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HUNTER THE RECKONING

STORYTELLERS VAULT STYLE GUIDE

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HUNTER STORYTELLERS VAULT STYLE GUIDE

"The hardest thing in this world is to live in it."
— Buffy, The Vampire Slayer

Welcome to the Hunter Storytellers Vault Style Guide. This resource will assist you in creating new material for the horror roleplaying game, Hunter: The Reckoning, as well as Dark Ages: Inquisitor. This guide will assist new and experienced writers alike in finding the correct tone for their Hunter sourcebook. The game lines covered in this style guide each focus on a different time period of hunting monsters and understanding the backdrop of each game line will assist in making your product fit with the feel and themes of the setting. The differences between each game line follow this introduction.

Whether you decide to write a new sourcebook covering a modern urban center crawling with unnatural things, a collection of chapter-houses of the Inquisition, or a novel detailing a Hermit's descent into madness when faced with the walking dead, this guide will provide you the building blocks and reference tools to get started.

GAME LINES AND THE TIMELINE

Dark Ages: Inquisitor takes place in 1230 C.E. and acts as a companion piece to Dark Ages: Vampire, also known as Dark Ages: Second Edition. Though it shares some systems and themes with Hunter: The Reckoning, Dark Ages Inquisitor is designed as a companion piece to Dark Ages: Vampire, whereas Hunter: The Reckoning is presented as a standalone game.

Hunter: The Reckoning is set in the modern era. The game line was introduced in November of 1999 and presented as occurring in real-time. Though the initial metaplot drew to a close with 2004's Time of Judgment, there is no reason that your Hunter: The Reckoning materials cannot continue to the present day and beyond. Many of the setting elements introduced in Hunter: The Reckoning, such as the role technology plays in the hunt, and the existence of Hunter-Net require little to no modification to fit perfectly in a contemporary World of Darkness.



HUNTER: THE RECKONING

The end is nigh, monsters are real, and you are one of the few chosen who can do anything about it.

Tone: Hunter: The Reckoning explores the conflicts created when everyday folks have the wool pulled from their eyes and are confronted with the dark realities of the World of Darkness. One moment, the characters are going about their average lives, working their average jobs, and spending time with their average families and friends. Suddenly, and without warning, their sense of normalcy shatters as they are shown some *creature* among them who is somehow *wrong*. How they react to this revelation varies from hunter to hunter. The important thing, the thing that matters most, is that they do *something* in the face of the supernatural.

Hunters are humans who receive a calling from mysterious entities who reveal the supernatural and empower the nascent hunter with certain abilities to fight back against the darkness. Hunters are not organized, trained, or prepared for this war. The mysterious benefactors, called Messengers, Heralds, Ministers, Shining Ones, and a number of other names, depending on the hunter you ask, seem to grant their messages without rhyme or reason. A pizza delivery driver is just as likely to be Imbued as a combat veteran. Most hunters do not hear from the Messengers again after their Imbuing. With the realization that the supernatural is real, hunters are thrust into a strange and unusual world, one that bears only a passing resemblance to the one they knew. In most cases hunters cannot count on anyone but themselves and each other for help and support. After all, it's not like they can tell the police that the city council are all blood slaves in the thrall of an undead monstrosity. That sounds crazy.

Hunters communicate over the internet. Not long after the Imbuing, hunters feel compelled to reach out to one another. A glyph language, called Hunter Code, allows for some communication. In fact, many hunters find their way to the central message board of hunter-net by following a trail of Hunter Code until they locate the site. On Hunter-Net, hunters share information and theories about themselves, monsters, the Messengers, and the act of hunting. Anonymity is strongly encouraged on the board as the board's manager,

Witness1, makes no guarantees about the security and safety of information shared on the site.

The world is not what you thought it was. There are monsters everywhere. You can see them. You know.

Themes: Fear of the unknown, heroic struggles against insurmountable odds, paranoia, finding hope in the seemingly hopeless, trying to maintain a normal life while fighting evil, the effects of hunting monsters on one's own humanity.

Setting Advice: Hunters are stumbling blindly in the darkness, with only the dim torch of Conviction to guide them. Even the most powerful or well-informed hunter is all but clueless in the face of the centuries old power structures, social systems, and habits of monsters. Supplements for Hunter: The Reckoning should play up this lack of knowledge and understanding. A smart hunter studies their prey before acting. A careless hunter ends up dead in a hurry.

Monsters inhabit all walks of life and adhere to few discernible rules. Sourcebooks focusing on creatures or geographic areas can and should turn expectations on their ear. The normal rules of a particular monster type do not necessarily apply in Hunter: The Reckoning. Monsters remain hidden behind a supernatural fog of denial, which only hunters and their bystander allies are able to reliably pierce. This allows for monsters to be a bit more bombastic, brutal, and grandiose in Hunter: The Reckoning than you might expect in a Vampire: The Masquerade sourcebook, or a Mage: The Ascension story. Evil monsters are truly vile. Redeemable monsters are pitiable and broken, with only the smallest sliver of hope keeping them from plunging headlong into the abyss. The walking dead have infested the earth, masquerading as the living to carry out their dark agendas.

Movie/TV Influences: The Lost Boys, Fright Night, Near Dark, Supernatural, Night of the Living Dead, Diary of the Dead, Frailty, Buffy the Vampire Slayer, Kindred: The Embraced

Game Design Advice: Of all the game lines set in the World of Darkness, Hunter: The Reckoning has the most design freedom built directly into the setting. Monsters exist. Though they take the forms of creatures that are recognizable the players and Storytellers of other World of Darkness games, the same rules do not apply to monsters in Hunter. Several sourcebooks for this line offer alternate