

## *Alternative Creeds and Edges*

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This document provides alternative rules document for Hunter: The Reckoning to make its mechanical concepts more intuitive and logical. It also provides investigation procedures prior to a direct encounter with a Quarry. This document replaces Desperation Dice and Danger rules, Creed rules, and rules for Edges. It eliminates the need for Drives.

### *Desperation Dice*

A pool of dice every Hunter in the Cell can use to add to certain dice-roll tests related to their **Creed** or **Edges**. Desperation Dice increase when a **Chronicle Tenet** is threatened or broken, or when **Danger** rises.

### *Danger*

A scale simulating how much the quarry or other antagonists are aware of and currently reacting to the activities of the Cell.

Danger increases when at least one Desperation die in a given check shows 1, whether or not the check succeeds. This represents the hunter's desperation-driven sloppiness that attracts dangerous attention.

Danger also increases when the cell makes a blatantly risky action that would draw the attention of the quarry.

Below is a guide of Danger and its repercussions to the cell:

#### **Danger 0:** Fresh Hunt

Neither the quarry, other monsters, or bystanders are aware of or care about cell activities.

#### **Danger 1-2:** Suspicious Hunt

quarry, authorities, other monsters, or bystanders alerted to cell activity, but do not know who they are yet.

#### **Danger 3-4:** Identified Hunt

Quarry, other monsters, or bystanders directly respond to Cell activity, now knowing their activities, including evasion, direct confrontation, blackmail, or threats.

#### **Danger 5:** Crippled Hunt

Cell resources, touchstones, and allies attacked directly. Hunters lose access to those Resources.

#### **Danger 6:** Failed Hunt

Quarry escapes, cell members driven out, arrested, eliminated, or compromised. Story ends in tragedy.

### *Creeds*

Each of the 5 Creeds is attached to a Conviction, and may use Desperation Dice in actions directly promoting their Creed's Conviction.

#### **Control**

"Free humanity from monstrous control; Humanity must dominate the supernatural."

- Use Desperation when prioritizing directly undermining monster influence on human societies.

#### **Defense**

"Protect the innocent from the monsters they are ignorant of and defenseless against."

- Use Desperation when prioritizing directly ensuring the safety of humans in danger of monsters.

#### **Vengeance**

"Destroy the threat of monsters."

- Use Desperation when prioritizing directly confronting a monster.

#### **Redemption**

"Heal the wounds caused by monsters, bring peace to the supernatural."

- Use Desperation when prioritizing directly fixing damage caused by monster behavior.

#### **Revelation**

"The monsters' greatest strength is their mystery, uncover their secrets."

- Use Desperation when prioritizing directly seeking more knowledge about monsters.

## Edges

Characters start with 2 of their Skills imbued with a corresponding Edge. Six experience points buys one further Edge to imbue a Skill from its corresponding list. A character can roll an appropriate Attribute + the Skill, + Desperation Dice, regardless of the character's Creed to determine the degree of success in using the Hunter's Edge. Edges can be used even when Desperation Dice are not available. Some Edges are used in multiple levels of encounter with the quarry, and others in only specific Levels of Encounter.

Levels of Encounter:

**Preliminary:** far removed from the quarry and no danger of immediate encounter.

**Indirect:** encountering the influence of the quarry, and danger of possible direct encounter.

**Direct:** in the presence and conflict of the quarry.

### Access –

(Technology, Larceny, Etiquette, Streetwise, Subterfuge, Finance, Academics, Politics)

The hunter can get past physical, social, and intellectual barriers to access exclusive spaces.

However the Hunter manifests this Edge, it is in preliminary and indirect encounters.

### Acquire –

(Driving, Firearms, Craft, Science, Melee, Occult, Medicine, Technology)

The hunter can find and acquire rare, questionable, and dangerous materials quickly.

This Edge is for preliminary encounters, unless the quarry or minion is the item's source.

