

Dark Hunters

Virtues: Zeal is replaced by Vehemence, Vision is replaced by Infringement, and Mercy is replaced by Subversion

Conviction is replaced by Fervor

Creed is replaced by Primary Dark Creed

New Skill: Infiltration (replaces Animal Ken): As the name suggests, Infiltration is the ability to successfully infiltrate an enemy group. Most Dark Hunters (with the exception of Executioners) highly favor this skill.

* Novice: You can infiltrate a group of the most trusting people

** Practiced: You've done this a couple of times

*** Competent: You can convince most Hunters that you're one of them

**** Expert: You're a former government spy

***** Master: The FBI is asking you for advice

Second Sight and Dark Sight: Dark Hunters have 2 "modes" of Second Sight. First is Second Sight, which is exactly the same as the Second Sight used by the Imbued. Then, they have Dark Sight. Dark Sight can only be activated after Second Sight has and allows them to determine whether or not someone is a Hunter and whether or not they have their own Second Sight active. There is a drawback to using Dark Sight. Normally, a Dark Hunter registers to Second Sight the same way as a Hunter does. However, when using Dark Sight, the Imbued's Second Sight shows that something about them is not right. This, of course, causes suspicion among the Imbued (and some to outright attack) and can be very confusing when the Dark Hunter deactivates his Dark Sight (the subject goes from somehow wrong to normal. This will even make the most dedicated Visionaries scratch their heads unless they are aware of the concept of Dark Hunters).

Backgrounds: Backgrounds are pretty much the same except that Dark Hunters cannot take Bystanders (There are no Bystanders among the Dark Hunters)

The Creeds are referred to as Dark Creeds

Vehemence Creeds: Executioner (Starting Fervor: 4), Sentinel (Starting Fervor: 3), Condemner (Starting Fervor: 3)

Infringement Creeds: Spy (Starting Fervor: 3)

Subversion Creeds: Corrupter (Starting Fervor: 3), Defiled (Starting Fervor: 3), Martyr (Starting Fervor: 4)

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They Dark Hunters automatically gain 1 dot in their primary Dark Creed and get 5 additional dots to put into any Dark Creed of their choice. Their secondary Dark Creeds can be at a level equal to that of their primary Dark Creed, but can never exceed it.

The level of competency a Dark Hunter has in a dark creed indicates what levels of edges he could potentially access from that dark creed. For example, a Spy has 3 dots in spy, 2 dots in corrupter, and 1 dot in executioner. This means that the Spy could potentially have spy edges levels 1-3, corrupter edges at 1 and 2, and the level 1 executioner edge. The Dark Hunter does not start out with enough virtue points to have all of these, but should he earn enough virtue points he could gain those powers. Nor does it mean that he is eligible for that level of power (unless he has enough virtue points to purchase it). Additional dots cannot be purchased with freebie points and can only be raised with experience. Experience Costs: New Competency: 3. Next Level: 5 times current.

Spy: The Spy is the dark version of a Visionary. It is the Spy's job to infiltrate a group of hunters (or maybe "befriend" a lone hunter) and gather information on their strengths, weaknesses, personal goals, tactics, etc. Any information they gather is covertly sent to the Spy's associates (who could be of any Dark Creed) to be used later. Of course, since Spies are not the only Dark Hunters that like to infiltrate an enemy group (Corrupters and Defiled specialize in this), a Spy could also share his information with a fellow infiltrator (assuming he or she is aware of the other one).

Corrupter: The Corrupter is the polar opposite of the Redeemer. Their goal is to subvert and corrupt Hunters (and any supernatural creatures that the Merciful Creeds are trying to save) and cause them to fall from their path. Corrupters are one of the most subtle Dark Creeds (another being the Spies) and are often not detected in a group until at least one member has fallen to darkness (if even then). Corrupters can target any of the Hunter Creeds he chooses (although if a Defiled is around they will let the Defiled have the Innocents), but their favorite targets are Redeemers (what better way to cause doubt within a Merciful group than to corrupt the one who is trying to redeem the monsters)

