DEMON HUNTERS
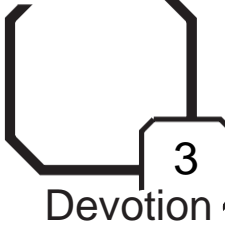### A COMEDY OF TERRORS

Name Alex Harkadian

Description

Harkadian traveled the world, searching for a cure. He studied under powerful mystics and read through ancient, forbidden volumes. He found it. A cure for death. It brought back his sister, but she didn't come alone. An entire cemetery full of corpses clawing their way out of their graves. They came back, but they came back wrong. Hungry. He had to put them all back down. And when his sister attacked his grandmother, he had to put her down again too. And when his grandmother changed, well... But there was no time to mourn. Whatever he'd done had lingered, and people don't stop dying. They'd bury them by day, and he'd rebury them by night. Weeks passed before the Brotherhood found him and put an end to his grim vigil. He hasn't given up on a finding a cure, but these days he's more careful.

Aspects

Grim Necromancer	CONCEPT
Shell-Shocked	TROUBLE
Never Say Die	DISCIPLINE
Knowledge Beyond the Veil of Death	DISCIPLINE
Lead by Example	DISCIPLINE

Approaches

CAREFUL	d10	d6	QUICK
CLEVER	d8	d8	FORCEFUL
SNEAKY	d6	d4	FLASHY

Disciplines

d6	COMBAT & TACTICS
d4	COVERT OPS
d10	MYSTIC ARTS
d4	RESEARCH & DEVELOPMENT
d8	SOCIAL ENGINEERING
	FRINGE

Conditions

MILD (UP TO 5 HITS)

- ☐
- ☐
- ☐
- ☑ XXXXXXXXXXXXXXX
- ☑ XXXXXXXXXXXXXXX

MODERATE (UP TO 10 HITS)

- ☐
- ☐
- ☑ XXXXXXXXXXXXXXX

SEVERE (UP TO 15 HITS)

- ☐

Stunts

Form a Defensive Perimeter: Because I know how to form a defensive perimeter, I gain a +2 to Carefully create advantages or defend against surprise attacks, ambushes, or when outnumbered.

Necromantic Paragon: Because I am a necromantic paragon, I gain a +2 when I Quickly create advantages or attack using death magic.

Raise the Dead: Because I can raise the dead, once per session I can return the spark of life back to a fallen ally or other character. They return with a moderate condition already marked off: Recently Dead.

DEMON HUNTERS
A COMEDY OF TERRORS

Name Tricia "Sparky" Carnacki

Description

Sparky gets machines. They've just always made sense to her. It's a trait that runs in her family. Her grandfather, Thomas Carnacki, was a pioneer in the electrical arts, and put those talents to use as a ghost hunter for the Brotherhood (Electricity has a nasty habit of not playing nice with ectoplasm). He passed away recently, leaving his estate to his granddaughter--along with his legacy. Adapting his turn of the century gadgetry for the modern world, Sparky's put her technomantic talents to work, battling Evil and pwning n00bs for the Brotherhood.

Aspects

Technological Genius	CONCEPT
Easily Bored	TROUBLE
Machine Legacy of Dr. Carnacki	DISCIPLINE
Dynamic Thinker	DISCIPLINE
Boundless Energy	DISCIPLINE

Approaches

CAREFUL	d4	d8	QUICK
CLEVER	d8	d6	FORCEFUL
SNEAKY	d6	d10	FLASHY

Disciplines

d6	COMBAT & TACTICS
d4	COVERT OPS
d8	MYSTIC ARTS
d10	RESEARCH & DEVELOPMENT
d4	SOCIAL ENGINEERING
	FRINGE

Conditions

MILD (UP TO 5 HITS)

☐

☐

☐

☑ XXXXXXXXXXXXXXX

☑ XXXXXXXXXXXXXXX

MODERATE (UP TO 10 HITS)

☐

☐

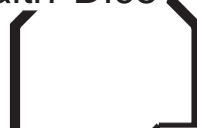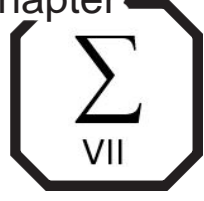☑ XXXXXXXXXXXXXXX

SEVERE (UP TO 15 HITS)

☐
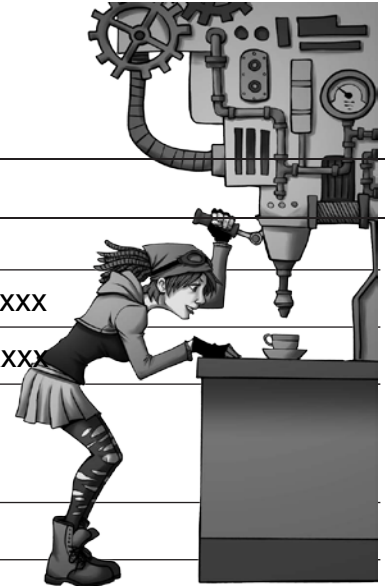
Stunts

Infectious Energy: Because I have infectious energy, once per game session I can turn an ally's mild condition into a positive aspect as part of a defend or create an advantage action involving that ally.

