

Reckoning World

– A Lasers & Feelings/Hunter: the Reckoning
hack for 3-6 players

YOU ARE ONE OF THE **IMBUED**. Once an ordinary person, you have been contacted by the **Heralds** and they revealed the truth: *Monsters exist, they've been preying on humanity and you're there to make them answer for what they did.* Reckoning has begun and you are its agent. Time to inherit the Earth!

Players: Create characters

1. Choose an **archetype** for your character: **Caregiver, Dreamer, Fanatic, Gambler, Leader, Survivor or Scholar**
2. Choose a **creed**: **Avenger, Defender, Innocent, Judge, Martyr, Redeemer or Visionary**. Record your starting **Conviction**: **3** (4 if you're an **Avenger or Martyr**.)
3. Choose your **number**, from **2 to 5**. A **higher** number means you're driven by **ZEAL** (harsh, judgemental, cold and offensive actions.) A **lower** number means you're inclined to act out of **MERCY** (peaceful, compassionate, nurturing and defensive actions.)
4. Choose a **name** and **background** for your character. What was his life before he was imbued? Describe this using only one sentence.
5. Choose a **hunter.net handle**. A handle is one word or a couple of words followed by a number between 1 and 200.
6. Write down the **Edge** associated with your **Creed**:
 - **Avenger: Cleave**: When you're fighting a supernatural foe in close combat, you get a free **Edge** dice.
 - **Defender: Ward**: When you're protecting people from impending danger, spend **Conviction** to negate **harm**.

- **Innocent: Hide**: When you're avoiding or preventing a confrontation with the supernatural, you get a free **Edge** dice.
- **Judge: Discern**: When you're trying to see the true nature of a supernatural creature or learn about its past deeds, you get a free **Edge** dice.
- **Martyr: Demand**: When you're willing to self-sacrifice or trade harm with the enemy, take **harm** to get a **critical success** (no need to roll) and gain a **Conviction** point.
- **Redeemer: Insinuate**: When you're trying to make a supernatural creature confront its evil deeds or make amend, you get a free **Edge** dice.
- **Visionary: Foresee**: When things look like they won't go your way, well, it's just part of what you've seen, spend a **Conviction** point and reroll the dice. Keep the best result.

You have: Whatever fits with your character's **background**. A main weapon (could be anything, even your fists) that you're an **expert** with. A back-up weapon that makes you **prepared**. A secure connexion to **hunter.net** (an anonymous mailing list where fellow imbued share information and help each other on the hunt.)

Player Goal: Get your character into horrifying confrontations against the supernatural and try to bring reckoning as best as you can.

Character Goal: Choose one or create your own: **Discover the Heralds' true nature; Destroy the enemy; Protect the innocent; Survive at all costs; Learn about the supernatural; Envision humanity's future, etc.**

Players: Define your Heralds

As a group, choose **two** ways the Heralds intervene in favor of your hunters' cell: **Danger Sense, Helpful Bystanders, Exposing a Weakness, Exit Strategy, Mind Shield or Healing Touch**. Also, **roll a drawback**:

1. **Blind Hatred** (as soon as the occasion arises, you lash out at a supernatural foe)
2. **Static** (any action that requires concentration and a clear mind is **desperate**.)
3. **Nausea** (right after you acted, you feel dizzy/vomit/fall unconscious. The GM will tell you how)
4. **Collateral Damage** (some innocent people will soon suffer because of your actions. The GM will tell you how.)
5. **Uncaring Gods** (Combine 1 and 4)
6. **Benevolent Patrons** (Sacrifice one favor. You don't get any drawback.)

Rolling the dice:

When you do something risky, roll to find out how it goes. Roll **1d6** if the situation is **desperate**. Roll **2d6** if you are **prepared**. Roll **3d6** if you are an **expert**. (*The GM will tell you how many dice to roll, based on your character and the situation. Remind them of your archetype, creed or background if you think they apply here.*)

- If you're using **ZEAL** (aggressive, judgemental) you want to roll **under** your number.
- If you're using **MERCY** (peaceful, caring) you want to roll **over** your number.
- **If none of your dice succeed**, it goes wrong. The GM will say how things get worse somehow.
- **If one die succeeds**, you barely manage it. The GM will inflict a complication, harm, or cost.
- **If two dice succeed**, you do it well. Good job!
- **If three dice succeed**, you get a **critical success!** The GM will tell you some extra effect you get. Gain a point of **Conviction**.

