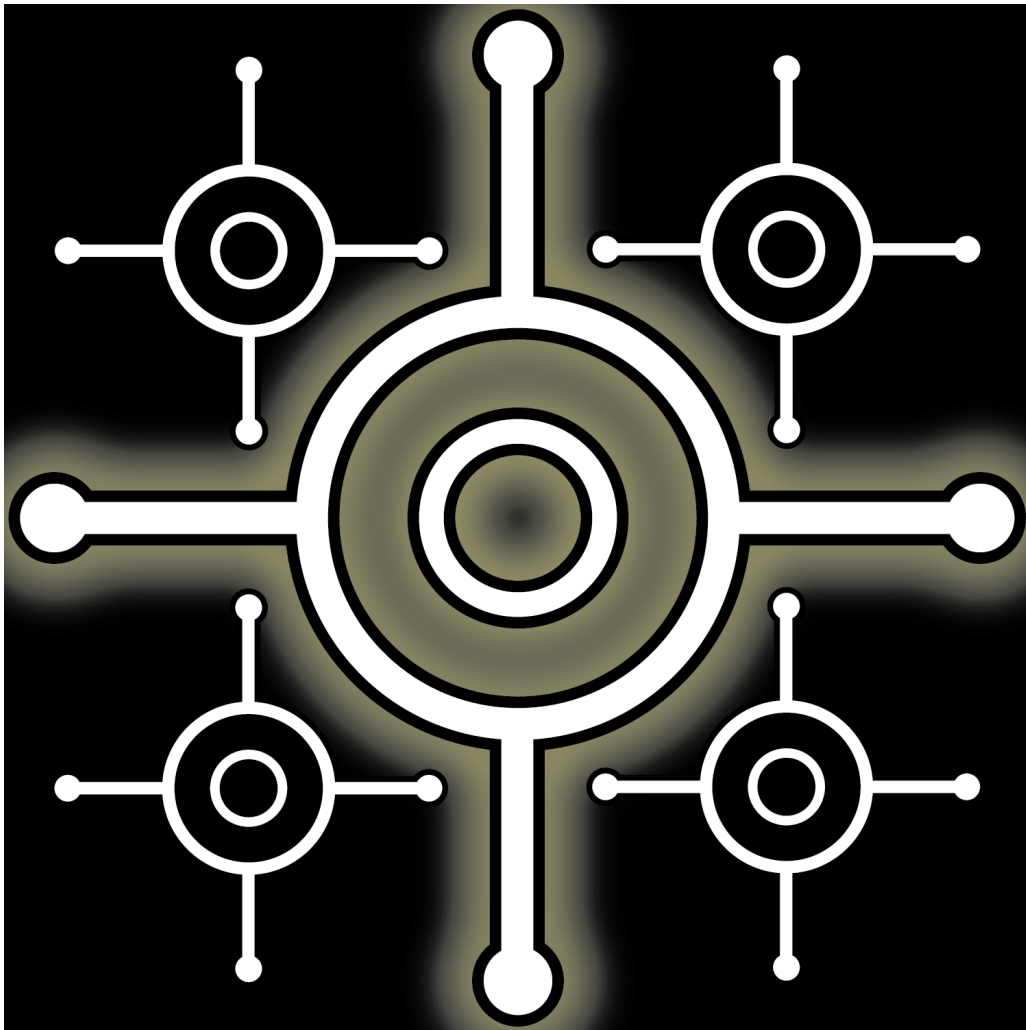


## *Prey to Predator House Rules*

*A long time ago there were those with superhuman strength and longevity who used their powers to protect humanity from catastrophes. They chose to live in the shadows, quietly and in solitude. Today they continue to protect humanity.*



## *Disclaimer*

*'This is hunter. You're a human. And you will die like one. When. Not If...'*

This is a horror genre game of humans fighting against insurmountable odds. Character death IS very likely! We also use darker and adult themes within our storytelling as it is a World Of Darkness.

This document is considered a 'living document', as such Staff also reserves the right to update our house rules at any given moment. We WILL make an official announcement if such has occurred for fair play.

Disciplinary policy is an ascending level system of Warnings, Chronicles Strike, Chronicle Bans or even DA. Which is all on a case by base basis.

## *Black Carding : Player discomfort during intense scenes*

While our goal is to tell a story that embraces the world we are in, we understand that there are some topics that players will not be comfortable with. If such a topic arises, please ask the storyteller to step aside and explain to them that the given topic is not one that you, as a player, are comfortable with.