Defiled: The Defiled are the Dark Heralds' response to the Innocents. The Defiled are so innately corrupt (often even before the Dark Imbuing) that innocence seems to wither and die in their presence (although the effect is not noticeable for quite a while). The Defiled are similar to Corrupters in that they seek to corrupt the enemy, but while Corrupters play up their targets weaknesses and will target any of the Creeds, Defiled specifically target Innocents and seek to purge them of their naiveté. They often pose as Innocents themselves and try to "befriend" the Innocent or Innocents of a group in order to slowly corrupt them. Unless the Defiled does something stupid to expose himself, the changes that they inflict upon the Innocent are not noticeable until it is almost too late (some less observant Hunters won't notice at all until it is too late). A corrupted Innocent's demeanor changes significantly, often going from a kind and caring person to a rude, crude, nasty person. If other Hunters do not take notice and stop the Defiled, then the Innocent may eventually become a Defiled as well.

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Martyr: The only Dark Creed to go by the same name as their “normal” contemporaries. However, whereas “normal” Martyrs sacrifice themselves to save people, the Dark Martyrs do so to further their dark cause and are sometimes considered the suicide bombers of the Dark Creeds.

Condemner: The dark version of the Judge, the Condemner does exactly what the name implies: condemns the Imbued. Also called torturers, Condemners can (and often do) make the Imbueds’ lives living Hells (more so than they already are and sometimes almost literally). It is rumored that the most powerful of the Condemners can even send a Hunter to Hell.

Sentinel: Sentinels are the dark equivalent of Defenders (just a bit tougher). Dark Hunters often set up a base of operations when hunting Hunters and the Sentinels are the security forces. Sentinels also act as bodyguards to some of the other Dark Creeds (most often Condemners, but occasionally Spies, Defiled, and Corrupters).

Executioner: The Executioners are the shock troops of the Dark Hunters. If one was to compare them to “normal” Imbued, they would find that the Executioners seem to possess some of the qualities of both the Avenger and the Wayward. Like the Wayward, they are vicious, cruel, and highly destructive. However, they do not start out with a derangement (although they are more likely to gain one early on than the others) and they do not carefully plan every detail of what they inflict. Like the Avengers, they are quick to act (often before thinking). They are frightening individuals even to the most stalwart Avenger. Executioners are not at all subtle in their methods and often their victims are found torn to pieces. More than one Executioner has been known to wield a chainsaw to dispatch a foe.

Edges

Infringement

Spying

* Foresee: The first level edge of the Spies is exactly the same as that of the Visionaries (the Dark Heralds saw the usefulness of such an ability and copied it)

** Sins of the Heart: This edge is similar to Pinpoint except that it is exclusively used on Hunters. It gives the user some insight into an individual’s personal frailties, deepest desires, and even some of their darkest secrets (this last one requires at least 5 successes).

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*** Mind Delve: This edge is slightly similar to Delve in that it allows the Spy to see into the past, but that's where the similarities end. Instead of showing the past events of a specific place, Mind Delve allows the Spy to delve into a Hunter's memories and discover any tactics and strategies they have used in the past and how successful they were. Mind Delve is limited only to past tactics and strategies employed by the Hunter and any allies.

**** Regenerate: This edge is similar to Restore and often allows Spies to pass themselves off as Visionaries for a while. However, Regenerate works differently on Hunters than it does Dark Hunters. When used on a Dark Hunter, Regenerate works exactly like Restore. When used on a Hunter, it acts like Restore for a few days (usually a week) and then the new limb becomes warped, twisted, and deformed (the Spy has usually taken his leave by this point to give the information he gathered to the Condemners and Executioners)

***** Scrying/Augur: This level 5 edge is a 2-for-1 ability (although only one aspect can be used at a time). If using the Augur aspect of the edge, the power acts like the Augur ability of the "normal" Hunters, except that it can only be used to see the possible future actions of a Hunter or group of Hunters that the Spy has been spying on. If using the Scrying aspect of the edge, the Spy can (if he is concentrating) effectively spy on a Hunter or group of Hunters that he has recently infiltrated. A Spy using this power is most likely no longer in that group for one reason or another (he may have used Regenerate on one of the Hunters or was possibly discovered).