### Confront –

(Brawl, Driving, Firearms, Melee, Intimidation, Performance, Occult, Science)

The hunter has some power to repel or bar a monster in direct confrontation. The hunter uses a specific object that is consistently used for this Edge, with a consistent effect, such as a holy symbol, enchanted weapon, or experimental hardware.

This Edge is only for Direct encounters.

### Design –

(Craft, Driving, Firearms, Melee, Survival, Medicine, Science, Technology)

The hunter can create and modify equipment to serve the hunt.

This Edge is for preliminary encounters but using it in other encounters increases difficulty.

### Identify –

(Survival, Insight, Academics, Awareness, Investigation, Medicine, Occult, Science)

The hunter can uncover hidden information on the quarry, through diligence or revelation.

This Edge uses different encounters depending on its manifestation.

### Thwart –

(Athletics, Stealth, Animal Ken, Leadership, Persuasion, Medicine, Occult, Science)

The hunter has some means to resist or undo monster powers over humans or animals.

This edge is for direct and indirect encounters

## *The Hunt*

### **Preliminary Clues**

Before the first session of a Story begins, the Cell should already have some preliminary information robust enough for them to be active in an area. This information can be obtained by some kind of handler, Hunter communication network, contacts among the Hunter Orgs, or the Cell's own means of passively collecting information on monster activity. The Cell enters the Feeding Grounds with an understanding that a quarry is active, and some justification as to why they know so, and some idea of what they could do about it.

### **Responsibilities Toward Clues**

For successful Hunts, cells need information on the quarry: What are they? Where are they? What do they want? When are they active? What are their powers and how do you protect yourself against them? And, most importantly, how do you stop them? These answers may not all be available before making direct encounters, and a cell can move to directly encounter the quarry with poor conclusions. The Cell must look for clues that can help answer these questions. While the Storyteller is responsible for having multiple clues available in a given scene, it is the Players' responsibility to search for them and, once found, interpret them. The cell must go to the right places, ask the right questions, and read the right signs.

### **The Web of Clues**

Interpreting clues correctly leads to further sources of clues in different areas, which eventually lead to indirect encounters with the quarry's influences and eventually directly encountering the quarry itself, hopefully with enough information and preparation to "bag" the quarry. As players can fail to seek a clue or interpret a clue correctly a Storyteller is served well by having multiple clues available in a given scene so players can still continue the Hunt even while overlooking everything available. Players may come up with ways of looking for clues a Storyteller was not prepared for, and may lead the players to additional clues or, as a clue itself, confirm the absence of pertinent information.

### **Multiple Skills for Multiple Clues**

The characters can also ask or be given clues based on their skills and level in those skills. For instance, with Firearms, one can identify holes as bullet holes, what kind of bullets they were, and that something already slowed the bullet's trajectory, based on how many pips the character has. None of this information gathering requires dice-tests.

### **Risky Investigations**

There are two instances where a dice test is to be used while investigating. The first instance is when there is risk and difficulty in getting access to information, such as breaking and entering a secure location to examine quarry activity without getting arrested or worse, chatting up a human thrall of the quarry without raising suspicions, or stalking the quarry without being detected. The Storyteller should alert the players to risks before they investigate.

### **Learning more from a Clue**

The second instance for a dice-test to be used is as a means for the Storyteller to provide more detailed contexts and interpretations of clues to the players if the player asks. This simulates the character being more competent than the player in certain fields, and allows a player more guidance from the Storyteller if the players struggle with interpreting a clue. A player may wish to roll dice and roll so high that the Storyteller could offer a clear solution, though the player may not wish the full answer unless they are stuck and frustrated.

### **Returning from a False Lead**

If the Cell is acting off of wildly misinterpreted information and is scouting in areas where the quarry is absent, the Storyteller should narrate the cost in time or resources leading to the conclusion that the Cell realizes they were wrong in some way, but narrate this quickly to not burn session-time and return to the cell going over what they know what they missed. The Storyteller must use their judgment to determine how long to let players follow their false lead.