

DEMON HUNTER FBI: THE SERIES

by Dave Mattingly

Making a Scene

As a television show, the opening scene had to be one that would draw in the audience, and make them want to keep watching after the commercials. And since the theme of the show related to crime and monsters, the opening scene had to either introduce a monster, a crime, or a mystery.

So, for the pilot episode, the director called for both a murder and a monster (and a slight mystery).

The Opening Scene

Since none of the players chose to play Apu Rao, the opening scene was played out entirely by NPCs. The camera starts out pointing at a museum exhibit. It pans through the museum (bypassing the walls, since it's just a movie set), showing other exhibits, until it passes into a warehouse area.

Here we see two figures examining the contents of some crates. The first (Apu Rao) is a bearded Middle Eastern man in his early fifties. The second (Carol Brennan) is a young red-haired woman. They're each holding a piece of paper, and checking off line items as they take artifacts out of the crate.

The woman opens a new crate, and her eyes go wide as she sees its contents. From there, the camera shifts to her shadow on the wall as she reaches into the crate. Her shadow then transforms into something that is not quite human. The hair goes wild, and the fingernails lengthen into a sharp point.

The man has not heard any of this going on, and continues looking over the list in his hand. As the camera turns to focus on his shadow, an evil shadow joins his, with claws raised for attack. The sounds of screaming fill the audio, as the male shadow is sliced three times before the scene fades to black.

A Merry Band

Each player taking a line:

"The unexplained, the inexplicable, the supernatural."

"Frightening things that move in the outermost limits of our periphery when we are tired and alone during the night."

"The bizarre and terrifying ravings of madmen and lunatics screaming their warnings about demons, devils, and all manner of evils."

Then we switched sides, and the left side came up with these words (which I think were George's idea):

"To serve..."

"to protect..."

"to cover up."

Where Credit is Due

That took care of the soundtrack part of the opening credits. But the visuals also needed to be shot. As part of the credits, each player needed to choose two scenes that would typify their character, and act them both out.

Turn to each player, hold the fingers in the camera-shaped "I'm going to Disneyland" position, and ask each player for their credits. And, oh, by the way, since this is a pilot, and we're on a tight budget, we'll just put the opening credits together by splicing scenes from the actual episode. Which means that (consequently), everything appears in the credits will also appear at some point in the episode. Gasp!

David Finch, the half Navajo mage, as played by

Scene 1:

Scene 2:

Kevin Jackson, the preacher, as played by

Scene 1:

Scene 2:

Allan Carter, the awkward paranoid “sixth sense” detective, as played by

Scene 1:

Scene 2:

Frank Mills, the weapons specialist with a vengeance, as played by

Scene 1:

Scene 2:

Billy Harker, the bumpkin martial artist, as played by

Scene 1:

Scene 2:

Sam Rudy, the Navy SEAL, as played by

Scene 1:

Scene 2:

June Park, the media agent that can start psychic fires, as played by

Scene 1:

Scene 2:

Apu Rao, the museum curator, as played by

Scene 1:

Scene 2:

Edgar, the raven, as played by

Scene 1:

Scene 2:

off the manifests (two copies of the same manifest, which listed the contents of all the crates).

- The crates held Aztec artifacts on loan from another museum.
- The artifacts had been displayed for several years at other museums without any supernatural incident.
- They were about halfway through unpacking the 16 crates when he was attacked.
- His assistant, Carol Brennan, is a graduate student at the university.

Commercial Break

And Now, a Word for Our Sponsors

After the opening scene and credits comes the first commercial break.

Have each player choose five word cards from other games. Using these cards, each player had to come up with a commercial using at least two of the cards they drew. The commercials could be for a product, a movie or TV series, or whatever the players wanted them to be. Every half-hour or so, we stopped the action for a commercial break.

The Script

The Intro

After the opening scene, each character gets his own introduction to the plot. I asked each player to describe what he or she might be doing on a typical day, just before they get a call or a page from Section M headquarters. This is where most of the players used one of their “opening credits” scenes.

After getting a call from HQ, the players congregate in a conference room waiting for their boss to show up, which he shortly does. Richard Preakness, as played by Jason Alexander (aka *Seinfeld*’s George, aka *Bob Patterson*), walks in right “on time” (on Preakness Time, as the agents call it, about ten minutes late). He explains that there’s been a... (he looks off into space for a moment, and moves his lips as he “counts”) “...a 437 at the history museum downtown. Mr. Rao?”

The ghost of Apu Rao appears next to Preakness. “Yes, it seems that I’ve been murdered by a monster or something.”

At this point, Billy Harker (normally known as “Billy Bob”) asks, “A 437? A non-credible witness? And he’s right here?”

Preakness looks at his fingers, and tries not to count on them in public. “A 447, I meant.”

The Mission

So, Apu Rao explains that he felt some terrible claws across his back, and died almost instantly. The characters are free to ask Apu Rao questions at this point.

He knows:

- He and his assistant were in the shipping/receiving area of the museum, unpacking crates and checking items

The Crime Scene

At the museum, the police have already arrived, and have the back room taped off as a crime scene. The police have already bagged the manifest that Rao was using.

The police are drawing chalk outlines around the remains of Rao’s body, but it’s taking a *lot* of chalk (he was cut into little chunks, which are spread all around the room).

Once the agents find some way to get past the police without revealing their undercover FBI status (as per field mission standard ops procedures),

Here at the museum, the characters can find:

- The second manifest.
- Using the second manifest, they can find the crate that Carol Brennan was inspecting, and by comparing the items she’d checked off with what was actually still left there, the only unaccounted-for item was listed as “bronze/golden gauntlet.”
- A green reptilian scale, that fell from the monster.
- In the file room (or Rao’s rolodex), they can find Brennan’s address is a graduate dorm at the nearby university. The phone number connects to a communal hall telephone at the dorm, which no one is answering at the moment.
- The security cameras showed Brennan arriving that morning, but didn’t show her leave. (The monster can’t be seen by camera, which was actually an afterthought. I had originally planned on the monster leaving through some other exit, but the invisibility to film idea sounded cool, and added another wrinkle to the investigation.)

On the way out of the museum, as we all suspected from the opening credits, Allan Carter knocked over something, which started a fire. It quickly spread, and must have hit some unstable chemicals, since the museum was quickly destroyed

in a series of explosions. So much for finding further evidence...

Commercial Break

The University

The trail led to Brennan's home, at the graduate student dorm. Each floor had six private rooms. Hers was on the second floor (out of five).

Letting themselves in, they find Brennan's dorm covered with horoscopes, zodiac symbols, and other astrological paraphernalia (which bear no direct relation to the plot, but seemed a nice touch). It seems that she hasn't been here since the morning.

From here, the characters need to go outside, to find the next murder. I was going to have them hear a scream, but David Finch, the shaman, has the idea to cast a summoning spell, via a séance, so that they could ask the ghost of Rao some questions about Brennan. Since that was a much better segue than I had planned, it sounded great to me.

