

# Hunter: The Vigil

The world is full of monsters. Everyone knows it, but they're all too afraid to admit it. Everyone has seen a shadow flying over a moon at summer camp, seen a pale figure disappear into a sewer grate, heard the chanting from the run down house on Halloween night. But they all bury those memories deep inside, convince themselves it couldn't have been real. Those who are forced to confront the reality of the supernatural are driven insane.

But there are a few who endure, or perhaps who go mad in a unique way. Rather than shrinking away from the paranormal, they become obsessed with it. They may want to destroy it, study it, even use it for their own ends. But regardless of the hows and whys, each one is a tiny candle in the darkness passing their flames to each new generation of hunters who take up the Vigil.

At their lowest level, hunters organize into cells: small collections of mundane people who work together with no greater organization. The true society of hunters, such as it is, begins with Compacts. These networks of people may have an (incorrect) idea of how the supernatural works or they may be pure support groups that allow individual cells to collaborate and share knowledge or resources. Conspiracies are like Compacts but larger and older, and while their views on the supernatural are all just as wrong as the Compacts' they at least know enough to be able to provide their members with some kind of magical or super-scientific support on the Vigil.

You have 1000 CP.

## Backgrounds

You can change your sex for free. Any Background can be taken as a Drop In.

**Corrupt(Free)-** What exactly makes one a hunter instead of a monster? Is there really that much difference between a witch who fights other witches and a cannibal cult that devours "gods" for its power? Why should anyone trust a guy descended from Satan any more than the goblin who swears he just wants to be left alone? You are one of these hunters who makes use of blatant supernatural talents, regardless of what kind of internal justification you may have that makes you different than your prey.

**Government Agent(Free)-** The world's governments aren't as blind as they may look. There are official government agencies dedicated to hunting down the supernatural. Then there are unofficial fraternities who know to look out for those odd cases that suggest the work of the occult. Even ex-soldiers who saw too much, products of secret government laboratories, or patsies who merely believe that the man in a suit who gives them orders is an employee of a secretive alphabet soup bureau like he claims can take up the Vigil.

**Mundane(Free)-** You were just a regular person with regular problems, until suddenly you were confronted with something you couldn't ignore. Then you were dragged into this Vigil without any planning or guidance. You're no scientist or occultist or bounty hunter, just a regular Joe or Jane mixed up in a crazy and dangerous world you could have never imagined.

**Religious(Free)-** Confronted with direct evidence of the unexplainable and miraculous, perhaps even of the afterlife, it is common to turn to religion. It may be the comfort of a religion you were raised in,

or perhaps the shock of taking up the Vigil opened your eyes to a new truth you'd scoffed at before. Whatever it is you now pray to is probably even answering, which means you can rest assured that your beliefs are true... unlike all those other hunters of different religions who are being deceived by the enemy.

**Truth Seeker(Free)-** Just because you don't understand the occult doesn't mean it will be a mystery forever. The Vigil is about more than staking vampires. It's about throwing back the shroud of darkness and understanding the things that go bump in the night. Surely magic is just a word for forces we don't understand. The supernatural can be studied, perhaps even exploited to gain further knowledge itself, if only you could get people to wake up and see the truth.

## **Perks**

**Unwavering Candle(300CP)-** The New World of Darkness is a cosmic horror story not because it has tentacled beasts with weird names, but because it is held in thrall to hidden powers beyond mortal comprehension before which all human achievement is meaningless. So what if you put in the blood, sweat, and tears over a life time of work to somehow cleanse your home town of supernatural danger? Some archmage who has no idea you exist will accidentally rewrite history so that China, not Europe, colonized America and neither you nor your city will have ever existed. But you are different. No change to history will ever be able to erase or change you or your accomplishments.

**Obviously a Hunter(100CP, free Corrupt)-** How do hunters tell monsters apart from other hunters that use magic? Hell if any of them know. Maybe you just have one of those faces. Maybe they cracked open the rule book and saw that you were part of a Hunter: the Vigil splat that engages in ritual cannibalism for supernatural power instead of a Mage: the Awakening splat that engages in ritual cannibalism for supernatural power. People just know when you're on their side when you try to join them, as long as you really are on their side, and never mind the fact that your methods make you barely any different than the things you hunt.