**\*\*At any point in time, a player may leave a scene due to the nature of the scene. \*\***

If they are unable to find an in-character reason as to why their character would depart, they may leave the character in the control of the storyteller and it will remain on "follow" mode. In the event combat arises, all players of characters in "follow" mode will be asked to rejoin the scene and adjudicate their own sheet for the combat. If during a scene, you do not need to leave but need a moment to back away and gather yourself, simply ask the staff for a break. A 10 minute recess will be called on the scene. If after 10 minutes, if you are still not able to continue the scene, your character will be placed in "follow" mode. In the instance of a PvP situation, if you are unable to continue, the staff will step aside with you to

ascertain why you are unable to continue and attempt to help you work through it.

The 10 minute break or follow mode cannot be used to avoid PvP situations.

## *Character Creation*

Per LoH:R 30 points are rewarded and an additional 30 points upon a submitted background.

Powers and abilities must make sense per the background. Staff reserves the right to strike anything off of anyones' sheet and refund them the points to make it make sense for the PC. Staff WILL explain in excruciating detail as to why the power doesn't make sense for the PC. Staff may offer suggestions for the player to take.

- *Imbued*

Will follow Laws of Reckoning character creation and will receive 30 points for character build and MUST submit a background. Other rules for Imbued start on page 10 of these house rules.

- *Kinfolk, Kinain, Revenant*

Will follow Laws of the Hunt:Revised character creation and will receive 30 points for character build and MUST submit a background.

- *Numinae, other supernatural*

You MUST designate a primary Path or other related supernatural ability. Cyber-enhanced Human rules begin on page 11 of these house rules.

Dauntain will follow Laws of the Hunt Revised and the C20 packet for character creation and must take the C20 Dauntain Art, Ruin. All PCs under this type will receive 30 points for character build and MUST submit a background.

- *Shih*

Will follow Laws of the East creation and MUST submit a background and gain 30 Xp for build. We are not allowing SFO at this time. We are only allowing two active Shih at a time due to their rarity in nature.

## *Trait Caps*

For those PC's governed by Laws of the Hunt: Revised(The Red Book) and Imbued. We do not abide by the age rule. And all PC's are treated as Peak characters or the largest point value possible as described below. The number before the slash indicates the maximum number that a normal mortal character can possess or if the character is Imbued. The number after the slash is the maximum for a partially Awakened character.

Physical, Social and Mental traits: 12/13

Willpower: 9/10

Humanity: 5/4

Influence: The total of the character's Physical, Social and Mental Traits.

Shih

Physical, Social and Mental traits: 10

Willpower: 9

Humanity: 5

Influence: The total of the character's Physical, Social and Mental Traits.

## *Experience Gain*

All active characters will automatically earn the maximum amount of XP available to the PC at that time. We do not believe in holding XP hostage. We want to tell a story that makes you want to come to game.

## *Inactive Characters*

Players can shelve their own character at any time subject to ST approval, but once that character is shelved, it must remain shelved for at least six months unless the ST staff decides

otherwise. Characters become inactive automatically after six months of no player contact with the ST staff and shelved after an additional three months of no player contact with the ST staff. They are still playable, but unable to spend XP. Characters become NPCs/Retired 2 years after the date of Shelved. Shelved characters may still earn Experience, by submitting downtimes of what your character is doing during time "out of play". However the most XP they may earn is 4 XP per month. Staff **will** reach out to the player about their PC's condition every time it changes status as such. Or else the status change of the character is invalid.

## *After Character Creation*

### *Numinae, Dauntain*

To learn additional paths/arts you must have a teacher and will be treated at 4,4,7,7,10 XP costs.

### *Shih*

Shih will follow Laws of the East for additional paths. Basic 3, Basic 3, Intermediate 5, Intermediate 5, Advanced 8 and will require a teacher.

### *Learning more abilities/gaining new backgrounds*

You will be able to buy ONE dot of any chosen ability/background/influence per month(i.e., You can buy Awareness 2 if you have Awareness 1. If you don't have any Awareness you may only be able to buy Awareness 1). You may earn dots of influence without buying them; by submitting a downtime action to grow the influence. You may only submit one growth action per month. It takes three full growth actions to earn one dot of influence.(i.e., You submit the growth actions for three months. On the fourth month you have gained your one dot of influence). You may grow additionally with the Contacts and Allies background.

## *Rule of Five*

Any game mechanic with a variable effect based on trait expenditures is limited to an expenditure of five, subject to ST discretion, unless otherwise specified in a Mind's Eye Theater book.