Subversion

Defilement

* Hide: This first level edge is exactly the same as the edge of the same name used by Innocents. Defiled use this edge to "prove" that they are Innocents as well (it also works well if discovered as their version even conceals them from a Hunter's second sight)

** Subverted Illumination: This edge is similar to Illuminate except that it is used to reveal Hunters to supernatural creatures.

*** Darken: This edge is used covertly and is the antithesis of Radiate. When an Innocent uses Radiate, a Defiled in the group who has access to Darken will immediately use it. While the Hunter using the Radiate Edge will still seem to radiate a white light to the user and other Hunters, the effect it has on supernatural creatures is weakened or even eliminated completely (depending on the number of successes). When Radiate fails to work, the Innocent who used the power is frustrated and often questions her own usefulness.

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**** Confrontation: This edge is similar to Confront except that it can only be used on Hunters (Innocents being the most likely targets). So as to not arouse any suspicion, the Defiled will often challenge an Innocent to a staring contest (during downtime of course) declaring that whoever goes the longest without blinking wins. Staring into the Innocent's eyes, the Defiled's own corruption enters the Innocent's mind and the Innocent experiences inner turmoil that rivals that of a vampire fighting against his inner beast. The Innocent gets to resist the corruption with a willpower roll against the Defiled's Manipulation + Subversion roll (This could easily be an extended roll that goes for several rounds. Whoever has the most successes at the end of the confrontation wins and if the Defiled wins, the number of successes determines how the Innocent is affected). Unless the Defiled botches, the Innocent will be unaware that he was behind the bizarre struggle in her mind (a botch reveals the Defiled for what he really is).

***** Defilement: This is the most powerful edge a Defiled can get. By using this power, a Defiled can instantly destroy the innocence of even the most naïve individual (including that of a child). An Innocent who falls victim to this Dark Edge loses all her powers and conviction (effectively becoming a Bystander) and often falls into depression, admonishing herself for being so naïve. At this point, a Defiled will sometimes take a former Innocent under his wing and can eventually the former Innocent can be "Re-Imbued" as a Defiled.

Dark Martyrdom

* Demand: Exactly the same as the edge used by "normal" Martyrs

** Witness Creed: Similar to Witness except that it shows the user the creeds of the Hunters present

*** Ravage: Similar to the edge used by "normal" Martyrs except that it works on Hunters.

**** Donate Wounds: This edge is a bit strange. In order to use it, the Martyr first either injures himself or allows an enemy to attack and injure him. Assuming the Martyr survives, he then spends 2 fervor and rolls his Manipulation + Subversion. The target takes a number of wound levels equal to the Martyr's successes (visually the target is suddenly afflicted by the same wounds that he dealt to the Martyr). The drawback using this edge is that the Martyr takes wound penalties equal to half the successes rolled (rounded down).

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***** Self Destruct: This is the level 5 edge of the Dark Martyrs. It is usually used when a Dark Martyr has decided that he's about to die anyway so he might as well take his enemies with him. Unfortunately for any allies in the area, Self Destruct does not discriminate between who is taken down with the Martyr. To use this power (obviously a one-time use), the Martyr spends all of his fervor (he must have at least 5) and roll his Stamina + Subversion and the energies in his body gather into an explosive force (this takes one round). The next round (even if the Martyr is rendered incapacitated or killed), he is disintegrated from within and a huge explosion goes off, destroying the Martyr and anybody within the blast radius. Both the size of the area of the blast and the amount of damage dealt is determined by the number of successes rolled. It is possible to survive a Self Destruct (except for the Martyr who used it), but the damage is aggravated and survivors will be in severe pain (probably wishing they were dead). The Martyr may survive only if the roll fails, but he will fall into a coma. On a botch, the Martyr simply disintegrates, doing no damage to the surrounding area.

Corruption

* Bluster: This edge is the same as the one used by Redeemers (often allowing a Corrupter to pose as a Redeemer).