**The Rite of Hecate(200CP, discount Corrupt)-** This ritual forms the foundation of the Promethean Brotherhood. Discovered by apprentice witch Jacob Hite in the 1800s, he used it to kill his master and steal his magical powers after realizing he lacked whatever spark allowed for true magic. The Rite allows you to obtain magical power through the ritualistic sacrifice of a mage, and you are a full master of it. You obtain half their magical power (up to that of a powerful Awakened Mage) and half their knowledge and lasts a few days, at best a few weeks, before all is lost. Even in future worlds, you will find the Rite efficacious.

**Anthropophagy(400CP, discount Corrupt)-** The Faithful of Shulpae believe that "monsters" are in fact gods and that devouring their corpses is a holy ritual binding humanity to the divine. You are a master of these feasts, able to absorb the supernatural powers of the beings you devour, albeit only able to hold on to so many at a time and requiring multiple feasts to fully absorb stronger abilities. Monsters like Sin-Eaters, the Created, and Mummies with the power to rise from death are especially prized and not only because they can be eaten multiple times. The power to revive is not counted against the regular pool of powers you may maintain at once, and anyone whose flesh your ritualistically partake of will have their revival delayed by five weeks.

**Castigation(600CP, discount Corrupt)-** Somewhere in your ancestry, likely seven generations ago or some multiple thereof, lurks demonic taint. You are a scion of Lucifer, a natural wielder of hellish powers to command demons, summon hellfire, even transform into a demonic shape. Your blood runs particularly strong, having allowed you to master all the rituals of Castigation at once instead of a mere

five and granting you the same immortality boasted by the Lady of Milan, who leads your brethren of the Lucifuge in their quest to combat Hell.

**Investigator(100CP, free Government Agent)-** You were likely hired for this, or maybe you started asking too many questions after you got discharged. You are among the greatest investigators to ever live, and you're very fit besides. And of course, you're pretty good with a gun as well. Not that any of it will stop the eye rolls and the jokes about "Agent Mulder" around the water cooler.

**Audit(200CP, discount Government Agent)-** Working to keep the citizens safe would be a lot easier if the government itself hadn't been infiltrated by the enemy. The Barret Commission is named in honor of Colonel Shaun Barret, who was assassinated while trying to take information about vampire infiltration of the federal government back to President Adams. Only his associate's niece survived to found a Compact devoted to ferreting out supernatural influence in the government, military, and business sectors. Whether you're a member or not, you're an expert on detecting and removing subversive influences in an organization, especially the supernatural kind. You're a master of maintaining a regular life while upholding the Vigil as well, even to the extent that you could be a CEO or senator as your day job.

**Dreamscape(400CP, discount Government Agent)-** The US Government, in an attempt to create specialized soldiers to capture Beasts for use as weapons, conducted horrifying experiments on children. You took to the procedure far better than your fellows, as there were no side effects and you have fully mastered every part of the ability to shape your dreams. You've even managed to escape from the lab where you were held, like other victims of the program will in several years. Unfortunately, your powers are useless outside of the dream world, though they are quite formidable against changelings, beasts, and those mages who try to influence dreams.

**Teleinformatics(600CP, discount Government Agent)-** When the FBI reached out to former MK-ULTRA researcher Dr. Barbara Wintergreen, she gave them her amazing discovery: a process to awaken psychic powers. The Wintergreen process was immediately put to use in every agent with psychic potential and in many people who weren't even otherwise qualified to be FBI agents. All are placed into the Vanguard Serial Crimes Unit, where their powers are put to use tracking down serial killers and mass murdering monsters. You have mastered every branch of Teleinformatics, allowing you to read minds, see the past, and clairvoyantly track down information.

**Hunter(100CP, free Mundane)-** Whether you've picked this up since starting your Vigil or you had a colorful past, you have the skills needed to be a monster hunter. You're fairly stealthy, good at breaking and entering, able come up with convincing cover stories, good with both a gun and melee combat, and fairly physically fit. But where you really shine is tracking. There's hardly a man alive whose trail you couldn't follow, whether through the woods or city streets.