He cast his spell, and shortly was visited by a raven that landed on the open windowsill. At first expecting a quick turnaround on the great wheel of reincarnation, they found instead that this was Edgar, a smart-mouthed sometimes "consultant" for Section M. Edgar is credited to Henson Studios, as voiced by David Spade. (I also considered Gilbert Gottfried.) To act as Edgar (and I had explained this to the players as they were choosing characters that there was a non-human character available, that had special physical requirements when playing the role), I set my chin on the table with my fingers under it and occasionally flapped my arms.

Edgar explained that he was flying nearby, when he felt an amateur spell attempt, and came to kibitz. Edgar told them some more about the mysterious gauntlet they were investigating. He hadn't seen the actual gauntlet that was taken, but if it's what he thought it was, it was used by Aztec priestesses in sacrifice rituals. It was a golden alloy, with an open palm, claws on the fingers, and the backside was decorated with a pyramid with a floating eyeball over it.

June Park: "I think I've got an old cracker in my purse..."

Edgar: "Then eat it, sister."

That's when Edgar told them that he'd just detected another murder, just a few hundred yards from there, near the campus library. (Since no one was playing him as a PC, I decided to throw in the "Detect Murder" as an appropriate macabre power.)

The characters all took off toward the library.

Commercial Break

The Eye in the Sky

Approaching the library, the characters split up into pairs to cover more ground.

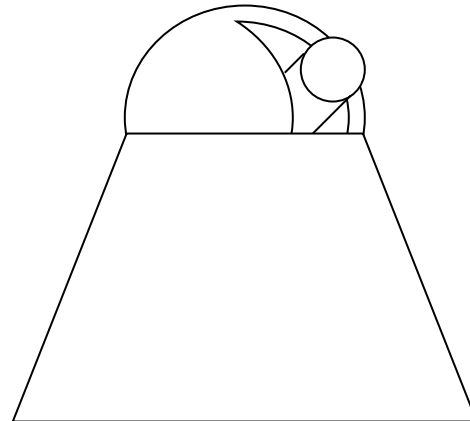
June Park and Billy Bob find the body. It's a college-age male, sort of scrawny. His left eye has been ripped out, and large bloody circle has been carved onto his face (with the outer layer of skin removed) surrounding his right eye.

Allan Carter and Sam Rudy start looking for tracks, and surmise that the boy came from the northeast, apparently either from the theatre building, the poli-sci building, or the planetarium (which was under construction).

Heading down a dark steamy alley (where it seems the boy was heading), Frank Mills and David Finch heard a noise near some garbage cans. Carefully approaching, with guns drawn, they found that it was only a dog. Frank kicked it, nicely tying both of his opening credits into a single scene.

Checking the boy for clues, June Park finds that his ID says he's Johnson Gilcrest, and he lives on campus at an undergraduate dorm. Billy Bob checks Gilcrest's backpack, and sees a lot of technical books: *Chemistry*, *Astrophysics*, *Introduction to Integrated Circuitry*, and *Non-Linear Equations*.

Given the science books, the geeky physique, and the nearby planetarium, the group figured that that was where he must have come from. That's when the realization hit them – the renovation made the planetarium look sort of like an eye-topped pyramid!



Commercial Break

The Finale

The “pyramid” part of the planetarium/observatory was really just a four-sided black tarp that covered the rest of the structure. Entering the tarp (by crawling under it, cutting through it, using the zippered “door,” etc.), the characters find a cylindrical building with a door on either side.

They enter the building (via both sides), and enter the main planetarium auditorium. The room is a large circular room with a star field projected onto the three-floor high ceiling. The characters once again split up, and check out the hallways and office rooms. Finding the control room, they turn on the house lights and start the star images spinning. The restrooms likewise turn up nothing. Heading up the stairs to the observatory part of the building, they find the room unoccupied. There’s a large telescope with a control chair, various computers and electronic equipment, and a couple of desks and cabinets.

Frank Mills sits in the control chair and peers through the telescope, and sees... Tzitzime peering from the other end of the telescope back at him. She quickly leaps down the telescope, and attacks Frank, which is when combat officially begins.

Amid a six-agent barrage of gunfire from enchanted pistols, the Tzitzime goes down relatively quickly, but not before giving Mills some serious wounds and nasty scars.

The Cutting Room Floor

Some of the scene I had plotted out didn’t happen during the game, but that’s fine by me, since the way it worked out was pretty smooth, anyway. Depending on available time and the difficulty level, the GM might want to throw in these extra elements.

If the characters check out Johnson Gilchrest’s dorm, they’d have found out he had a jock roommate, Booker Morgan. Morgan was a political science major with an eye towards journalism, who had a scholarship through the swim team. Morgan thought that Gilchrest was a major geek, and that if it was Morgan looking through the big telescope, he’d have it pointed towards the sorority house! This should give the players an extra clue to check out the planetarium (or the sorority, which leads to the next element).

Perhaps Tzitzime was trying to recreate/summon some more of her sisters in demonology by sacrificing some virgins atop her makeshift pyramid. Finding seven virgins (the number she’d need for the ceremony) at a sorority house is a difficult

task, so Tzitzime could go on a bloody rampage there, leaving all the “impure” bodies in pieces.

Once the characters get to the top of the “pyramid,” there might be some more Tzitzimes already created! I had counters already prepared for more monsterly goodness.

Behind the Scenes

Since this was a TV pilot, the end of filming was certainly no the end of the ordeal.

Outtakes

This is a great chance for the characters to come up with funny alternate takes on some of the scenes they’d performed. We came up with Billy Bob having trouble opening one of the museum crates, among several others.

Audience Screening

This is where the players give me feedback, in the guise of an audience watching the pilot episode at a test screening, and giving their feedback to the producers, meeting some of the cast, and such.

Making the Trailer

I forgot about it, but one of the things I wanted to do was to make a preview for the series once we were done filming. Instead of using just the footage used for the opening credits, this would tell a bit more of the story, and be a little shorter and more exciting.

Plus, it’s a great way to relive some of the best moments of the game, and to give feedback on the plot itself.

Props

I gave everyone a Section M badge, which I’d printed out onto business card paper. They were a big hit.

Epilogue

If anyone has any questions or feedback, I’d love to hear it. And if you ever try to run one of your games in the TV style I’ve come up with, please let us all know how it went.

The characters, maps, and props follow. Some of them have been seen in *Haymaker!* before, but I’ve revised most of them slightly, since I took out most of the costs (for easier player immersion, and since I knew I’d have a few HERO newbies playing).

