

**Standard Dice Pools:** Physical 5, Social 3, Mental 3

**Secondary Attributes:** Health 6, Willpower 5

**Exceptional Dice Pools:** Streetwise 5

# Loose Ends

The story may be over, but there are still several plot threads that characters may choose to follow, leading to potential future stories.

**Anthony Huff:** Huff might still be an active antagonist, perhaps even becoming part of the Orpheus Group. If not, Samuel Hawkins isn't his only victim, and there may be other ghosts demanding justice. Or perhaps Huff is a monster's servant—maybe he was taking kickbacks from something worse than drug dealers.

**Daria's accident:** The damage to Daria's equipment might be an innocent malfunction or the result of Huff's sabotage. It could also be another organization attempting to damage Orpheus' reputation. Or it could even be that ghosts are fighting back against Orpheus' ham-fisted attempts to understand the afterlife.

**Orpheus' client:** The Orpheus Group's services are extremely expensive, limiting their client base to only the wealthiest individuals. So, who hired Orpheus to look into the murder of a minor local journalist? Perhaps Anthony Huff abused his influence within Orpheus to find the ghost and silence him. Or maybe Samuel had information on some larger conspiracy of monsters, something he didn't even realize he knew. It's also possible that this service fell under Orpheus' dubiously-explained “community service” proviso, and they're doing some pro bono work for a shady ally.

With a little creativity and discussion with your players, it's possible to turn *Cold Case* into the start of a **Hunter: The Reckoning** chronicle that delves into all kinds of secrets and conspiracies. ■

# Appendix One: Allies & Antagonists

This section contains descriptions of major characters in this story. For any characters not mentioned here, assume a General Difficulty of 3/2 and a 5 in all dice pools.

## Daria Cueto

Daria's a fairly new Orpheus Group agent. This is the first time one of her operations has gone seriously wrong, and while she's internally freaking out about possible consequences, she's outwardly a composed, competent professional. She sticks to the rules where she can, but she'll break them if it keeps her out of trouble. She doesn't want anyone, including the Hunters she hires, to get into trouble but if that's the price of getting Samuel Hawkins' ghost back under control, so be it.

Daria dresses conservatively, but features like her half-shaved, green hair, poorly hidden tattoos, and combat boots make it obvious this is just a work persona.

**General Difficulties:** 5 / 2

**Standard Dice Pools:** Physical 4, Mental 5, Social 6

**Secondary Attributes:** Health 7, Willpower 7

**Exceptional Dice Pools:** Awareness 9, Investigation 7, Occult 7, Persuasion 7

## Samuel Hawkins

The lingering trace of Samuel Hawkins is tormented and yearning for justice.

**General Difficulties:** 4 / 2

**Standard Dice Pools:** Physical 3, Mental 5, Social 6

**Secondary Attributes:** Health 7, Willpower 7

**Exceptional Dice Pools:** Intimidate 8, Investigation 8

**Notes/Other Traits:**

**Familiar Roads.** Samuel can travel instantly to any location that has an emotional resonance for him. Right now, that's his apartment, the location he was murdered, his grave, his old family home, and the place where he used to work.

**Homebody.** When in his apartment, he can manifest into corporeal form. Outside of it, he can make himself visible for short periods of time, but remains insubstantial.

**Onslaught (6).** When attacking opponents who are physically within his apartment, he can attack them all simultaneously as his screams rip into their flesh. Samuel makes a single roll, with each target making their own defense roll. Each attack does (+Danger) damage rating in superficial damage.

**Repelled (evidence).** Despite being a journalist in his living days, any physical evidence about his own murder Repels him. ■

# Appendix One: The Guard Dogs

The Guard Dogs are a group of six Hunters. They started out as a local community group to help keep the streets safe, but upon discovering the supernatural they evolved into an investigative anvigilante group. Mickey Curbelo has a private detective's license, so they act as the main point of contact for people to approach them with problems. The Guard Dogs have had a couple of successful cases prior to the events of *Cold Case*.

Players should customize the Guard Dogs' names, genders, and other details however they choose.

## **Mickey Curbelo** (*Obsessed Investigator*)

Mickey was always good at finding out the truth. A little too good, honestly, as they would often dig up dirt their friends and family would prefer they left alone, and they've made a lot of enemies along the way. Like the time they discovered their ex-spouse was part of a blood-drinking cult. Mickey tried to get custody of their son, Carl, but the cult was too influential, and their case was thrown out. Now Mickey pours himself into their obsession with uncovering monsters when they aren't pouring a drink to dull the pain.