**Standing Vigil(200CP, discount Mundane)-** It can be so hard to protect the ones you love when they'd call you mad if they knew what you got up to at night. But you have a way of convincing others that they need to stand up and take action, even if it's a little vague what you're actually going to be fighting. This works best with people who consider you "one of them." The animal hunters of the Bear Lodge, the families of cult members who make up Habibt Ma, the women of the Maiden's Blood Sisterhood, the gangsters of Night Watch, the Native Americans of SWORN, the libertarians of Utopia Now, even somehow a Compact called the Reckoning made up entirely of sovereign citizens... whoever your people are, you can count on them to pick up some torches and pitchforks or provide you a safe place to rest and an alibi when you really need it.

**Block By Bloody Block(400CP, discount Mundane)-** The extremely crowded shadows of the World of Darkness house no end of horrors. How's a hunter to ever make their home safe with new monsters cropping up as fast as the old ones are put down? But for you, it's no issue. When you cleanse an area of supernatural taint, it stays that way. You exorcise all the ghosts from a haunted house? You won't have to worry about a vampire moving into it or a portal to Hell opening up in the back yard. Cleanse a city district of the werewolf pack in the park and the conspiracy of witches among the local housewives? No need to worry about one of the True Fae sweeping through looking for slaves. Not in your back yard.

**Rites of Denial(600CP, discount Mundane)-** The Cainite Heresy is a 1600 year old group of fanatical vampire hunters. Many are people who have been so wronged by vampires that they ask no questions. Others are Ghouls or servants to a vampire who have been rescued and then re-brainwashed to mindlessly hate vampires instead of mindlessly loving them. None of them ask questions about the strange rituals their mysterious Sources teach them or why they need a vial of special blood to work. You have mastered these anti-undead Rites of Denial totally, knowing many little rituals that utilize blood to harm, protect against, or capture the living dead. What's more, you do not need to rely on the Sources to deliver their special blood to you. Your own blood is sufficient to power the Rites of Denial.

**Preacher(100CP, free Religious)-** Someone needs to be a cell's face to the outside world when the cops come asking questions about all the silver bullets, and who better than a kindly old priest to put their minds at ease? You are very charismatic, good at lying, and resolute under pressure, and are so good at talking people to your way of thinking that you could have matched the best televangelists in the world if you hadn't been called to a higher duty.

**The Prayer(200CP, discount Religious)-** The Long Night, a Compact of American Protestants who think the existence of monsters is a sign of the upcoming Apocalypse and Rapture, engage in prayer to steel their minds for the Vigil. It may provide divine protection, or it may be pure fanaticism, but either way you and those you lead in prayer, regardless of what kind, find your willpower emboldened to resist or oppose the supernatural.

**Goetic Gospels(400CP, discount Religious)-** The Goetic Gospels are ostensibly the secret teachings of Jesus, who revealed how to cast out one's own sins in the form of a demon to harm witches. Those members of the Order of Saint George who undergo the Second Revelation understand the truth: the Anglican God is not real. The only gods are the faceless angels and they must be appeased through the destruction of magic lest they turn their attention to the Earth and destroy it. The Goetic Gospels predate Christianity and work by shaping the angels' dreams. You have mastered all three: the Gospel of Agares which opposes magic, the Gospel of Amon which turns a monster's own vices against them, and the newly discovered and only partially understood Gospel of Beleth which prevents the use of magical energy. Unlike most who study the Gospels more than is wise, you have retained your sanity completely.

**Benediction(600CP, discount Religious)-** The Malleus Maleficarum is the secret successor to the inquisition, charged with hunting down witches and vampires. Through a special blessing by the Pope, they may perform Benedictions, special prayers to Catholic saints with real supernatural effects. Not only have you learned all Benedictions, a normally impossible feat, but you uniquely do not need to actually be a virtuous Catholic to perform them. Even if you are excommunicated, you will still be able to call upon God's power to protect you from harm, heal wounds, or even resurrect the dead. Nor will your Benedictions falter in power from your own immorality or lack of mental stability.

**Scholar(100CP, free Truth Seeker)-** Only a keen mind can possibly hope to unravel the mysteries of the Vigil. You are a great polymath, having the equivalent of a degree in every field of science, the humanities, medicine, even computer programming. And above all you are at the peak of human intelligence, a rare genius that any cell would be lucky to count among their number.