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ALLAN CARTER

Val	CHA	Roll	Notes
15	STR	12-	3d6, 200 kg
16	DEX	12-	OCV: 5 / DCV: 5
15	CON	12-	
13	BODY	12-	
21	INT	13-	PER Roll: 16-
21	EGO	13-	ECV: 7
15	PRE	12-	PRE Attack: 3d6
13	COM	12-	
4	PD		Total PD: 17/13r
4	ED		Total ED: 11/7r
4	SPD		Phases: 3, 6, 9, 12
6	REC		
30	END		
30	STUN		

Powers END

Keen Discernment: +3 to All PER Rolls
Running +1" (7" Total) 1

Weapons

Bowen Redhawk 50-70: 2d6 RKA (4D6 vs Demons & Apparitions), +1 STUN Multiple, STR Min: 12, Shots: 5, Clips: 6
9mm Gloch21: 1d6 RKA, +1 OCV, STR Min: 4, Shots: 21
Silvered Combat Knife: 2d6 AP HKA, +1 OCV
Wooden Stakes: 1d6+1 HKA, +1 OCV, STR Min: 8

Combat Skills

+1 Overall Level
Martial Arts: Agent Training
Chop -2 +0 2d6 HKA
Disarm -1 +1 25 STR
Dodge — +5 Dodge, Abort
Escape +0 +0 STR 40
Low Blow -1 +1 3d6 NND
Roundhouse -2 +1 9d6
Strike +0 +2 7d6

WF: Common Melee Weapons

WF: Small Arms

Skills

Criminology 13-
Deduction 16-
Eidetic Memory
Lightsleep
Mental Defense (9 pts)
Occult Lore 12-
Paramedic 13-
Perk: Federal Agent (Firearms, Badge, Police Powers, Resources)
Resistance (+5 to EGO Rolls)

Disadvantages

Dist. Features: FBI Man
Dist. Features: Quiet and Reserved
Physical: Must Follow Rules and Regulations
Psych Lim: Claustrophobia (Uncommon, Strong)
Psych Lim: Very Curious (Very Common, Strong)
Psych Lim: Would Rather Think than Act (Very Common, Moderate)
Rivalry w/ Standard FBI
Secret ID: James Kinnear
Watched by "Higher Ups" (11-)

Equipment

Bullet Proof Trenchcoat: Armor +5 rPD, +5 rED, Coverage: 5-17
Bullet Proof Vest: +8 rPD, +2 rED, Coverage: 7-13
EG-438 Field Glasses: Sense Extra-Normal Activity, Ranged, Discriminatory, Targeting & Flash Defense 5
Cell Phone
Fake ID and Personal Effects
FBI Badge
Field Radio w/ Earpiece and Collar Mike

Story: All his life Allan Carter wanted to be an Investigator or a Detective. He loved detective movies, books, magazines, TV shows. He could unravel a mystery 20 pages into a book at age 7 and always knew whodunit in the opening scenes of a movie. Went to community college, got a degree, finished up at Virginia State, and processed into the FBI at age 25. Earmarked by Section M due to his extremely stable personality, and just finished training.

Height: 5'11", **Weight:** 187 lbs, **Sex:** Male, **Age:** 26, **Race:** White

Appearance: Pleasantly average, with brown hair of average length, brown eyes, calm demeanor and average face. Doesn't stand out from a crowd, but still seems self-possessed. Never misses a beat, and never forgets anything.

Notes: Created by Ed Hastings

ALLAN CARTER



PLAYER:

ACTOR:

CLASSIFICATION: DETECTIVE

SPECIALTY: PSYCHIC

APU RAO (CURATOR)

Val	CHA	Roll	Notes
10	STR	11-	100 kg, 2d6
8	DEX	11-	OCV: 3 / DCV: 3
8	CON	11-	
10	BODY	11-	
15	INT	12-	PER Roll: 12-
15	EGO	12-	ECV: 5
15	PRE	12-	PRE Attack: 3d6
10	COM	11-	
3	PD		Total PD/rPD: 3/0
3	ED		Total ED/rED 3/0
2	SPD		Phases: 6, 12
4	REC		
20	END		
20	STUN		

Skills

Appraisal 8-
Bureaucratics 8-
High Society 8-
KS: Aztecs 11-
KS: Hindu 11-
KS: Museum 11-
Language: Aztecan (Basic Conv.)
Language: English (Fluent Conv.)
Language: Hindustani (Native Accent)
Language: Latin (Basic Conv.)
Language: Sanskrit (Basic Conv.)
PS: Curator 11-
SS: Anthropology 11-
SS: Archaeology 8-
SS: Paleontology 8-
Scholar

Disadvantages

Dist. Features: Indian / Hindu
Psych: Feels Responsible for Museum Problems (Very Common, Strong)

Story: Apu is originally from India. He grew up with a strong sense of history, and a love of the past. Growing up as the son of a minor noble, he was given the finest in British education, and excelled in a degree in Archaeology with a Business minor. Currently the Director of Acquisitions at the City Museum of Antiquities, he's responsible for all the artifacts.

Height: 5'9", **Weight:** 148 lbs, **Sex:** Male, **Age:** 53, **Race:** Indian

Appearance: Apu is a dark-skinned Indian man. He has a short well-trimmed beard that is beginning to grow a gray stripe on either side of his chin.

APU RAO (GHOST)

Val	CHA	Roll	Notes
0	STR	9-	25 kg / 0d6
3	DEX	10-	OCV: 1 / DCV: 1
3	CON	10-	
10	BODY	11-	
15	INT	12-	PER Roll: 12-
15	EGO	12-	ECV: 5
15	PRE	12-	PRE Attack: 3d6
10	COM	11-	
0	PD		Total PD/rPD: 0/0
1	ED		Total ED/rED 1/0
2	SPD		Phases: 6, 12
1	REC		
10	END		
10	STUN		

Powers

END

Ethereal: Always On

a - Invisibility (All Sight, All Hearing, Smell)

b - Desolid (Affected by Magic; Mental)

Afterlife: Full Life Support

Projection: Images (to Normal Sight & Hearing); Only of Self; No Range; Zero END

Projection: 0 STR Affects Real World

Spectral Vision: Astral Awareness

Skills

Appraisal 8-

Bureaucratics 8-

High Society 8-

KS: Aztecs 11-

KS: Hindu 11-

KS: Museum 11-

Language: Aztec (Basic Conv.)

Language: English (Fluent Conv.)

Language: Hindustani (Native Accent)

Language: Latin (Basic Conv.)

Language: Sanskrit (Basic Conv.)

PS: Curator 11-

SS: Anthropology 11-

SS: Archaeology 8-

SS: Paleontology 8-

Scholar

Disadvantages

Dist. Features: Ghost (Extreme Reaction)

Physical: Barely Able to Interact with Real World (Infrequently, Slightly)

Psych: Feels Responsible for Museum Problems (Very Common, Strong)

Vulnerability: Mental Powers (1½× Effect)

Story: Apu is the late curator of the City Museum of Antiquities. He's been recently murdered, and has come back as a ghost. He's a bit confused at being a ghost, since he always assumed he'd be brought back as a cow, since he's lived a good Hindu life.

Height: 5'9", **Weight:** 0 lbs, **Sex:** Male, **Age:** N/A, **Race:** Ghost

Appearance: Apu is completely intangible, and only partly visible (but can become completely invisible at will). When he chooses to be seen, he's translucent, and normally humanoid (although his legs can trail off into a vapor if he's not paying attention). He looks like a whitened version of his living self.