## **Haven Duran** (*Religious Hacker*)

Haven tried to be a good Catholic, but curiosity and an aptitude for computers led them astray. Their mother was terrified and pleaded with them to stop their illegal activities, but Haven couldn't resist. Then one night they were assaulted by a snarling, feral monster. They blacked out and when they recovered, they found they were bleeding from their hands and feet. Haven believes a higher power saved them for a purpose, and now they turn their skills to uncovering the digital secrets of the monsters that lurk in the shadows.

## **Kit Farr** (*Nervous Journalist*)

Kit once served a vampire. They didn't want to, but they were compelled to do so for years. Eventually, they managed to escape, creating a new identity to hide from their former vampire master. Over time, they've used their journalism experience to accumulate as much information as they can get to find ways to fight back against the monsters, making them a valuable resource to the other Guard Dogs. Unfortunately, they're always nervous that

they might fall under the thrall of some other creature, so they try to burn off their anxiety through regular workouts and boxing matches in Benny's gym.

Kit found Samuel Hawkins a useful local contact — a gifted investigative journalist with a strong sense of right and wrong.

## **Rae Gemmill** (*Penitent Con Artist*)

Rae loves the art of the con. They and their wife Elly successfully ran dozens of small-scale scams. Nothing huge, but enough to keep them comfortable, and all targeting the kind of rich people who wouldn't feel the loss of a few grand. But then one of their "clients" was killed, and the murderer framed Elly to take the fall. Rae realized there was something weird about the murder (it was the stake through the heart that gave it away), but until they hooked up with Mickey and their crew they had limited success in getting to the bottom of the conspiracy.

## **Jodie Mikohani** (*Brutal Teamster*)

Jodie is a legend among teamsters—the kind of person who'll do anything for their team. Anything. When Jodie found out monsters were trying to take over their shipping business they immediately found one and killed it, just to show it who the real power in town was. They lost the business and narrowly escaped a murder charge, but they'd do the same thing all over again. Luckily, a lot of truckers and other shipping folks owe them a lot of favors, and won't ask too many questions when it comes to obtaining or dumping shady goods and body-shaped packages.

## **Asa Spencer** (*Frustrated Vigilante*)

Asa was a good boxer. Maybe they could have been a great one, if the doctors hadn't refused to clear them for a championship fight. Frustrated, Asa put their time into running a boxing gym for the neighborhood, and over time it became a central meeting place for people who wanted to take direct action against the strange things happening in the area. Once they found a fellow vigilante in Mickey, they formed the Guard Dogs. While Mickey's detective agency acts as the face of the group, Asa stocks up on weapons, waiting for the moment where they can finally take their frustrations out on something inhuman and evil. ■



# CHARACTER SHEET

Name Mickey Curbelo Concept Obsessed Investigator Creed Inquisitive  
 Cell Guard Dogs Ambition Expose a monster for a.l. to see. Just once. Desire Help my clients.  
 Drive Curiosity Redemption \_\_\_\_\_

## ATTRIBUTES

| Physical     |       | Social       |       | Mental       |       |
|--------------|-------|--------------|-------|--------------|-------|
| Strength     | ●○○○○ | Charisma     | ●●○○○ | Intelligence | ●●●●○ |
| Dexterity    | ●●●○○ | Manipulation | ●●○○○ | Wits         | ●●●○○ |
| Stamina      | ●●○○○ | Composure    | ●●○○○ | Resolve      | ●●●○○ |
| Health       |       | Willpower    |       | Despair      |       |
| □□□□□ ■■■■■■ |       | □□□□□ ■■■■■■ |       | □            |       |

## SKILLS

|           |       |              |       |                              |       |
|-----------|-------|--------------|-------|------------------------------|-------|
| Athletics | ●○○○○ | Animal Ken   | ○○○○○ | Academics                    | ○○○○○ |
| Brawl     | ●○○○○ | Etiquette    | ○○○○○ | Awareness                    | ○○○○○ |
| Craft     | ○○○○○ | Insight      | ●○○○○ | Finance                      | ○○○○○ |
| Driving   | ○○○○○ | Intimidation | ○○○○○ | Investigation (crime scenes) | ●●●●○ |
| Firearms  | ●●●○○ | Leadership   | ○○○○○ | Medicine                     | ○○○○○ |
| Larceny   | ●●○○○ | Performance  | ○○○○○ | Occult                       | ○○○○○ |
| Melee     | ○○○○○ | Persuasion   | ●●○○○ | Politics                     | ○○○○○ |
| Stealth   | ●○○○○ | Streetwise   | ●●○○○ | Science                      | ○○○○○ |
| Survival  | ○○○○○ | Subterfuge   | ●●●○○ | Technology                   | ○○○○○ |

