Basic Mechanics

All rolls are d10	
Add together Attribute and Skill	Roll that number of dice
	* Six or higher is a success
	* Count up the 6+ dice, did you have enough to beat the difficulty

Advantages

Name	Category	Summary
Linguistics	Merit	Each dot = +1 fluency
Looks	Merit	2+ dot = beautiful/handsome above norm
Nutritionist	Merit	Cooking, food knowledge
Supernatural	Merit	2+dot = supernatural aura
Allies	Background	Each dot = strength/value of ally
Contacts	Background	One dot = common contact, can provide basic help, 2 dot = someone more useful (like a gun dealer)
Fame	Background	one = known in a subculture, 2 = local fame, 3 = national fame
Influence	Background	You have pull locally, people want to do you favors
Mask	Background	False Identity, more pts = better
Mentor	Background	Someone to train you. One dot = rookie, 2dot is some experience, etc
Resources	Background	1 = making a living, 2 = middle class, 3 = rich
Retainers	Background	1 = low level helper (kid, small time thug, etc.), 2 = valet, butler, etc
Safe House	Background	1 = small, basic, 2 = secure, 3 = large and secure
Status	Background	1 = known among hunters, 2= respected, 3 = powerful

Flaws

Name	Type	Desc
Illiterate	Merit - Flaw	2 dot = cannot read or write
Replusive	Merit - Flaw	2 = lose two dice on all visual social rolls
Ugly	Merit - Flaw	1 dot = lose one die from all visual social rolls
Living on the Edge	Merit - Flaw	2 dots - Risk taker (But not sucidally so)`
Weak Willed	Merit -Flaw	2 dots Not submissive, but prefer to follow others' lead
Severe Addiction	Merit - Flaw	Two dots - lose 2 dice from all pools if you8 do not indulge in the previous scene
Mild Addiction	Merit - Flaw	One dot - as above, but one die penalty
Stigmata	Merit - Flaw	one dot - bleed from open wounds when you take any type of will or physical dmg, you choose which type
Crone's Curse	Merit - Flaw	Two dots - You appear a decade older than you are AND reduce you permanent max Health by one box to start
Infamy	Background-Flaw	Two dots - you are known for something horrible

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Flaws (cont)

Dark Secret	Background-Flaw	One dot
Infamous Partner	Background-Flaw	One dot - you are tarnished by association with one person, usually a spouse or family member
Despised	Background-Flaw	Two dots - one group or region of your city lives to thwart you and your cell
Disliked	Background-Flaw	Lose one die in social test dice pools involving any group in your city except your allies/contacts
Person of Interest	Background-Flaw	Two dots - your info is in several intel agency databases and flagged
Serial Error	Background-Flaw	One Dot -Someone messed up your records by mistake. You might be flagged as dead, on a watchlist, or police should be called if you're seen
Destitute	Background-Flaw	One dot - you have no money, no home
Stalkers	Background-Flaw	One Dot - Someone is obsessed with you. Even if you get rid of them, more will follow
No Safe House	Background-Flaw	One dot - no safe house, you might have a home, but no security
Compro-mised	Background-Flaw	Two dots - Your safehouse has been previously raided and on a watch list
Creepy	Background-Flaw	One Dot - Your safehouse is weird, and might cause neighbors to call about creepy happenings
Haunted	Background-Flaw	One dot - Oh yeah, it's haunted. Could hold a ghost, dimension portal, weird meteor, etc, but you can't get rid of it
Shunned	Background-Flaw	Two dots - some faction really loathes you, they will go out of their way to stop you
Suspect	Background-Flaw	Two dots - You did something to annoy this faction, stay out of their sight

Edges and Perks

Name	Desc	Dice Pool (Roll)
EDGE: Arsenal	You can get ahold of weapons that might not be available to the public	Personal arsenal INT + CRAFT | Get from contacts: Manip + Street
* Perk: Team Requesition	Get additional copies of weapon for your cell	Each margin of success = extra weapon
* Perk: Special Features	Sights, special carry case, etc	
* Perk: Exotics	Rare, unique weapons	Higher difficulty to acquire per Storyteller discretion
EDGE: Fleet	Access to vehicles	Personal = INT+ TECH, Contacts = Manip + Persuasion
* Perk: Vehicle Armor	Safety from small arms fire to vehicle	

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Edges and Perks (cont)