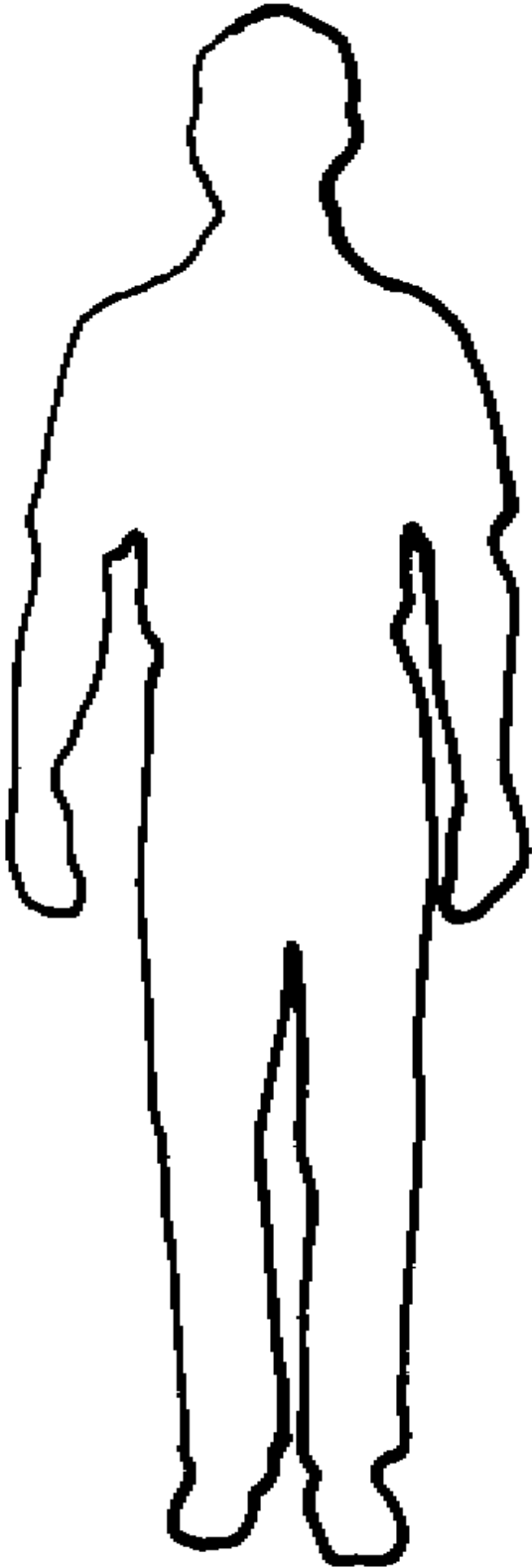
APU RAO (GHOST)

PLAYER:

ACTOR:

CLASSIFICATION: GHOST

SPECIALTY: ARCHAEOLOGY



BILLY HARKER

Val	CHA	Roll	Notes
18	STR	13-	3½d6, 300 kg
17	DEX	12-	OCV: 6 / DCV: 6
20	CON	13-	
15	BODY	12-	
14	INT	12-	PER Roll: 12-
16	EGO	12-	ECV: 5
15	PRE	12-	PRE Attack: 3d6
13	COM	12-	
8	PD		Total PD: 21/13r
4	ED		Total ED: 11/7r
3	SPD		Phases: 4, 8, 12
8	REC		
40	END		
34	STUN		

Weapons

Bowen Redhawk 50-70: 2d6 RKA (4D6 vs Demons & Apparitions), +1 STUN Multiple, STR Min: 12, Shots: 5, Clips: 6
9mm Gloch21: 1d6 RKA, +1 OCV, STR Min: 4, Shots: 21
Silvered Combat Knife: 2d6 AP HKA, +1 OCV
Wooden Stakes: 1d6+1 HKA, +1 OCV, STR Min: 8

Combat Skills

+1 Overall Level
 Martial Arts: Agent Training
 Block +2 +2
 Choke Hold -2 +0 Grab, 4d6 NND
 Chop -2 +0 2d6+1 HKA
 Disarm -1 +1 STR 48
 Dodge — +5 Dodge, Abort
 Escape +0 +0 STR 53
 Strike +0 +2 9½d6
 Throw +0 +1 7½d6+v/5

WF: Common Melee Weapons
 WF: Small Arms

Skills

Concealment 12-
 Criminology 12-
 Deduction 12-
 Lightsleep
 Mental Defense (8 pts)
 Occult Lore 12-
 Paramedic 12-
 Perk: Federal Agent (Firearms, Badge, Police Powers, Resources)
 +5 Resistance
 Stealth 12-
 Survival 11-
 Tracking 12-
 Tactics 8-

Disadvantages

Dist. Features: FBI Man
 Dist. Features: Heavily Scarred Back
 Physical: Must Follow Rules and Regulations
 Psych Lim: Paranoid (Very Common, Strong)
 Psych Lim: Superpatriot (Common, Strong)
 Rep as Gun-Happy (Inter-bureau, 8-)
 Rivalry w/ Standard FBI
 Secret ID: Greg Wells
 Watched by "Higher Ups" (11-)

Equipment

Bullet Proof Trenchcoat: Armor +5 rPD, +5 rED, Coverage: 5-17
Bullet Proof Vest: +8 rPD, +2 rED, Coverage: 7-13
EG-438 Field Glasses: Sense Extra-Normal Activity, Ranged, Discriminatory, Targeting & Flash Defense 5
Cell Phone
Fake ID and Personal Effects
FBI Badge
Field Radio w/ Earpiece and Collar Mike

Story: Farm boy from Kansas, joined the Army at 17 and ended up in the Green Berets his second tour. Did his action in the Gulf and Somalia. Got too close to a grenade but survived it relatively unharmed if you ignore the serious scar tissue on his back. Finished up his tour debriefing SF teams in an intelligence function, became interested in it and decide to pursue it as a career. Got a degree in Law Enforcement from a 2 year and followed that up with another two years to get a Criminology degree and cycled for the FBI. Ended up in Section M due to his combat skills and experience He is paranoid, but when hunting Demons that can be an asset. The psych-boys keep an eye on him just in case.

Height: 6', **Weight:** 198 lbs, **Sex:** Male, **Age:** 29, **Race:** Caucasian

Appearance: Crewcut brown hair, brown eyes, husky cornfed look, permanent scowl, and always smells like Mennen deodorant.