** Insinuate: Similar to the version used by Redeemers except that it works on Hunters and causes them to question their own humanity. However, it also puts the thought into the Hunter's (or Hunters') mind that even though they might be slipping in humanity that maybe that's the right path to go down (The number of number of times this is used depends on the individual. A hardcore Avenger may go along with the thought after just one use, but a Redeemer or Innocent may require multiple uses of Insinuate to go down a darker road).

*** Corrupt Respiration: Similar to Respire in that it heals people by having the Corrupter breath into their mouth, but the similarity ends there. By breathing into someone, and thus healing them, the Corrupter plants a "seed" of corruption in their very being. The victim of this edge will now fight a constant internal struggle (similar to the vampires' struggle against the Beast) and must make a willpower roll every hour to avoid falling into corruption. When the Corrupter uses this ability, he rolls his Stamina + Subversion (difficult 6). The number of successes indicates how many health levels the target gets back as well as how hard the victim must fight against corruption. For example, the Corrupter gets 6 successes. The victim must get 6 successes on a willpower roll to resist corruption and results are cumulative. The number of successes she rolls lowers the number of successes against her by that number. If the victim fails, then the number of successes she needs increases by 1 and if the victim botches, the number of successes she needs increases by the number of 1s she rolled. Eventually, the victim may triumph over the corruption within if she succeeds on enough willpower rolls. However, if she fails or botches enough, causing a buildup of successes against her then she may succumb to the corruption and stop fighting. The victim succumbs when the corruption within has a number of successes equal to the victim's willpower times three.

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The more successes that the victim must fight against, the more heinous her actions become and even her personality seems to change.

**** Dark Anger: This edge fuels the bitterness, anger, hatred, and any other negative feelings within those around the Corrupter and brings them to the surface in full force. This can cause infighting amongst even the most friendly and cooperative group of hunters as petty annoyances become sources of rage. While this ability does not permanently corrupt Hunters (although those who have fallen victim to Corrupt Respiration have their corruption successes increased by the number of successes rolled), it can very well result in the destruction of a Hunter group. Even if they don't end up killing each other (which happens often, especially if there is an Avenger in the party), hard feelings often result as an aftereffect causing the Hunters in the group to go their separate ways.

***** Corrupted Heart: This edge can corrupt even the purest of hearts (even robbing a child of all innocence). Victims of Corrupted Heart are practically corrupted beyond redemption (depending on the number of successes). Only the most powerful and most patient Redeemers may bring the victim back from the darkness. To use this power, the Corrupter spends 2 points of Fervor and rolls Manipulation + Subversion, difficulty 8. The number of successes determines how far the victim has fallen. 1 success means that something within the victim remains uncorrupted (not enough for the victim to actively seek redemption, but they will still feel torn about many of their actions) and there is still hope that the victim can be brought back if a Redeemer has the patience to try (at this point the victim will still be willing to work with a Redeemer as well). At 2 successes, the victim has been completely corrupted, but still has a chance at redemption (they will still willingly cooperate with a Redeemer, but reluctantly). At 3 successes, the victim refuses to cooperate with Redeemers about 50% of the time, but can still be redeemed if the Redeemer is persistent enough. At 4 successes, the victim will never willingly accept any help from a Redeemer (they can still be redeemed if the Redeemer is willing to hold them against their will). At 5 or more successes, the victim has been corrupted beyond any hope of redemption.

Vehemence

Condemnation

* Discern: This is exactly the same as the edge used by Judges.

** Burden: Similar to the version used by Judges except that it works on Hunters and makes them feel that they deserve to suffer a horrible fate for what they have done (even for the smallest wrongs).

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*** Abandonment: This edge is similar to Balance except that it causes Hunters to temporarily lose their powers, including Second Sight. A victim of Abandonment also feels like she has done something so horrible that the Heralds/Messengers have stripped her of her powers and abandoned her.