**The Truth(200CP, discount Truth Seeker)-** Network Zero is dedicated to getting information about the supernatural out to the public, and you're likely to be their new darling. Not only are you extremely lucky when it comes to running into secrets and exposing them to the world, but supernatural methods of obfuscating records don't work on recordings you create. Your pictures of bigfoot will always come out crystal clear and you can record a witch's "Atlantean" chants perfectly well.

**Perispiritism(400CP, discount Truth Seeker)-** The Council of Bones turns to spiritual arts to both repel the spirits of the dead and gain information from them. Making use of an ectoplasmic and invisible skull tattoo on the sole of one foot, the rituals of Perispiritism allow one to do such things as defend against ghostly powers, steal a ghost's abilities, or bind and control a ghost. You have fully mastered the discipline.

**The Bleeding Edge(600CP, discount Truth Seeker)-** Some scientists, such as those in Null Mysteriis, hope to study and understand the supernatural. Though really anyone who succeeds winds up recruited into the Cheiron Group, the Web of Pain, or the secret confederacy of doctors behind the Patchwork People, groups who put their understanding of the paranormal to practical pursuits of human enhancement. Regardless of your leanings and goals, you would nonetheless do any of those proud as a scientist. You have as firm a grasp of the occult as any mortal, and the spark of genius needed to puzzle out how these monsters and magic items really work and how to put that information to real use. Now all you need is a large number of test subjects...

## **Items**

**Bait(100CP, free Corrupt)-** This gaudy and mystical looking doodad isn't actually good for anything. But to supernatural creatures, it seems to be a significant occult artifact. To a vampire, it appears to drip delicious blood. To a werewolf it feels like it is burning a hole in the Gauntlet between the worlds of flesh and spirit, and a mage sees it as covered in mystic runes that hint at occult secrets if only it could be taken and studied.

**Alchemy Workshop(200CP, discount Corrupt)-** This laboratory houses restocking stores of arcane reagents and the equipment needed to mix them into the ancient Egyptian elixirs favored by the Ascending Ones, creating such wonders as a potion of invisibility, an incense that protects against the deterioration of sanity, or a snorted powder that can be expelled as a cloud of toxic gas. It also comes with alchemical texts sufficient to initiate yourself into the arts necessary to mix all the Ascending Ones' elixirs and the internal alchemy that allows one to use them safely, as all are terribly toxic to the uninitiated. The workshop will follow you as a Warehouse attachment after this jump.

**Labyrinth(400CP, discount Corrupt)-** The Aegis Kai Doru claim that before the flood they were an order of witches, cast out by their fellows before the werewolves corrupted and ruined the world with some nameless blasphemy. The legend goes that they guarded a labyrinth full of enchanted items. This structure, whether it be a real set of underground tunnels or a sprawling and confusingly designed mansion or something else, was built in imitation of that legend. It comes with a copy of every relic of the Aegis Kai Doru in any official Hunter: the Vigil book, and the compound itself is warded so that anything within cannot be located by supernatural means. It will follow you as a Warehouse attachment

but can be deployed into the world if you want.

**Thaumatechnology Lab(600CP, discount Corrupt)-** The Cheiron Group is a medical corporation devoted to researching the bodies of supernatural creatures to produce advanced medical treatments, secretly supported by the advanced science of the interdimensional aliens who run it. And in the interest of procuring samples, they also enhance their field agents with stolen monster parts: eyes that can see into the ghostly state of Twilight, hands whose fingers can be lit on fire to fascinate onlookers, a sac of metal that transforms into a deadly insect swarm under the patient's command, and more. This facilities has regenerating stocks of all the materials needed to reproduce all canon Thaumatechnology, the facilities to implant it, laboratories to test out new parts, and holding cells to keep test subjects prisoner, along with a staff of expert doctors and scientists who can perform the necessary medical procedures for implantation. The staff count as followers, while the laboratory itself will follow you as a Warehouse attachment you can deploy out into the world.

**Arsenal(100CP, free Government Agent)-** When facing down the unknown, shooting doesn't always work. But it often does, and so makes a good first try. You have a large arsenal of guns, along with ammo that restocks weekly.