BILLY HARKER



PLAYER:

ACTOR:

CLASSIFICATION: INFANTRY

SPECIALTY: MELEE

DAVID FINCH

Val	CHA	Roll	Notes
10	STR	11-	2d6, 100 kg
13	DEX	12-	OCV: 4 / DCV: 4
10	CON	11-	
12	BODY	11-	
20	INT	13-	PER Roll: 13-
21	EGO	13-	ECV: 7
10	PRE	11-	PRE Attack: 2d6
13	COM	12-	
2	PD		Total PD: 15/13r
2	ED		Total ED: 9/7r
3	SPD		Phases: 4, 8, 12
10	REC		
50	END		
20	STUN		

Powers END

Magic Pool: 15-point VPP, 0-Phase Change
Mystic Arts: Magic Skill 16-

Weapons

Bowen Redhawk 50-70: 2d6 RKA (4D6 vs Demons & Apparitions), +1 STUN Multiple, STR Min: 12, Shots: 5, Clips: 6
9mm Glock21: 1d6 RKA, +1 OCV, STR Min: 4, Shots: 21
Silvered Combat Knife: 2d6 AP HKA, +1 OCV
Wooden Stakes: 1d6+1 HKA, +1 OCV, STR Min: 8

Combat Skills

+1 Overall Level
 Martial Arts: Agent Training
 Chop -2 +0 2d6+1 HKA
 Dodge — +5 Dodge, Abort
 Escape +0 +0 STR 53
 Strike +0 +2 9/2d6

WF: Common Melee Weapons
 WF: Small Arms

Skills

Criminology 13-
 Deduction 13-
 Lang: Egyptian Hieroglyphs (Basic)
 Lang: Latin (Basic)
 Lang: Navajo (Fluent)
 Lightsleep
 Mental Defense (9 pts)
 Occult Lore 13-
 Paramedic 13-
 Perk: Federal Agent (Firearms, Badge, Police Powers, Resources)
 +5 Resistance
 Stealth 12-

Disadvantages

Dist. Features: FBI Man
 Dist. Features: Intense
 Physical: Must Follow Rules and Regulations
 Psych Lim: Paranoid (Very Common, Strong)
 Psych Lim: Very Cautious (Very Common, Strong)
 Rivalry w/ Standard FBI
 Secret ID: Michael Denton
 Watched by "Higher Ups" (11-)

Equipment

Bullet Proof Trenchcoat: Armor +5 rPD, +5 rED, Coverage: 5-17
Bullet Proof Vest: +8 rPD, +2 rED, Coverage: 7-13
EG-438 Field Glasses: Sense Extra-Normal Activity, Ranged, Discriminatory, Targeting & Flash Defense 5
Cell Phone
Fake ID and Personal Effects
FBI Badge
Field Radio w/ Earpiece and Collar Mike

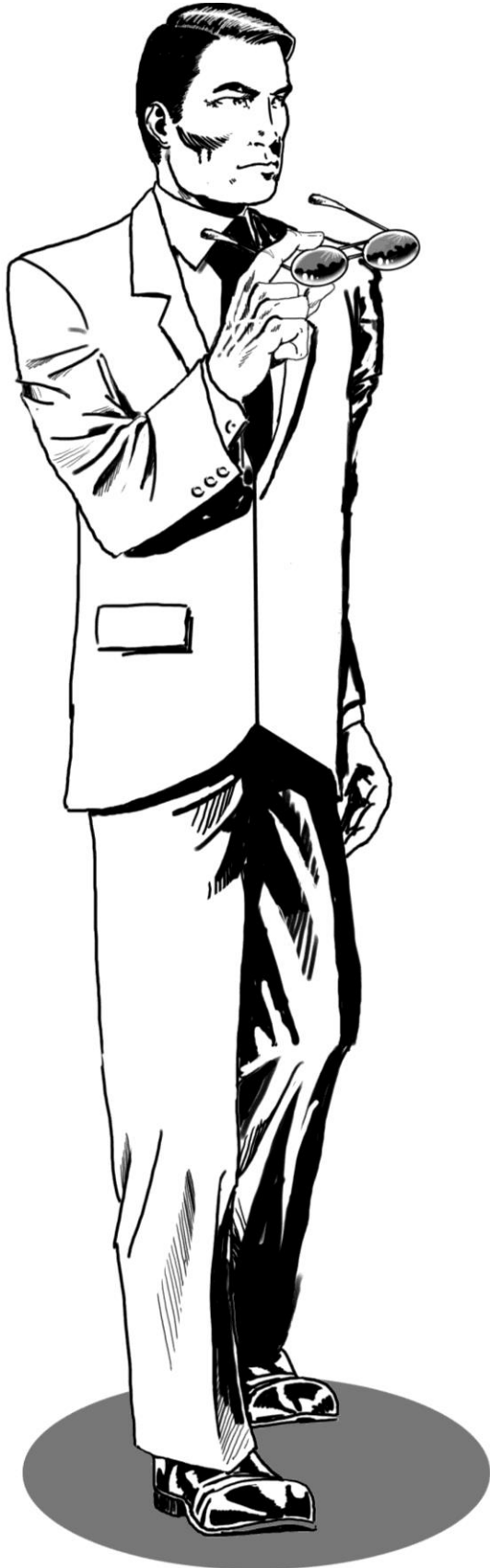
Story: Mother sacrificed by a cult, raised by father who became an occultist vigilante. Taught to fear the forces of evil learning to fight them and protect himself from them. Father instructed him in the occult arts, but David was never very good. Father was killed by a cult he was hunting, and David was picked up by Section M agents investigating the case. David recruited, eventually became an agent. Typically uses magic for perception\sensory effects not being very powerful, but can perform magic at will without spells.

Height: 5'9", **Weight:** 154 lbs, **Sex:** Male, **Age:** 21, **Race:** Half White / Half Navajo

Appearance: A scrawny, intense, and somewhat nervous looking man, with dark skin, Hazel eyes and straight black hair. Very cautious and stealthy, always prefers to observe than to act.

Notes: Created by Ed Hastings

DAVID FINCH



PLAYER:

ACTOR:

CLASSIFICATION: MAGE

SPECIALTY: NAVAJO

EDGAR THE RAVEN

Val	CHA	Roll	Notes
3	STR	10-	35 kg, 1/2d6
11	DEX	11-	OCV: 4 / DCV: 10
5	CON	10-	
5	BODY	10-	
10	INT	11-	PER Roll: 11-
13	EGO	12-	ECV: 4
8	PRE	11-	PRE Attack 1 1/2d6
10	COM	11-	
2	PD		Total PD/rPD: 2/0
2	ED		Total ED/rED 2/0
3	SPD		Phases: 4, 8, 12
2	REC		
10	END		
10	STUN		

Powers

END

Wings:

15" Flight (33 MPH)

20" Gliding (45 MPH)

Small Body: Shrinking (DCV +6); Knockback +9";

PER Bonus: -6; Always On

Small Legs: Running -3" (3" Total) 1

Talons: 1/2d6 Hand-to-Hand Killing Attack 1

Talons: Clinging; 1/2 DCV Throughout; Feet Only

Keen Eyes: Telescopic Vision (x10)

Keen Eyes: Microscopic Vision (x10)

Keen Eyes: Ultraviolet Vision

Skills

+2 levels w/ Flight

Animal Handler 14- (Only with Birds)