* Perk: Performance	Superior driving and handling	Bonus on Driving test = Dice pool margin
* Perk: Surveillanc	Great for stakeouts	Bonus on stakeout tests = Edge pool margin
* Perk: Untraceable	Authorities cannot track it down in databases	
EDGE: Ordnance	Build or access explosives	Compos + SCI or if via contacts Compos + Streetwise
		One explose per 4 diff success roll
Perk: Multi payload	Multiple copies of explosive up to margin of roll	
Perk: Non Lethal	Flashbangs, teargas, etc	
Perk: Exotics	Unusual or rare	
Perk: Disguised Delivery	Looks like an everyday object	
EDGE: Library	Access to information, analog or digital	Resolve + Academics (spend one day in research)
* Perk: Where they Hide	Bonus info about target's lair	
* Perk: Who they are	Bonus identity info	
* Perk: How to halt them	Bonus to keeping them away from an area (no effect on attacks)	
* Perk: How to Hurt them	Bonus to figuring out how to do extra damage	
EDGE: Improvised Gear	Create plausible items for currently available parts	INT + Craft, Tech or Sci
	On a 4 success roll, you may create one item	Item gives +2 Dice on a single skill
* Perk: Frugal	your carry bag has tons of parts you can build small gear from	
* Perk: Mass production	Create multiple copies of the item you made based on die roll margin	
* Perk: Specialized	Specialize in crafting gear for a specific skill, giving you +3 dice	
* Perk: Speed Craft	Create an item quickly (3 turns)	
Edge: Global Access	Easily get around cybersecurity	INT + Tech
		Must spend an entire scene "hacking"
* Perk: Watching Big Brother	Can manipulate surveil. footage	
* Perk: All Access	Can bypass most digital security	
* Perk: Money Tap	Manipulate financial data	

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Edges and Perks (cont)

* Perk: Letter of the Law	Modify criminal records	
EDGE: Drone Jockey		WIT+ Tech for control, INT + CRAFT to build/-repair a drone
* Perk: Autonomous	pre-program simple routines into drone	
* Perk: Variant	Each opy of this perk lets you make/use another type of drone	
* Perk: Specialist Skill	Drone can use an extra skill	
* Perk: Armament	Can arm drone with SMG or taser with 5 dots of skill	
* Perk: Payload	Can carry large amounts of cargo	
EDGE: Beast Whisperer	A way with animals	CHA + Animal Ken
* Perk: Incorruptible	Animal immune to supernatural influence	
* Perk: Menagerie	Choose an extra type to add to the pool of animals you can control	
* Perk: Complex Commands	More complex commands, like fetch a specific item	
* Perk: Incognito	Animal is great at staying out of sight	
EDGE: Sense the Unnatural	Sense close by supernatural elements, need an object to focus on while doing so	WIT + Occult or Science
* Perk: Creature specialization	+2 dice bonus for a specific species	
* Perk: Range	You can sense over a city block, but not with precision	
* Perk: Precision	Know who in the room is supernatural, but not "what" they are	
* Perk: Handsfree	No need for an object of focus to use this Edge	
EDGE: Repel the unnatural	Scare or repel the supernatural target. Requires holding object of focus while doing so	WIT + OCCULT or SCI
* Perk: Ward	extend protection to 2m radius +1M for each margin	
* Perk: Damage	Use object of focus as melee weapon with +0 dmg. Inflicts Aggravated dmg	
* Perk: Specialization	+2 dice versus specific type of creature	
* Perk: Handsfree	No need for object of focus	

Edges and Perks (cont)

EDGE: Thwart the unnatural	YOU may resist some or all supernatural effects or attack. Must shield self with Focus Object	Composure + OCC or SCI depending on nature of endowment
	So long as you hold your object and succeed on roll, you are immune to supernatural abilities of the target that would normally require a resistance test	
* Perk: Creature Specialization	+2 dice versus specific type of creature	
* Perk: Ward	extend protection to 2m radius +1M for each margin	
* Perk: Recognition	Upon successful resist, the hunter learns what the attack was and how it would've done to them	
* Perk: Handsfree	No need for object of focus	
EDGE: Artifact	You have a special magical item that assists you	INT + OCC or SCI depending on origin
* Perk: Empower	1 x per scene, diff 4 roll, boost artifact bonus to +3 dice.	Failure on roll does Will dmg by # of successes you failed by
* Perk: Attraction	Item is sought after by other groups	
* Perk: Detection	Reacts to presence of supernatural	
* Perk: Shield	Reduces incoming supernatural dmg by 50%	