**Badge(200CP, discount Government Agent)-** Operatives of Division Six believe that they work for a secret US government agency, tracking down and neutralizing "reality deviants." In truth, they are a project a single mage of the Seers of the Throne ministry called the Panopticon, who uses them to eliminate rival warlocks. But most people are still fooled by the official looking badges they get. This badge of yours is especially convincing, forcing anyone who sees it to believe you really are a secret government agent.

**Ultramax Prison(400CP, discount Government Agent)-** What do you do with a real life Hannibal Lector when he's convicted, much less an honest to God vampire? You stick them here, in America's only "ultramax" prison. This facility is state of the art and has supernatural enhancements to allow it to hold even "unconventional" prisoners and thwart the powers they might otherwise use to escape. It follows you to future jumps as a Warehouse attachment and can be deployed into those worlds if you wish.

**Advanced Armory(600CP, discount Government Agent)-** America has yet to find the enemy it couldn't kill with a big enough gun, and Task Force: VALKYRIE, its law enforcement division specialized in handling supernatural cases, gets the best it has to offer. You've been implanted with an RFID chip that allows TFV's advanced technology to work for you. Grenades that disrupt shapechanging powers, bullets with special tips that allow them to damage spirits, sunglasses that help resist any sight based power used on the wearer, and more are available. You've been given a fully stocked armory of everything TFV has to offer, and it mysteriously replenishes itself and performs maintenance on everything stored inside every week. The room itself will follow you as a Warehouse attachment.

**Van(100CP, free Mundane)-** A plain, nondescript van. The kind you might see parked on any city street. Certainly not the kind of thing you'd expect a cell of monster hunters to be hiding inside of on a stakeout.

**Message Board(200CP, discount Mundane)-** The Union, a Compact of blue collar workers, was organized online. While there were moles in the beginning, security has since been tightened. You have a similar message board which attracts those who are interested in defense against the supernatural but

which monsters are unable to find or read.

**Safehouse(400CP, discount Mundane)-** It may not look like much, but that's rather the point. This building has all you need to rest and recover from a night on the Vigil, even a crude cell where you can keep and interrogate prisoners. The best part is that no one will think to look for you here. Unless someone literally tails you right into the door, they will never consider this a possible hiding spot for you or anyone else they're trying to track down. This will follow you as a Warehouse attachment in future jumps and can be deployed into the world at will.

**Ashwood Abbey Chapterhouse(600CP, discount Mundane)-** Ashwood Abbey got its start as a Hellfire Club in Victorian Scotland. A run in with the supernatural got the participants interested in the occult, and today the Abbey is a network of wealthy dilettantes who dabble in and hunt the supernatural. You run your own chapterhouse, which of course means that you are yourself fabulously wealthy. The chapterhouse will follow you as a Warehouse attachment and can be deployed into the world at will.

**Crucifix(100CP, free Religious)-** Or any other religious object you care for. Although most hunters realize that brandishing a cross like you're Peter Cushing in a Hammer Horror film isn't effective against vampires, somehow it really works with this object. Holding it up will prevent the undead or demons (that is, anything particularly demonic or innately evil spirit, not including the rogue robot spirits who call themselves Demons) from approaching you.

**Temple(200CP, discount Religious)-** A temple dedicated to a religion of your choice. It is holy ground, preventing the undead or demons (again, meaning any spirit of evil) from entering and providing partial defense against any supernatural assault on anyone within. Even just being in the building seems to give a feeling of hope and comfort.

**Dowsing Instructions(400CP, discount Religious)-** The new age hippies of the Keepers of the Source believe that creatures who drain Nodes of Mana are ripping out the Earth Mother's living energy. This is due to the sense for supernatural energy they've managed to develop, which manifests as pain. This collection of pamphlets of meditation techniques and drugs will allow anyone to develop a similar sense for Essence/Mana.

**Ink(600CP, discount Religious)-** The Knights of Saint Adrian think they're on a mission from God. Working for Howard Investigative Services, these bounty hunters take contracts from angels and are rewarded with technological looking holy tattoos to aid in their contracts. They can infuse your fists with energy that harms supernatural creatures, learn information about roads and way stations, or provide you infinite ammo for a mundane gun. You have all the canon tattoos available to the Knights.