Mad Skillz: Because I have mad skillz, I gain a +2 when I Flashily create advantages with technology.

Pwn N00bs: Because I can pwn n00bs, I gain a +2 when I Forcefully attack minions or unnamed targets using gadgets I've created or assembled.

Demon Hunters
## A COMEDY OF TERRORS

Name Armageddon

Description

She was their Doomsday contingency. The Brotherhood's got a lot of those. Built from scratch; a genetic cocktail of the best warriors on the planet cloned ten thousand times over. Super soldiers, programmed with the combined combat knowledge of five thousand years worth of Hunters and put on ice to await the apocalypse. And then some idiot turned off the wrong switch. Ten thousand identical soldiers waking up, knowing only how to kill monsters, coming face to face with nine thousand nine hundred ninety nine doppelgangers. They found her the next morning; beaten, scarred, and bloody, but alive. The only survivor of project Armageddon. They scrapped the whole thing and stuck her in basic training--a mere formality of course. Don't worry, there are more contingency plans. Lots more.

Aspects

Genetically Enhanced Super Soldier	CONCEPT
Cold-Hearted Killer	TROUBLE
Sole Survivor of Project Armaggedon	DISCIPLINE
Fully-Strapped, Always Packed	DISCIPLINE
Destroy All Monsters!	DISCIPLINE

Approaches

CAREFUL	d6	d10	QUICK
CLEVER	d6	d8	FORCEFUL
SNEAKY	d8	d4	FLASHY

Disciplines

- d10 COMBAT & TACTICS
- d8 COVERT OPS
- d4 MYSTIC ARTS
- d6 RESEARCH & DEVELOPMENT
- d4 SOCIAL ENGINEERING
- ☐ FRINGE

Conditions

MILD (UP TO 5 HITS)

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☑ xxxxxxxxxxxxxxxx

MODERATE (UP TO 10 HITS)

- ☐ _____
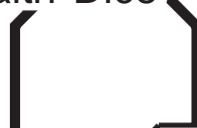- ☐ _____
- ☐ _____

SEVERE (UP TO 15 HITS)

- ☐ _____

Stunts

Five Thousand Years of Combat Knowledge: Because I have five thousand years of combat knowledge, I gain a +2 when I Quickly create advantages in a combat situation.

Overclocked DNA: Because I have overclocked DNA, I can take an additional mild and moderate condition.

Ready for the Apocalypse: Because I am ready for the apocalypse, once per game session I can re-roll my approach die, discipline die, or both when I defend against overwhelming or catastrophe-level attacks. I must keep the new result, whatever it is.

Name Ben "Gator" Bailey

Description

Ben Bailey's a fella who loves hisself a good scrap. Don't rightly matter if'n he's punchin' out drunks in a bar room slugfest, divin' in the swamp to put a gator in a chokehold, or layin' the smackdown on some bloodthirsty beastie from the pits of Hell. There ain't no meanness in it--hell, ol' Gator ain't got a mean bone in his body. The boy's just a born brawler. Fell outta his mama with his fists clenched and he ain't opened 'em since.

Aspects

Backwoods Brawler	CONCEPT
Not Big on the Book Learnin'	TROUBLE
Friendly Fella	DISCIPLINE
Always Delivers the Smackdown	DISCIPLINE
Sheet-Metal-Lined Stomach	DISCIPLINE

Approaches

CAREFUL	d6	d8	QUICK
CLEVER	d4	d10	FORCEFUL
SNEAKY	d6	d8	FLASHY

Disciplines

d10	COMBAT & TACTICS
d6	COVERT OPS
d4	MYSTIC ARTS
d4	RESEARCH & DEVELOPMENT
d8	SOCIAL ENGINEERING
	FRINGE

Conditions

MILD (UP TO 5 HITS)

- ☐
- ☐
- ☐
- ☐
- ☐

MODERATE (UP TO 10 HITS)

- ☐
- ☐

☑ XXXXXXXXXXXXXXXX

SEVERE (UP TO 15 HITS)

- ☐
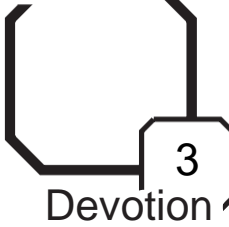
Stunts

Clear the Room: Because I know how to clear the room, I gain a +2 when I Flashily create advantages or defend when getting innocents or bystanders out of harm's way.