Concealment 11-

Language: Birds (Native Accent)

Language: English (Completely Fluent w/accents)

Lightsleep

Lip Reading 11-

Navigation 11-

Mental Defense (8 pts)

Occult Lore 13-

Perk: Federal Agent (Firearms, Badge, Police Powers, Resources)

Resistance (+5 to EGO Rolls)

Shadowing 11-

Stealth 11-

Tactics 8-

Tracking 11-

Disadvantages

Dist. Features: A Talking Raven! (Major Reaction)

Physical: Must Sometimes Follow Rules and Regulations

Physical: Poor Fine Manipulation (Infrequently, Greatly)

Psych: Cannot Tell a Lie (Uncommon, Total)

1d6 Unluck (Aura of Dread)

Watched by "Higher Ups" (8-)

Weapons

Silvered Talon Tips: 2d6 AP HKA, +1 OCV

Equipment

EG-438 Field Glasses: Sense Extra-Normal Activity, Ranged, Discriminatory, Targeting & Flash Defense 5

FBI Badge

Field Radio w/ Earpiece and Collar Mike

Story: Edgar has lived for at least a hundred years, and is purportedly the namesake raven that inspired Poe. He's had a lot of experience with matters pertaining to the occult, and acts as an occasional consultant to the FBI on supernatural affairs.

Height: 9 inches (18 inch wingspan), **Weight:** 3 lbs, **Sex:** Male, **Age:** Unknown, **Race:** Bird

Appearance: Edgar is a black bird. He looks like an ordinary raven, until, of course, he speaks.

EDGAR THE RAVEN

PLAYER:

ACTOR:

CLASSIFICATION: BIRD

SPECIALTY: OCCULT



FRANK MILLS

Val	CHA	Roll	Notes
15	STR	12-	200 kg, 3d6
15	DEX	12-	OCV: 5 / DCV: 5
15	CON	12-	
15	BODY	12-	
10	INT	11-	PER Roll: 11-
15	EGO	12-	ECV: 5
15	PRE	12-	PRE Attack: 3d6
10	COM	11-	
5	PD		Total PD/rPD: 18/13
5	ED		Total ED/rED 12/7
4	SPD		Phases: 3, 6, 9, 12
6	REC		
30	END		
31	STUN		

Powers END

Running +3" (9" Total) 1

Weapons

Bowen Redhawk 50-70: 2d6 RKA (4D6 vs Demons & Apparitions), +1 STUN Multiple, STR Min: 12, Shots: 5, Clips: 6

9mm Glock21: 1d6 RKA, +1 OCV, STR Min: 4, Shots: 21

Silvered Combat Knife: 2d6 AP HKA, +1 OCV

Wooden Stakes: 1d6+1 HKA, +1 OCV, STR Min: 8

Combat Skills

+1 Overall Level

+2 versus Range Levels

Martial Arts: Agent Training & Streetfighting

Chop -2 +0 2d6 HKA

Dodge — +5 Dodge, Abort

Escape +0 +0 STR 40

Strike +0 +2 7d6

WF: Common Melee Weapons

WF: Small Arms

Skills

Bribery 8-

CK: Campaign City 11-

Combat Driving 12-

Criminology 13-

Deduction 13-

Forensic Medicine 8-

Interrogation 12-

KS: Occult Lore 12-

KS: Police Procedures 11-

Lightsleep

Lockpicking 12-

Mental Defense (8 pts)

Paramedic 13-

Perk: Federal Agent (Firearms, Badge, Police Powers, Resources)

Resistance (+5 to EGO Rolls)

Security Systems 8-

Shadowing 11-

Streetwise 12-

Tactics 8-

Tracking 8-

Disadvantages

Dist. Features: FBI Man

Enraged when Fighting Werewolves (14-, 11-, Uncommon)

Physical: Must Follow Rules and Regulations

Psych Lim: Cold as Ice (Very Common, Strong)

Psych Lim: Protective of Innocents (Uncommon, Strong)

Rivalry w/ Standard FBI

Secret ID: Chris Palance

Susceptibility: Attacks to His Stomach (1d6 STUN and BODY)

Watched by "Higher Ups" (11-)

Equipment

Bullet Proof Trenchcoat: Armor +5 rPD, +5 rED, Coverage: 5-17

Bullet Proof Vest: +8 rPD, +2 rED, Coverage: 7-13

EG-438 Field Glasses: Sense Extra-Normal Activity, Ranged, Discriminatory, Targeting & Flash Defense 5

Cell Phone

Fake ID and Personal Effects

FBI Badge

Field Radio w/ Earpiece and Collar Mike

Story: Frank was a good cop in a bad spot. His family was killed by werewolves, and Frank barely escaped with his own life. He's dedicated his life to Section M, and particularly hunts lycanthropes of all types.

Height: 6'2", **Weight:** 224 lbs, **Sex:** Male, **Age:** 31, **Race:** Black

Appearance: Frank is fairly tall, and in great athletic shape. He's a black man with very short hair and a goatee.

FRANK MILLS

PLAYER:

ACTOR:

CLASSIFICATION: INFANTRY

SPECIALTY: FIREARMS



JUNE PARK

Val	CHA	Roll	Notes
10	STR	11-	100 kg, 2d6
12	DEX	11-	OCV: 4 / DCV: 4
10	CON	11-	
10	BODY	11-	
18	INT	13-	PER Roll: 13-
18	EGO	13-	ECV: 6
18	PRE	13-	PRE Attack: 3½d6
18	COM	13-	
3	PD		Total PD/rPD: 16/13
3	ED		Total ED/rED 10/7
3	SPD		Phases: 4, 8, 12
4	REC		
20	END		
20	STUN		

Powers END

- Psychokinesis:** All Powers take a Full Phase; Must Concentrate at ½ DCV; No Range Penalty; Fully Indirect
- Create Fire:** ½d6 Ranged Killing Attack; Based on EGO Combat Value; Continuous; Sticky 4
- Fuel Fire:** +½d6 to Fire RKA; +1d6 Max; Ranged 4
- Extinguish Fire:** 4d6 Dispel Fire; Any 3 Hexes; Visible Only to Mental 4
- Heat Vision:** Infrared Vision

Weapons

- Bowen Redhawk 50-70:** 2d6 RKA (4D6 vs Demons & Apparitions), +1 STUN Multiple, STR Min: 12, Shots: 5, Clips: 6
- 9mm Glock21:** 1d6 RKA, +1 OCV, STR Min: 4, Shots: 21
- Silvered Combat Knife:** 2d6 AP HKA, +1 OCV
- Wooden Stakes:** 1d6+1 HKA, +1 OCV, STR Min: 8

Story: June has always had her way with people. It seems all she'd have to do is to snap her fingers, and she'd get what she wanted. On the occasions, however, when her temper flared up, her fiery anger could manifest itself by causing anything – or anyone – she could see to spontaneously burst into flames. She enjoys the challenge of explaining away the supernatural to her unsuspecting public.