**Recording Equipment(100CP, free Truth Seeker)-** The supernatural is rare and hidden. It wouldn't do to waste any scrap of information that can be obtained through an encounter with it. Therefore, you have tons of cameras, microphones, even Kirlanian lenses to view "auras." From top of the line high quality stuff to unobtrusive "spy gear," it's all here.

**Occult Library(200CP, discount Truth Seeker)-** The Loyalists of Thule have long tried to make amends for their part in the Nazi government by making their knowledge available to other hunters. Whether or not you're a member, this collection of occult information would do them proud.

**The Good Stuff(400CP, discount Truth Seeker)-** The Illuminated Brotherhood came together out of

the psychedelic experiments of the 70s. Mostly young college kids, they take drugs in order to see into the spirit world. You have a replenishing weekly supply of drugs which can allow users to see and communicate with spirits or into other worlds.

**Utopia(600CP, discount Truth Seeker)-** Demonic influence is everywhere, or so believes tech startup Utopia Now. Really, most of what they see is the God Machine, but they don't understand the difference. The company's dream is an independent floating city, founded on stolen technology and free from supernatural control. You have an excellent start to that goal here, as you have co-opted several pieces of Infrastructure, the God Machine's occult technology, and brought them together into this building that serves as your headquarters, providing a number of uncanny benefits.

## **Companions**

**Companion Import (50-300CP)-** You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets a free background and 600CP to spend.

**Canon Companion (100CP)-** You can choose one person without a supernatural template as a companion. Alternatively, you may take one slot that you can fill by inviting anyone in this world to join you as a Companion. Either can be purchased multiple times.

## **Drawbacks**

You can take up to +600CP worth of Drawbacks.

**A History of Darkness(0CP)-** Want to take up the Vigil of an earlier age? You can instead go to one of the historical settings for Hunter: the Vigil, such as Britain under King Arthur (400-500), the Mali empire (1360-1390), samurai era Japan (1640-1660), the Qing dynasty (1644-1911), or colonial New England (1690).

**The Abyss Stares Back(0CP)-** The New World of Darkness was meant to be more crossover friendly than the old, but Hunter has always played fast and loose with the rules for other splats, and monsters' own views rarely line up with what Hunter says about them. If a little flashing light can turn off the part of a witch's brain that lets her cast spells, how come Mages never do that to each other in Mage: the Awakening? It's only a Forces 2 spell.

You can decide how this jump interacts with other splats, whether you're jumping a world where Hunter is right or the other game lines are when it comes to mechanics, whether you'll include your previous adventures in the New World of Darkness, and even whether fan splats like Leviathans exist.

**Curiosity Killed the Cat(+100CP)-** You just can't leave well enough alone. You have to know what that rattling sound in the dark basement is. You need to find out what this ancient spell inscribed on the wall of the mummy's tomb does when spoken aloud.

**Patsy(+100CP)-** A surprisingly large number of monster hunting organizations are in fact controlled by monsters. You'll learn to deal with that feeling, because you're going to run into constant betrayals, corruption, and hidden agendas by your bosses or allies you make.

**Final Girl(+200CP)-** Something draws Slashers to you. These supernaturally empowered serial killers all seem to think you're the perfect victim, and will go out of their ways to track you down.



**Fun and Games(+200CP)-** Well I say, fucking that bloodthirsty werewolf seems like jolly good fun! Like the worst of Ashwood Abbey's trust fund babies, you refuse to seriously consider the danger that magic and monsters may expose you to and are likely to bite off more than you can chew in the name of the Vigil.

**Cancer Cell(+300CP)-** A cancer cell is a term used for a hunter cell which includes a monster. Most are smart enough to stay well away while waiting for the group to implode on itself. Now you are considered persona non grata among the hunter communities in much the same way. None of the Conspiracies or Compacts will want to work with you, leaving you along with only your personal friends.

**Hunters Hunted(+300CP)-** What is this, the X-Files? It seems like you run into a new and terrifying supernatural situation every week, be it running afoul of the local werewolf packs, attracting the attention of the nameless Things that lurk behind the mirrors of the nearby college campus, or stumbling into a building that has no exits back into the real world, you'll keep winding up on new paranormal adventures regularly.

**End Choice**

**Go Home**

**Stay**

**Continue Jumping**

**Notes**

A Generic Jump by Generic Anon.