## *Crafts*

### *Length of time:*

To create an item, it will take a number of days equal to the amount of Bonus traits the item will have once complete. Dark Epics will be used for Base stats unless the item is found in a different book. Items with 0 traits will still take 1 day to complete. To make a Craft 5 item the character must possess a crafting ability of at least level 5. If PC is making an item with Modifications they must focus during downtime on the crafting and intricate work of that item. During this downtime cycle, they will be unable to work on any other crafting projects.

### Modifications:

#### *Crafts 3:*

Allows 1 Standard Modification  
Gain a Bonus Trait  
Remove a Negative Trait  
Delivers/Soaks 1 Additional Damage  
Adjust rate of fire on Ranged Weapons

#### *Crafts 4:*

Player may chop with a Storyteller for a special modification or they may choose one of the standard modifications above that has not already been chosen.

#### *Crafts 5:*

Player may chop with a Storyteller for a special modification or they may choose the remaining standard modification above that has not already been chosen.

### Special Modification:

#### *On a Win*

A Positive modification will be added to the item. All modifications will be chosen by a Storyteller based on what is appropriate for the item being crafted. Example, High Caliber added to a gun, Shield Break to a Sword, or something out of the ordinary to make the item special and unique. The player does not get to choose what benefit an item is receiving.

#### *On a Tie*

The player may choose to have the item Gain a Bonus Trait , Remove a Negative Trait , or deliver/soak an Additional Damage . (Each of these three options may only be chosen only once.)

### *On a Loss*

A Negative modification will be added to the item. All modifications will be chosen by a Storyteller based on what is appropriate for the item being crafted. Example, Loud added to a gun, Fragile added to a sword, removal of a Health Level from armor, or something out of the ordinary to make the item uniquely flawed. The player does not get to choose what Negative Modification an item is receiving.

## *Combat*

### *Initiative*

Applicable Traits + any applicable abilities + intent of attack/weapon traits

### *Bidding on ties*

When comparing traits for ties, both parties may apply the total permanent levels of one appropriate ability for the challenge to their trait pool for comparison. There are resources beyond the above mentioned which can be drawn upon for the comparison of ties.

They are as follows:

- Weapon
- Specialization
- Merits
- Supernatural power
- Magic Items

### *Retests:*

*Only one retest per source can be used in each challenge.*

- *Ability*
- *Supernatural power*
- *Magic item*
- *Merit (unless explicitly noted in the merit)*
- *Background*
- *Willpower (when applicable)*
- *Misc.*

- *PvE Retest*

## *Abilities*

### *Instruction*

This ability will cut in half the time it takes to teach any skill or ability per dot. (i.e., you can teach as many dots in this ability per month. And if too a singular individual they may learn more than one dot. Example: If you have instruction 3 you may teach someone up to 3 dots of what your instruction is. Allowing them to buy more than one dot per month where applicable.)

### *Lore*

The ability to learn lore will be at ST discretion. It will take one month for one dot per lore.

### *Power Brokering*

Upon taking this Background you must specify an Influence you will be using in conjunction. This will allow a player to boost their specified influence. 2 dots spent for a level 1 boosted influence action. Or 3 dots spent for a level 2 boosted action. But, it will be weaker than a full influence action. Once expended the background will take a month to reset, date is upon expenditure. It is tied to your specified influence, point by point. (I.E., If you have 5 dots of influence you are allowed to have 5 dots of the background. If you expend all five influence and boost it to a 6th level influence using 2 dots of the background. You lose the remaining 3. And vice versa. If you only use 3 levels of influence and use 2 dots of the background to create a 4th level influence. You lose out on one dot of the background as you'd only have 2 influence left.)

### *Research*

This will cut in half the time it takes to learn lore or any applicable skill per dot, st discretion. (i.e., you can learn as many dots in this ability per month. Example: If you have research 3 you may learn up to 3 dots. Allowing yourself to buy more than one dot per month where applicable.)



## *Background*

### *Fame and Network*

Either background is sufficient for the following listed Backgrounds to be reached out of a specific area of housing of the PC: Allies, Contacts, Herd, Influence, Resources & Retainers. Meaning you do not need Fame and Network. They will function the same mechanically rather than them being opposed forces it will just represent in fluff as to how your reach is handled.

### *Fate and Destiny*

Fate and Destiny are considered the same background and will not stack with each other. If a sheet has both the Player must declare which background the player will be using for the duration of being signed into our game space.

### *Influence*

By Dark Epics

### *Occult Library*

Banned for Hunter PC's

## *Merits*

### *Occult Library*

This will directly represent your ability to learn/gain or add Lore's.

## *Imbued*

### Virtue Tier

You may not purchase a level of Edge greater than your level in the Virtue.