## EDGES AND PERKS

|                                 |  |  |
|---------------------------------|--|--|
| Sense the Unnatural (Handsfree) |  |  |
| Improved Gear                   |  |  |
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Total Experience \_\_\_\_\_ Spent Experience \_\_\_\_\_

Chronicle Tenets

Touchstones

Creed Fields

|  |                                 |  |
|--|---------------------------------|--|
|  | Carl, my estranged teenage son. |  |
|--|---------------------------------|--|

Advantages & Flaws

|                          |       |
|--------------------------|-------|
| Resources                | ●○○○○ |
| Linguistics (Spanish)    | ●○○○○ |
| Nutritionist             | ●○○○○ |
| Contact (Police Officer) | ●○○○○ |
| Contact (bar owner)      | ●○○○○ |
| Status                   | ●●○○○ |
| Addiction (alcohol)      | ●○○○○ |
| Disliked                 | ●○○○○ |
|                          | ○○○○○ |
|                          | ○○○○○ |
|                          | ○○○○○ |

Equipment

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Notes

Age

Date of birth

Appearance

Distinguishing features

History



# CHARACTER SHEET

Name **Haven Duran** Concept **Religious Hacker** Creed **Faithful**  
 Cell **Guard Dogs** Ambition **Save someone's soul** Desire **Liberate a monster's secret files**  
 Drive **Oath** Redemption

## ATTRIBUTES

|                 |       |                  |       |                |       |
|-----------------|-------|------------------|-------|----------------|-------|
| <b>Physical</b> |       | <b>Social</b>    |       | <b>Mental</b>  |       |
| Strength        | ●●○○○ | Charisma         | ●●●○○ | Intelligence   | ●●●○○ |
| Dexterity       | ●●●○○ | Manipulation     | ●●○○○ | Wits           | ●●●○○ |
| Stamina         | ●○○○○ | Composure        | ●●○○○ | Resolve        | ●●○○○ |
| <b>Health</b>   |       | <b>Willpower</b> |       | <b>Despair</b> |       |
| □□□□■ ■■■■■■    |       | □□□□■ ■■■■■■     |       | □              |       |

## SKILLS

|           |       |              |       |                      |       |
|-----------|-------|--------------|-------|----------------------|-------|
| Athletics | ○○○○○ | Animal Ken   | ○○○○○ | Academics (ciphers)  | ●●○○○ |
| Brawl     | ○○○○○ | Etiquette    | ○○○○○ | Awareness            | ●●○○○ |
| Craft     | ○○○○○ | Insight      | ●○○○○ | Finance              | ○○○○○ |
| Driving   | ○○○○○ | Intimidation | ○○○○○ | Investigation        | ●●●○○ |
| Firearms  | ○○○○○ | Leadership   | ○○○○○ | Medicine             | ○○○○○ |
| Larceny   | ●●●○○ | Performance  | ○○○○○ | Occult               | ●●●○○ |
| Melee     | ○○○○○ | Persuasion   | ○○○○○ | Politics             | ○○○○○ |
| Stealth   | ●●○○○ | Streetwise   | ●○○○○ | Science              | ○○○○○ |
| Survival  | ○○○○○ | Subterfuge   | ●○○○○ | Technology (hacking) | ●●●●○ |

## EDGES AND PERKS

|   |  |  |
|---|--|--|
| Global Access (Watching Big Brother, All-Access Pass) |  |  |
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Total Experience \_\_\_\_\_ Spent Experience \_\_\_\_\_

**Chronicle Tenets**

**Touchstones**

**Creed Fields**

|  |   |  |
|--|---|--|
|  | Mai, my nervous mother who prays for my soul. |  |
|--|---|--|