Love a Good Scrap: Because I love a good scrap, I gain a +2 when I Forcefully attack in a hand-to-hand combat situation.

Solid Muscle: Because I am solid muscle, before I mark off any conditions in a fight I can roll a d6 and ignore that many hits from an attack. If I don't absorb all the hits, I must mark off conditions or be taken out. If I do absorb all the hits, I can use this stunt the next time I'm attacked. Once I start marking off conditions I can't use this stunt until I recover the conditions I've taken.

DEMON HUNTERS
A COMEDY OF TERRORS

Name Ned, Undead

Description

It's rare for a recruit to die during basic training, but it happens. It's unheard of for them to come back for a second try, but that happened too. Thanks to some quick thinking on Harkadian's part, a fist through the skull didn't mark the end of Ned's tenure with the Brotherhood. He's back, and he's better than ever! "Un"Ned is a much more useful asset in the field these days, now that he's upgradeable with new, more lethal bodyparts. Not to mention he's virtually unkillable. Don't get me wrong, he's still freaking NED. But now you can throw him at a monster to distract it without feeling too guilty about it. Don't worry, he loves it! This is his destiny. His undead, patchwork destiny.

Aspects

Enthusiastic Undead Accountant	CONCEPT
Turbodork	TROUBLE
Mathlete	DISCIPLINE
Cannon Fodder	DISCIPLINE
Can't Kill What's Already Dead	DISCIPLINE

Approaches

CAREFUL	d6	d6	QUICK
CLEVER	d8	d10	FORCEFUL
SNEAKY	d4	d8	FLASHY

Disciplines

d4	COMBAT & TACTICS
d6	COVERT OPS
d4	MYSTIC ARTS
d10	RESEARCH & DEVELOPMENT
d4	SOCIAL ENGINEERING
d8	FRINGE Undead

Conditions

MILD (UP TO 5 HITS)

- ☐
- ☐
- ☐
- ☑ xxxxxxxxxxxxxxx
- ☑ xxxxxxxxxxxxxxx

MODERATE (UP TO 10 HITS)

- ☐
- ☐
- ☑ xxxxxxxxxxxxxxx

SEVERE (UP TO 15 HITS)

- ☐

Stunts

Upgradeable: Because I am upgradeable, once per game session I can turn a moderate condition into a positive aspect by grabbing replacement body parts from corpses.

Head for Numbers: Because I have a head for numbers, I gain a +2 when I Quickly try to overcome a math- or number-related problem.

Spotted Eagle Strike: Because I know the Spotted Eagle Strike move, I gain a +2 to Flashy attacks when I engage in hand-to-hand combat.

Demon Hunters
A COMEDY OF TERRORS

Name Cipher Mark IV

Description

The Mark IV Ciphers are a significant improvement over the old Mark IIIs. In addition to the print-to-order custom chassis and fancy new slimline goggles, the Mark IVs feature a wrist-mounted holographic display for mission briefing and intel delivery, and are packed with the latest Ciphertech package, allowing them to process database information at an exponentially faster rate. Despite these improvements, the Mark IVs are not without their critics. Some agents claim their Ciphers have developed behavioral quirks. Some attribute these strange and random behaviors to a simple software glitch, while others view it as the first signs of an emerging intelligence. Are the Ciphers becoming sentient? Unrelated note, how would one go about clearing the browser history on a Cipher?

Aspects

Impervious Walking Database	CONCEPT
Glitchy As All Get Out	TROUBLE
Close-Combat Offensive Sequences	DISCIPLINE
Full-Spectrum Optics	DISCIPLINE
Plugs Into Anything	DISCIPLINE

Approaches

CAREFUL	d8	d8	QUICK
CLEVER	d10	d6	FORCEFUL
SNEAKY	d4	d6	FLASHY

Disciplines

d6	COMBAT & TACTICS
d8	COVERT OPS
d4	MYSTIC ARTS
d4	RESEARCH & DEVELOPMENT
d4	SOCIAL ENGINEERING
d10	FRINGE Cipher

Conditions

MILD (UP TO 5 HITS)

- ☐
- ☐
- ☐
- ☐
- ☐

MODERATE (UP TO 10 HITS)

- ☐
- ☐
- ☑ XXXXXXXXXXXXXXXX

SEVERE (UP TO 15 HITS)

- ☐

Stunts

Android Body: Because I have an android body, I can mark off 2 extra mild conditions and I am never hungry or tired.

Connected to the Brotherhood Database: Because I am connected to the Brotherhood database, I gain +2 when I Cleverly create information-based advantages for myself or my chapter.

Holographic Support Network: Because I have a holographic support network, once per game session I can spend any number of my own faith dice on behalf of a chapter member I am not in the same location with, and rolls of 1 apply to the chapter member, not me.