Height: 5'5" (5'7" in heels), **Weight:** 111 lbs, **Sex:** Female, **Age:** 24, **Race:** White

Appearance: June is young, attractive, hip, and ambitious. Her hairstyle (and color) changes every couple of episodes, as do her fashion choices. About the only thing consistent in her dress is her preference for heels of some sort.

Combat Skills

+1 Overall Level

Martial Arts: Agent Training

Chop	-2	+0	2d6 HKA
Dodge	—	+5	Dodge, Abort
Escape	+0	+0	STR 35
Strike	+0	+2	6d6

WF: Common Melee Weapons

WF: Small Arms

Skills

- +1 w/ All "People" Skills
- Acting 13-
- Bribery 13-
- Bureaucratics 13-
- CK: Campaign City 11-
- Conversation 13-
- Concealment 13-
- Criminology 13-
- Deduction 13-
- High Society 13-
- Interrogation 13-
- Lightsleep
- Mental Defense (9 points)
- Occult Lore 12-
- Oratory 13-
- Paramedic 13-
- Perk: Federal Agent (Firearms, Badge, Police Powers, Resources)
- Persuasion 13-
- Resistance (+5 to EGO Rolls)
- Psychology 11-

Disadvantages

- Accidental "Pyro" when Angered (8-)
- Dist. Features: FBI Gal
- Dist Features: Motormouth
- DNPC: Senile Father (8-)
- Physical: Must Follow Rules and Regulations
- Psych Lim: Cheerful and Lively (Common, Moderate)
- Psych Lim: Political Ambitions (Uncommon, Strong)
- Rivalry w/ Standard FBI
- Secret ID: Lucy Mansfield
- Watched by "Higher Ups" (11-)

Equipment

- Bullet Proof Trenchcoat:** Armor +5 rPD, +5 rED, Coverage: 5-17
- Bullet Proof Vest:** +8 rPD, +2 rED, Coverage: 7-13
- EG-438 Field Glasses:** Sense Extra-Normal Activity, Ranged, Discriminatory, Targeting & Flash Defense 5
- Cell Phone**
- Fake ID and Personal Effects**
- FBI Badge**
- Field Radio w/ Earpiece and Collar Mike**

JUNE PARK

PLAYER:

ACTOR:

CLASSIFICATION: FIRESTARTER

SPECIALTY: PUBLIC RELATIONS



KEVIN JACKSON

Val	CHA	Roll	Notes
16	STR	12-	3d6, 230 kg
16	DEX	12-	OCV: 5 / DCV: 5
14	CON	12-	
16	BODY	12-	
19	INT	13-	PER Roll: 13-
19	EGO	13-	ECV: 6
15	PRE	12-	PRE Attack: 3d6
16	COM	12-	
4	PD		Total PD: 17/13r
3	ED		Total ED: 10/7r
3	SPD		Phases: 4, 8, 12
6	REC		
30	END		
30	STUN		

Powers END

True Faith: +22 level w/ Exorcism (35-), Requires Skill Roll
 KS: St James Bible 15-
 +1 Damage Class (Figured In)
 +2 Mental Defense (Figured In)

Weapons

Bowen Redhawk 50-70: 2d6 RKA (4D6 vs Demons & Apparitions), +1 STUN Multiple, STR Min: 12, Shots: 5, Clips: 6
9mm Glock21: 1d6 RKA, +1 OCV, STR Min: 4, Shots: 21
Silvered Combat Knife: 2d6 AP HKA, +1 OCV
Wooden Stakes: 1d6+1 HKA, +1 OCV, STR Min: 8

Combat Skills

+1 Overall Level
 Martial Arts: Agent Training
 Chop -2 +0 2d6 HKA
 Dodge — +5 Dodge, Abort
 Escape +0 +0 STR 46
 Strike +0 +2 8d6

WF: Common Melee Weapons
 WF: Small Arms

Skills

Criminology 13-
 Deduction 13-
 Lightsleep
 Mental Defense (11 pts)
 Occult Lore 13-
 Paramedic 13-
 Perk: Federal Agent (Firearms, Badge, Police Powers, Resources)
 +5 Resistance

Disadvantages

Dist. Features: FBI Man
 Physical: Must Follow Rules and Regulations
 Psych: Code Against Killing (Common, Strong)
 Psych: Code of Conduct: Baptist Minister (Uncommon, Total)
 Psych: Honorable (Common, Total)
 Rivalry w/ Standard FBI
 Secret ID: Lawrence James
 Watched by "Higher Ups" (11-)

Equipment

Bullet Proof Trenchcoat: Armor +5 rPD, +5 rED, Coverage: 5-17
Bullet Proof Vest: +8 rPD, +2 rED, Coverage: 7-13
EG-438 Field Glasses: Sense Extra-Normal Activity, Ranged, Discriminatory, Targeting & Flash Defense 5
Cell Phone
Fake ID and Personal Effects
FBI Badge
Field Radio w/ Earpiece and Collar Mike

Story: Father a Baptist minister/school teacher in Wilmington, VA. Kevin has a 2-year degree in Bible Studies and is an ordained minister. Preached in his fathers church until a member of the congregation was beset by demons at night; she asked for the churches assistance. Kevin's father tried to perform an exorcism and seemed to succeed. That night, the demon returned and the woman broke into the families home to kill the reverend. Kevin woke up, barged into his father's room and instinctively cast out the demon with a surge of will power before it could kill his father. The incident came to the attention of Section M, and Kevin was recruited. He believes he can do more good in the FBI than as a small town preacher.

Height: 6'1", **Weight:** 200 lbs, **Sex:** Male, **Age:** 26, **Race:** Black

Appearance: Rugged young black man, skin the color of chocolate, close cut hair and dark brown eyes full of zeal. Pleasant and ready smile, well groomed. Keeps a pocket bible in his back pocket and reads from it constantly.

Notes: Created by Ed Hastings

KEVIN JACKSON

PLAYER:

ACTOR:

CLASSIFICATION: EXORCIST

SPECIALTY: MINISTER



SAM RUDY

Val	CHA	Roll	Notes
15	STR	12-	200 kg, 3d6
15	DEX	12-	OCV: 5 / DCV: 5
15	CON	12-	
14	BODY	12-	
13	INT	12-	PER Roll: 12-
15	EGO	12-	ECV: 5
15	PRE	12-	PRE Attack: 3d6
10	COM	11-	
5	PD		Total PD/rPD: 18/13
5	ED		Total ED/rED 12/7
3	SPD		Phases: 4, 8, 12
6	REC		
30	END		
30	STUN		

Powers	END
Swimming +1" (3" Total)	1

Weapons

Bowen Redhawk 50-70: 2d6 RKA (4D6 vs Demons & Apparitions), +1 STUN Multiple, STR Min: 12, Shots: 5, Clips: 6
9mm Gloch21: 1d6 RKA, +1 OCV, STR Min: 4, Shots: 21
Silvered Combat Knife: 2d6 AP HKA, +1 OCV
Wooden Stakes: 1d6+1 HKA, +1 OCV, STR Min: 8
Silvered Harpoon Gun: 2½d6 AP RKA, +1 OCV
1 Pound of C4: 3d6+1 RKA, Explosion

Combat Skills

+1 Overall Level
 Martial Arts: Agent Training & Streetfighting
 Chop -2 +0 2d6 HKA
 Dodge — +5 Dodge, Abort
 Escape +0 +0 STR 40
 Strike +0 +2 7d6

WF: Common Melee Weapons

WF: Harpoon

WF: Small Arms

Story: Sam was on the fast track in the Navy SEALs to become a unit commander. But when he was able to not only keep his cool when he first confronted a water demon, but actually drove it into temporary retreat with some quick thinking and a lot of explosives, Section M snagged him.