**Advantages & Flaws**

|                         |       |
|-------------------------|-------|
| Contact (family priest) | ●●○○○ |
| Mask                    | ●●○○○ |
| Resources               | ●○○○○ |
| Safehouse               | ●●○○○ |
| Haunted                 | ●○○○○ |
| Stigmata                | ●○○○○ |
|                         | ○○○○○ |
|                         | ○○○○○ |
|                         | ○○○○○ |
|                         | ○○○○○ |

Notes

**Equipment**

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Age

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Date of birth

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Appearance

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Distinguishing features

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History

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# CHARACTER SHEET

Name **Kit Farr** Concept **Nervous Journalist** Creed **Inquisitive**  
 Cell **Guard Dogs** Ambition **Learn a devastating secret** Desire **Exploit a monster's weakness**  
 Drive **Atonement** Redemption

## ATTRIBUTES

|                 |       |                  |       |                |       |
|-----------------|-------|------------------|-------|----------------|-------|
| <b>Physical</b> |       | <b>Social</b>    |       | <b>Mental</b>  |       |
| Strength        | ●●●○○ | Charisma         | ●●○○○ | Intelligence   | ●●●●○ |
| Dexterity       | ●●●○○ | Manipulation     | ●○○○○ | Wits           | ●●●○○ |
| Stamina         | ●●○○○ | Composure        | ●●○○○ | Resolve        | ●●○○○ |
| <b>Health</b>   |       | <b>Willpower</b> |       | <b>Despair</b> |       |
| □□□□□ ■■■■■■    |       | □□□□■ ■■■■■■     |       | □              |       |

## SKILLS

|           |       |              |       |                        |       |
|-----------|-------|--------------|-------|------------------------|-------|
| Athletics | ●●○○○ | Animal Ken   | ○○○○○ | Academics (journalism) | ●●●○○ |
| Brawl     | ●○○○○ | Etiquette    | ○○○○○ | Awareness              | ●●○○○ |
| Craft     | ○○○○○ | Insight      | ●●○○○ | Finance                | ○○○○○ |
| Driving   | ●○○○○ | Intimidation | ●○○○○ | Investigation          | ●●●○○ |
| Firearms  | ○○○○○ | Leadership   | ○○○○○ | Medicine               | ○○○○○ |
| Larceny   | ○○○○○ | Performance  | ○○○○○ | Occult (weaknesses)    | ●●●○○ |
| Melee     | ●○○○○ | Persuasion   | ●○○○○ | Politics               | ○○○○○ |
| Stealth   | ○○○○○ | Streetwise   | ○○○○○ | Science (mathematics)  | ●●○○○ |
| Survival  | ●○○○○ | Subterfuge   | ●○○○○ | Technology             | ⓂⓂ○○○ |

## EDGES AND PERKS

|                            |  |  |
|----------------------------|--|--|
| Library (How to Harm Them) |  |  |
| Sense the Unnatural        |  |  |
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Name **Kit Farr**

Total Experience \_\_\_\_\_ Spent Experience \_\_\_\_\_

### Chronicle Tenets

### Touchstones

### Creed Fields

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|--|---|--|
|  | Tahir, my friend who is still under a vampire's thrall. |  |
|--|---|--|

### Advantages & Flaws

|               |           |
|---------------|-----------|
| Mask          | ● ○ ○ ○ ○ |
| Resources     | ● ● ○ ○ ○ |
| Safehouse     | ● ○ ○ ○ ○ |
| Status        | ● ○ ○ ○ ○ |
| Unseemly aura | ● ● ○ ○ ○ |
| Weak-willed   | ● ● ○ ○ ○ |
|               | ○ ○ ○ ○ ○ |
|               | ○ ○ ○ ○ ○ |
|               | ○ ○ ○ ○ ○ |
|               | ○ ○ ○ ○ ○ |

### Equipment

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### Notes

### Age

### Date of birth

### Appearance

### Distinguishing features

### History

Age

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Date of birth

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Appearance

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Distinguishing features

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History



# CHARACTER SHEET

Name Rae Gemmill Concept Penitent Con Artist Creed Entrepreneurial  
 Cell Guard Dogs Ambition Atone for my past sins Desire Trick someone into performing an act of charity  
 Drive Greed Redemption \_\_\_\_\_