If you roll your number exactly, you have a **VISION**. You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:

What are they really feeling? Who's behind this? How could I get them to _____? What should I be on the lookout for? What's the best way to _____? What's really going on here?

You can change your action if you want to, then roll again.

HELPING: If you want to help someone, describe your action and roll. If you get 2 successes or better, you give them a **Help** dice. No successes means you make things worse. The GM will tell you how.

CALLING THE HERALDS: If you want to benefit from an intervention of the Heralds, make a roll. If you succeed, the GM will tell you how your Patrons provide their help. If you fail or roll only **one success**, you will suffer a **drawback**.

CONVICTION POOL & EDGE DICE: If you want better chances of success on a roll, you can risk **Conviction** points *before you roll* on a 1-for-1 basis to get **Edge** dice up to a maximum of 3. Roll **Edge** dice separately. For each **Edge** dice you choose to include in your result, you lose a **Conviction** point you risked. You can never keep more than **3 successes** plus a **VISION**. Unused **Edge** dice return to your **Conviction** pool. If you risked **Conviction** and still came out with no successes, you've **lost faith in the mission**: your **Conviction** pool drops to zero and you cannot regain points unless your allies gives you points up to your starting rating.

MAXING OUT CONVICTION: If your **Conviction** pool ever reaches 7, return your pool to your starting rating and choose a **boon (only one of each type)**:

Elements: From now on, whenever you risk **Conviction** on a roll, there is some manifestation of this element in the scene.

- **Fire:** On successful **ZEAL** actions (2-3 successes) you gain a point of **Conviction**.
- **Light:** On successful **MERCY** actions (2-3 successes) you gain a point of **Conviction**.
- **Wind:** On a **VISION** result (you rolled your number) you gain a point of **Conviction** and a **help** dice for your next roll.

Sights: The Heralds bestow a new perspective on the Hunt.

- **Righteous Fury:** Spend a **Conviction** point to make a **ZEAL** action go from **desperate** to **prepared** or from **prepared** to **expert** regardless of the situation.
- **See the Bright Side:** Spend a **Conviction** point to make a **MERCY** action go from **desperate** to **prepared** or from **prepared** to **expert** regardless of the situation.
- **Second Sight:** Spend a **Conviction** point to gain the benefits of a **VISION** result. You can do this even when you're not rolling dice.

Consumed by the Hunt: On the third time your **Conviction** max out, your character leaves play having become the very monster he sought to confront.

Harm & Healing:

Each time your character suffers harm, you worsen your condition.

- **Hurt:** subtract **1d6** on every roll.
- **Injured:** subtract **2d6** on every roll.
- **Crippled:** subtract **3d6** on every roll. Impossible to heal without medical supplies or Herald intervention.
- **Dead:** The end. Make a new character to take on the mantle.

When the situation allows, you or your allies can try a **MERCY** action to recover from one condition. Heal each condition one at a time starting with your worst. **Crippled** requires 3 successes. **Injured** requires 2 and **Hurt** requires 1 success.

GM: Create an adventure

Roll or choose on the tables below.

A SUPERNATURAL THREAT ...	
1.The centuries old vampire prince Analekta	4.Moonfangs' pack of werewolves
2. The wicked Morrigan, sorcerer-queen of the fey.	5. Jacob Huntsman , restless dead mayor/CEO/crime lord
3. Zathar, proud and ambitious warlock	6.The demon lord Maloch
WANTS TO...	
1.Destroy / Corrupt	4.Protect / Empower
2.Steal / Capture	5.Build / Transmute
3.Bond with	6.Pacify / Occupy
THE...	
1.Harbinger of the End	4.Hidden ley lines
2.City slums	5.Hunters' loved ones
3.Amulet of Vaskari	6.God of the Ancients
WHICH WILL...	
1.Start a war / invasion	4.End in mass murder
2.Open a portal	5.Spread infection
3.Enslave a City	6.Bring about the Reckoning

GM: Run the game

Play to find out how they defeat the threat. Introduce the threat by showing evidence of its recent badness. Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do. *"Turner shapeshifts into a hulking wolfman with vicious claws and menacing fangs. What do you do?" "Lazura slits her wrist and offers you to drink her blood. What do you do?"*

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. *"Have any of you encountered an angry Poltergeist before? Where? What happened?"*

Reckoning World: a Lasers & Feelings/Hunter: the Reckoning hack is by Dominic Claveau

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ALPHA PLAYTEST VERSION 2.3