For example: If you have Zeal 2 you may not purchase the Inspired level Edge:Firewalk until you have a Zeal of 4.

### Experience Cost of Edges

Edges for Imbued will be purchased at the following costs as per Hunter: The Reckoning Players Guide pg 86 and applying the MET conversion used below(which is half rounded down in cost). Instead of the Laws of the Reckoning costs.

In Creed costs of Edges:

Touched is 3 xp

Gifted is 3 xp

Devoted is 6 xp

Inspired is 9 xp

Exalted is 12 xp

Out of Creed costs of Edges:

Touched is 4 xp

Gifted is 4 xp

Devoted is 8 xp

Inspired is 12 xp

Exalted is 16 xp

## Other Genre

For Werewolf/Changing Breeds related items we will be following the Unified Chicago Rules. For Vampire related items we will be following the Western Shore and the Madison Sabbat rules. For Changeling we will be following the C20 packet.

## Horde Mechanics

This system is intended to allow for a fast paced system for representing classic mob scenes that MET is often unsuccessful with. This system should **NEVER** be used when fighting against named antagonists and should only be used when a PC is dispatching extras.

### Traits and Abilities

A Horde can be made up of a wide variety of threats with varying degrees of danger that they pose. This is represented by the Horde's Threat rating. The number of Traits that a Horde bids for the purposes of ties is equal to the Threat Rating + Remaining Members. Regardless of Threat Level, a Horde only takes one action per round. Hordes do not possess levels in Abilities.

Threat	Rating	Traits	Damage
Hapless Mortals, Small Animals	1	2	1
Bar Room Brawlers, Dogs	2	4	2
Thugs, Cops, Rots, Fomori, Wolves	3	6	2
SWAT, Ghouls	4	8	3
Thralls, Schlacta	5	10	3
Hell Hounds, Skull Pigs	6	12	4

*Example: Vax really did it this time. He had to open his mouth when those bikers walked by. He just had to tell them how silly their Fu Man Chu mustaches looked when they talked. Now all*

*four of them were attacking and dead set on beating him down. When combat begins, initiative is compared normally. They act on an 10 Initiative. (Thugs+4 Members).*

### *Damage*

When a Horde gets hit, do not calculate damage. instead the Horde simply loses a trait as one of its members perish. When there are no more members of a Horde left, it is dispatched. When a character is successfully attacked by a Horde or whenever a character misses an attack on a Horde, the Horde deals damage based on its Threat Rating, so long as it is capable of striking back. A Horde can only deal damage a number of times per round up to its Threat Rating as that is the indicator for the Horde's ability to exploit a character over extending themselves in a fight.

### *Weapons and Powers*

Certain Weapons and powers have the ability to strike multiple members of a Horde at once, cutting them down or blowing them away with ease. When powers are being used, the number of targets they may affect is equal to the level of the power. Only powers that target multiple opponents work as such. Example modifiers include:

- Two Weapons +1
- Speed +1
- Spray +2
- Howl of the banshee +2
- Scream of Gaia +4
- Repulse +4
- Firestorm +5

### *Tags*

Some Hordes are different from others. Whether it be superior equipment or supernatural powers, not all hordes are created equally. Here is a list of abilities that characters might run into:

- *Acid Blood\**: Whenever a member of the horde is destroyed in close combat, the attacker suffers 1 level of aggravated damage for each attacker destroyed.
- *Brawler*: 3 Retests that may be used just as the Brawl Ability
- *Claws and Fangs\**: Damage dealt by horde is aggravated.
- *Endless*: Horde may have up to +10 members.
- *Fearless*: Characters are unaffected by Delirium or powers dependent on Fear.
- *Might\**: Free Retest on Strength Challenges.
- *Preternatural Awareness\**: May test against Supernatural Stealth with one free retest.
- *Ranged*: Horde may fight at Range, negates uncontested range and receives a free retest on attacks against enemies who do not possess ranged weapons.

- *Relentless*: No more than 2 members of the horde are ever dispatched from a single attack.
- *Robust*: Horde ignores damage from attacks that deal 2 or less damage.
- *Savage*: The horde is particularly aggressive and each round that the horde is not attacked, it may select one enemy and hit them for normal damage without need for a challenge. May not be taken in conjunction with **Tactics**.
- *Swordsmen*: 3 Retests that may be used just as the Melee Ability.
- *Tactics*: Horde has three floating retests to represent excellent cohesion that may be used at anytime but only once per challenge.
- *Vicious*: Attacks gain High Caliber damage bonus.

*Note: Tags marked with a (\*) are only available to supernatural creatures.*

## *Credits*

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