Height: 5'10", **Weight:** 181 lbs, **Sex:** Male, **Age:** 29, **Race:** White

Appearance: Sam is balding with black hair on the sides. He always seems to be on the go, a veritable blur of nonstop activity. He can be patient and even motionless when the mission calls for it, but his natural state is "an object in motion."

Skills

Breakfall 12-
 Bugging 12-
 Bureaucratics 8-
 Climbing 12-
 Computer Programming 8-
 Combat Driving/Piloting 12- (Air Vehicles, Ground Vehicles, Water Vehicles, Parachutes, SCUBA)
 Concealment 12-
 Criminology 12-
 Cryptography 8-
 Deduction 12-
 Demolitions 13-
 Electronics 11-
 KS: Navy SEALs 11-
 Lightsleep
 Mechanics 11-
 Mental Defense (8 pts)
 Navigation 11-
 Occult Lore 12-
 Paramedic 12-
 Perk: Federal Agent (Firearms, Badge, Police Powers, Resources)
 Resistance (+5 to EGO Rolls)
 Security Systems 8-
 Stealth 12-
 Survival 11-
 Systems Operation 12-
 Tactics 12-
 Underwater Ops 11-
 Weaponsmith 11-

Disadvantages

Dist. Features: FBI Man
 Dist. Features: Scar on Right Cheek
 Physical: Must Follow Rules and Regulations
 Psych Lim: Loves to "Blow Sh#t Up" (Uncommon, Strong)
 Psych Lim: Macho Image (Very Common, Strong)
 Psych Lim: Sense of Superiority (Common, Moderate)
 Rivalry w/ Other Military Branches
 Rivalry w/ Standard FBI
 Secret ID: Phillip Crowe
 Watched by "Higher Ups" (11-)

Equipment

Bullet Proof Trenchcoat: Armor +5 rPD, +5 rED, Coverage: 5-17
Bullet Proof Vest: +8 rPD, +2 rED, Coverage: 7-13
EG-438 Field Glasses: Sense Extra-Normal Activity, Ranged, Discriminatory, Targeting & Flash Defense 5
Cell Phone
Fake ID and Personal Effects, FBI Badge
Field Radio w/ Earpiece and Collar Mike
SCUBA Micro-Gear

SAM RUDY



PLAYER:

ACTOR:

CLASSIFICATION: INFANTRY

SPECIALTY: DEMOLITIONS

TZITZIME

Val	CHA	Roll	Notes
15	STR	12-	200 kg, 3d6
20	STR	13-	4d6, 400 kg
23	DEX	14-	OCV: 8 / DCV: 8
15	CON	12-	
15	BODY	12-	
8	INT	11-	PER Roll: 13-
8	EGO	11-	ECV: 3
20/35	PRE	13-	PRE Attack: 7d6
0	COM	9-	
11	PD		Total PD: 11/10r
9	ED		Total ED: 9/8r
4	SPD		Phases: 3, 6, 9, 12
10	REC		
48	END		
44	STUN		

Powers END

Claws and Teeth: 1d6+1 HKA (2½d6 w/ STR)	2
Crippling: 1d6 Drain vs All Muscle-Powered Movement, Return at 5 Points per 3 Months, Claws and Teeth Must Do Body	5
Deforming: 1d6 Drain vs COM, Return at 5 Points per 3 Months, Claws and Teeth Must Do Body	3
Vitality: Regeneration 2 BODY per Turn	
Vitality: Damage Resistance (10 rPD/8 rED)	
Fast: +1" Running	
Terrifying Appearance: +15 PRE, Offensive Only	

Cost Skills

Cunning: +2 to all PER rolls
Ferocious: +1 OCV with Claws and Teeth

Disadvantages

Dist. Features: Terrifying Monster (NCon, Ext)
Physical: Must Obey the Earth Lords (Freq, Gre)
Psych: Sadistic (Com, Total)
Psych: Likes to Attack Children (Com, Str)
Monster Bonus

Background/History: The Tzitzime, or Devil Women, are beings from Aztec mythology. Their other names include Cihuateteo (Goddesses) and Ilhuica Cihuapitlin (Celestial Princesses). They were extremely malevolent and destructive embodiments of the earth powers, and are the ones who will eat all of humanity when the Fifth Sun (our current world) ends.

The word “devil” has connotations to anyone from a Judeo-Christian background that are not, as near as I can tell, present in the Aztec beliefs. On the other hand, post-conquest priests trying to illustrate the Christian hell for their Indian converts filled it with beings very similar to the Tzitzime. The translation we have is apparently close enough to the Aztec concept to be recognizable, so I’ve chosen to use the name Tzitzime throughout this write-up.

Origins: The Aztecs believed that a woman in the process of giving birth is possessed for the duration of the process by the earth powers. After the birth, residual traces of those divine energies required special precautions, but she was once again a mortal woman. However, should the woman die during childbirth, she died possessed by the earth powers.

After four years spent escorting the Sun on the second half of his daily journey (from noon to sunset – dead warriors took the dawn to noon shift), these women would return to earth as Tzitzime. They were no longer nurturing mothers, though, but destroyers. Five days out of the year, they could walk the earth freely, but it is implied that they could be encountered at any time by someone foolish enough to travel far from human lands, or someone who incurred the Earth Lords’ anger.

Powers/Tactics: No one would ever mistake a Tzitzime for the mortal woman she once was. While her new body is still female, her face is now skull-like. Both hands and feet carry deadly claws, and the fangs in her bony jaw are just as dangerous. Tzitzime wear skirts, but no blouse – her breasts were left bare. Her long hair is no longer neatly dressed, but a wild mane. She was definitely not an erotic image, though, but one of death.

While Tzitzime are capable of efficient killing, they prefer to leave their victims maimed but alive. The Aztecs believed human flesh and bone was not able to survive contact with divine energies outside of tightly regulated ritual settings. Tzitzime, as agents of the Earth Lords, carried more divine power than humans could bear. A Tzitzime’s attack could easily leave the unfortunate target deformed or crippled simply from contact with the earth energy within her.

Notes: Created by Leah Watts. Artwork by Storn Cook.