## ATTRIBUTES

| Physical     |       | Social       |       | Mental       |       |
|--------------|-------|--------------|-------|--------------|-------|
| Strength     | ●○○○○ | Charisma     | ●●●○○ | Intelligence | ●●○○○ |
| Dexterity    | ●●○○○ | Manipulation | ●●●●○ | Wits         | ●●●○○ |
| Stamina      | ●●○○○ | Composure    | ●●○○○ | Resolve      | ●●●●○ |
| Health       |       | Willpower    |       | Despair      |       |
| □□□□□ ■■■■■■ |       | □□□□□ ■■■■■■ |       | □            |       |

## SKILLS

|           |       |                      |       |                             |       |
|-----------|-------|----------------------|-------|-----------------------------|-------|
| Athletics | ●○○○○ | Animal Ken           | ○○○○○ | Academics (business school) | ●○○○○ |
| Brawl     | ○○○○○ | Etiquette            | ●○○○○ | Awareness                   | ○○○○○ |
| Craft     | ○○○○○ | Insight              | ●●●○○ | Finance                     | ●●○○○ |
| Driving   | ●○○○○ | Intimidation         | ○○○○○ | Investigation               | ○○○○○ |
| Firearms  | ●○○○○ | Leadership           | ●○○○○ | Medicine                    | ○○○○○ |
| Larceny   | ●●○○○ | Performance (acting) | ●●○○○ | Occult                      | ○○○○○ |
| Melee     | ○○○○○ | Persuasion           | ●●●○○ | Politics                    | ○○○○○ |
| Stealth   | ●●○○○ | Streetwise           | ●○○○○ | Science                     | ○○○○○ |
| Survival  | ○○○○○ | Subterfuge (lying)   | ●●●○○ | Technology                  | ●●○○○ |

## EDGES AND PERKS

|                           |  |  |
|---------------------------|--|--|
| Global Access (Money Tap) |  |  |
| Improvised Gear           |  |  |
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Total Experience \_\_\_\_\_ Spent Experience \_\_\_\_\_

**Chronicle Tenets**

**Touchstones**

**Creed Fields**

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|--|---|--|
|  | Elly, my wife who just got out of prison. |  |
|--|---|--|

**Advantages & Flaws**

|                                    |       |
|------------------------------------|-------|
| Contact (off-the-books accountant) | ●○○○○ |
| Influential                        | ●●○○○ |
| Looks                              | ●●●○○ |
| Resources                          | ●○○○○ |
| Infamous partner                   | ●○○○○ |
| Stalkers                           | ●○○○○ |
|                                    | ○○○○○ |
|                                    | ○○○○○ |
|                                    | ○○○○○ |
|                                    | ○○○○○ |

**Equipment**

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Notes

Age

Date of birth

Appearance

Distinguishing features

History



# CHARACTER SHEET

Name Jodie Mikohani Concept Brutal Teamster Creed Underground  
 Cell Guard Dogs Ambition Get a piece of the REAL action Desire Scare the shit out of a monster  
 Drive Envy Redemption \_\_\_\_\_

## ATTRIBUTES

|                 |       |                  |       |                |       |
|-----------------|-------|------------------|-------|----------------|-------|
| <b>Physical</b> |       | <b>Social</b>    |       | <b>Mental</b>  |       |
| Strength        | ●●●○○ | Charisma         | ●●○○○ | Intelligence   | ●●○○○ |
| Dexterity       | ●●○○○ | Manipulation     | ●●○○○ | Wits           | ●○○○○ |
| Stamina         | ●●●○○ | Composure        | ●●●○○ | Resolve        | ●●●●○ |
| <b>Health</b>   |       | <b>Willpower</b> |       | <b>Despair</b> |       |
| □□□□□ □■        |       | □□□□□ □□■        |       | □              |       |

## SKILLS

|                 |       |              |       |               |       |
|-----------------|-------|--------------|-------|---------------|-------|
| Athletics       | ●●○○○ | Animal Ken   | ●○○○○ | Academics     | ○○○○○ |
| Brawl           | ●●●○○ | Etiquette    | ●○○○○ | Awareness     | ●○○○○ |
| Craft           | ○○○○○ | Insight      | ●○○○○ | Finance       | ●○○○○ |
| Driving (truck) | ●●●○○ | Intimidation | ●●○○○ | Investigation | ○○○○○ |
| Firearms        | ●●○○○ | Leadership   | ●●○○○ | Medicine      | ○○○○○ |
| Larceny         | ○○○○○ | Performance  | ○○○○○ | Occult        | ○○○○○ |
| Melee           | ●●○○○ | Persuasion   | ●●○○○ | Politics      | ●●○○○ |
| Stealth         | ●○○○○ | Streetwise   | ●●○○○ | Science       | ○○○○○ |
| Survival        | ●○○○○ | Subterfuge   | ●○○○○ | Technology    | ●○○○○ |