**** Conceal: This edge is the Dark Heralds' answer to Pierce (after all, what good is an infiltrating Dark Hunter if he can be easily exposed). The Condemner can sense when a Judge is activating Pierce and uses this edge to cancel it out. The Condemner spends a point of Fervor and rolls Manipulation + Vehemence difficulty 6. If the Condemner scores as many or more successes than the Judge did then the Condemner (and any Dark Hunter allies) is excluded from Pierce's scrutiny.

***** Condemned: This is the Condemner's ultimate power. To use it, the Condemner says something to the effect of "Go to Hell!", spends 2 Fervor points, and rolls his Vehemence at a difficulty of 8. If successful, the victim is banished to either the Dark Umbra or Hell itself (Condemner's choice) and for a period of time depending on the number of successes truly believes that he deserves to be there. On 1 success, the victim "deserves this" for 2 minutes. On 2 successes, 4 minutes. 8 minutes for 3 successes, 16 minutes for 4, 32 minutes for 5, and so on. After the determined time has passed, the Hunter (if he's still alive) can try to find a way back to Earth, although the victim may need to seek help from the "locals" to do so (difficult in the Dark Umbra, nearly impossible in Hell). If the victim should survive and find her way back, she gains a permanent derangement due to the trauma inflicted by the experience.

Defense

* Ward: Similar to the version used by Defenders except that it works on Hunters. This edge is exceptionally useful when the Sentinels are defending a stronghold.

** Personal Shield: When this edge is activated, the Sentinel is effectively surrounded by a personal force field that protects him from harm. To use this ability, the Sentinel rolls his Stamina + Vehemence. The number of successes rolled adds to the Sentinel's soak rolls (he can soak lethal damage with it) for a number of turns equal to the successes.

*** Rejuvenate: This is a slightly more powerful version of the edge used by Defenders. The time it takes to heal lethal wounds is halved.

**** Dark Champion: This edge is the same as the version used by Defenders.

***** Juggernaut: When this edge is activated, the Sentinel becomes the ultimate defense and is invulnerable to harm for a time. To use this power, the Sentinel spends 2 points of Fervor and rolls Stamina + Vehemence at a difficulty of 7. The effects last a number of turns equal to the successes rolled. During this time, the Sentinel is completely invulnerable to most forms of harm and ignores any penalties from injuries he sustained before activating the edge. He can still take aggravated damage (halved and rounded up) and suffers from wound penalties at the aggravated levels.

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Execution

* Cleave: This is exactly the same as the edge used by Avengers

** Behead: Using this edge, an Executioner can decapitate his opponent in one hit (although he must be wielding some kind of melee weapon). To use Behead, the Executioner rolls Perception + Vehemence and then rolls an attack using Dexterity + Melee at a difficulty of 10 and requiring 3 successes. If successful, the victim's head is immediately lopped off. If only 1 or 2 successes are scored on the attack roll, then the damage is dealt as normal (which could still possibly kill the victim, but his head will still be partially attached). If the victim survives the attack, he is dealt an additional point of lethal damage each round (due to severe bleeding) until he dies or receives some sort of healing.

*** Poison Gas: This edge is similar to Smolder except that the gas cloud is green and poisonous to all within it, except for the Executioner. To activate this edge, the Executioner rolls Manipulation + Vehemence at a difficulty of 7. The gas cloud fills an area of 10 cubic feet per Fervor point spent. The number of successes determines how deadly the gas cloud is and those within the cloud take a number of lethal health levels equal to the number of successes divided by 2 (rounded up) each round.

**** Surge: This is exactly the same as the version used by Avengers.

***** Fires of Hell: When this edge is activated, a large fissure opens in the ground by the Executioner's feet and a huge stream of blackish orange Hellfire shoots up and engulfs the Executioner's intended victim. To use this ability, the Executioner spends a point of Fervor and rolls Dexterity + Vehemence at a difficulty of 6. The damage dealt to the victim is equal to the Executioner's Strength + any successes beyond the first one. This edge is not without its risks. If the Executioner botches his roll, the fissure will open up directly beneath him and he will fall in just before the Hellfire shoots directly upward. For purposes of damage, it is assumed that every die rolled a success so the damage pool will be quite large. It is highly unlikely that the Executioner will survive.