## EDGES AND PERKS

|                            |  |  |
|----------------------------|--|--|
| Fleet (Armor, Untraceable) |  |  |
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Total Experience \_\_\_\_\_ Spent Experience \_\_\_\_\_

**Chronicle Tenets**

**Touchstones**

**Creed Fields**

|  |  |  |
|--|--|--|
|  | <p>Tamina, a former employee and now something more.</p> |  |
|--|--|--|

**Advantages & Flaws**

|                           |       |
|---------------------------|-------|
| Contact (fellow teamster) | ●●○○○ |
| Fame (teamsters)          | ●○○○○ |
| Influence                 | ●●○○○ |
| Nutritionist              | ●●○○○ |
| Dark secret (murderer)    | ●○○○○ |
| No safehouse              | ●○○○○ |
|                           | ○○○○○ |
|                           | ○○○○○ |
|                           | ○○○○○ |
|                           | ○○○○○ |

**Equipment**

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**Notes**

Notes area with a faint background image of a map or terrain.

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| Age                     |
| Date of birth           |
| Appearance              |
| Distinguishing features |
| History                 |

# HUNTER

THE RECKONING

## CHARACTER SHEET

Name **Asa Spencer**    Concept **Frustrated Vigilante**    Creed **Martial**  
Cell **Guard Dogs**    Ambition Make the neighborhood safe for everyone    Desire **Get into a good fight**  
Drive **Pride**    Redemption \_\_\_\_\_

### ATTRIBUTES

| Physical  |       | Social       |       | Mental       |       |
|-----------|-------|--------------|-------|--------------|-------|
| Strength  | ●●●●○ | Charisma     | ●●○○○ | Intelligence | ●●○○○ |
| Dexterity | ●●●○○ | Manipulation | ●○○○○ | Wits         | ●●○○○ |
| Stamina   | ●●●○○ | Composure    | ●●○○○ | Resolve      | ●●○○○ |

  

| Health       | Willpower    | Despair |
|--------------|--------------|---------|
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### SKILLS

|                  |       |              |       |               |       |
|------------------|-------|--------------|-------|---------------|-------|
| Athletics        | ●●●○○ | Animal Ken   | ○○○○○ | Academics     | ○○○○○ |
| Brawl (footwork) | ●●●○○ | Etiquette    | ○○○○○ | Awareness     | ●○○○○ |
| Craft            | ●○○○○ | Insight      | ●●○○○ | Finance       | ○○○○○ |
| Driving          | ●○○○○ | Intimidation | ●●○○○ | Investigation | ●○○○○ |
| Firearms         | ●○○○○ | Leadership   | ○○○○○ | Medicine      | ○○○○○ |
| Larceny          | ●○○○○ | Performance  | ○○○○○ | Occult        | ○○○○○ |
| Melee            | ●●●○○ | Persuasion   | ○○○○○ | Politics      | ○○○○○ |
| Stealth          | ●○○○○ | Streetwise   | ●●○○○ | Science       | ○○○○○ |
| Survival         | ●●○○○ | Subterfuge   | ●●○○○ | Technology    | ●○○○○ |

### EDGES AND PERKS

|   |  |  |
|---|--|--|
| Arsenal (Team Requisition, Untraceable) |  |  |
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Name Asa Spencer

Total Experience \_\_\_\_\_

Spent Experience \_\_\_\_\_

### Chronicle Tenets

### Touchstones

### Creed Fields

|  |  |  |
|--|--|--|
|  | Frank, my childhood friend and sparring partner. |  |
|--|--|--|

### Advantages & Flaws

|   |       |
|---|-------|
| Fame (ex-boxer)                                 | ●○○○○ |
| Resources                                       | ●○○○○ |
| Safe House (Security System 1, Hidden Armory 2) | ●●○○○ |
| Living on the edge                              | ●●○○○ |
|   | ○○○○○ |
|   | ○○○○○ |
|   | ○○○○○ |
|   | ○○○○○ |
|   | ○○○○○ |
|   | ○○○○○ |
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### Equipment

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### Notes

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| Age                     |
| Date of birth           |
| Appearance              |
| Distinguishing features |
| History                 |