



VIGILANTES

VAGABONDS

Vigilantes are a small clan. Their main occupation is hunting for the monsters that threaten to overpower humans: Psychonauts. Marked by a deep spiritualism, they call these by the name of Aberrants and Incarnates. The Clan does not possess a strict hierarchical structure and treat each other like family. They give value to seniority and place those with the most experience and wisdom in charge. Gangs or individuals often travel without a fixed abode or shelter. However, some decide to settle in and take an interest in the needs of locals, living off hunting and leather working. In the villages, their opinion is always well accepted and respected. The Cantori make agreements with the Ascetics and collect food, clothing and ammunition for expeditions. The Capi Caccia organize the biggest hunts and organize large gatherings uniting the clan; rare moments of celebration and feasting that often prelude the beginning of dangerous expeditions. The Great Hunter, master and guiding figure, ensures the clan's survival behind the ruined walls of Altamura. The Broken Cross deeply respects the hunter clan. The Vigilantes flank the bands of Orgistics and are often chosen as territory guides for platoons of Famulancers heading west. Nevertheless, many in Purgare pity their lives. Although they are seen as heroes, they dedicate themselves to the salvation of most. To be a Vigilante is an honor, but also a sentence of death.

PATHS

Rangers mark the paths of the Apennines and deserts to the west leaving colored marks and talismans. They create a network of trails they call Paths. In doing so, they make it easier for the rest of the clan to move around faster and through safer routes. Different colors indicate the trail's difficulty, warning of the incoming struggles. By following the Paths, the Vigilantes know they won't run into an overhang or get lost in the thick of the woods or an area of high volcanic activity. The world, however, is constantly changing, and trails that were safe years before are no longer now. Talismans can be destroyed, their location changed by a Psychokinetic eager to confuse his pursuers. For these reasons, the clan continues to lengthen the list of marked paths.

EXILED

Vigilantes don't form strong relations. The Oath prohibits them from creating a family. They don't like to call a place home. Their duty forces them to lead a life without bonds; they would never be able to find a way to combine the two. This penance and the Oath are sacred for them. For this reason, they exile those who besmirch their vow, branding them for life with a scalp. The Vigilantes will not seek revenge or further punishment. The shame created by the mark is already enough to haunt the exile for the rest of his or her life.

POTENTIALS

MOTHER OF ALL VIRTUES (ART)

PREREQUISITE: VIGILANTES

In the barren and deformed lands of Western Purgare only Vigilantes dare to tread openly. They hunt for the Incarnates who have infested their homelands. To stand firm against one of those horrors is considered the mother of all virtues.

RULES: Fighting an Incarnate is all about living another day. The Vigilantes knows when to pick his fight. When facing a Psychokinetic, he adds +1D per Potential level to his INS+Perception and Attack rolls. If he had at least (1) day to prepare the battleground, the bonus is increased to (1) Success per Potential level instead.

SKILL BONUSES

For Vigilantes, the following skills are considered preferred at character creation (MAX + 1):

- (BOD) Stamina
- (AGI) Projectiles
- (PSY) Cunning
- (INS) Orienteering
- (INS) Survival

Name	Caliber	Hand.	Dist.	Dam.	Mag.	Qualities	Enc.	Tech	Slots	Value	Res.	Cult
Lupara	.357	-	10/40	6	2	Double Barreled	2	III	4	1600	3	Vigilantes



1 - HOUND

PREREQUISITE: Having sworn an Oath to the Clan

EFFECT: The Vigilantes do not enlist easily and favor young people ready to learn, over old men who want to take advantage of their clan's fame. Being part of the Vigilantes is a serious commitment and soon everyone realizes that. Those who actually decide to take the Oath will have to follow the rest of the clan. Over the course of months, he will be put to the test and learning what his gang has to teach him. When he will finally be able to shoot, then he will be ready.

EQUIPMENT: Sling, Travel Backpack with Sleeping Bag and Water Bottle

2 - RANGER

PREREQUISITE: BOD+Stamina 4; AGI+Projectiles 6; INS+Survival 6

EFFECT: He is a true Vigilantes now (+1 Authority) and carries his Lupara with pride. Rangers often wander around, bouncing between settlements, living as hunters or protecting local clanners. Most of his time is spent hunting lone Gendo (+1D to hunt) or losing time following false Psychokinetics trails. If he feels he is following a good trail, he can muster a number of other Rangers equal to his Renown value. When he actually manages to kill a Psyconaut, he gets +1 Renown and +1 Resources. (max 3) and collects a proof from the Incarnate's carcass of his deed

EQUIPMENT: Lupara, Traps, Trail Notes (+1D INS+Orienteering in your region)

2 - CANTORE

PREREQUISITE: CHA+Expression 4; INT+Legends: 6; PSY+Cunning 6

EFFECT: He is a true Vigilantes now (+1 Authority). A

Cantore is the guides of the Vigilantes. During expeditions, they are strategists that coordinate the Rangers in the field. When not in mission, they tend to the living memory of the clan, passing down traditions and knowledge of nature and the wilderness. They can use INT+Legend instead of Survival when in the wilds. Vigilantes uses tales and stories to pass on their knowledge, and teach the hounds how to hunt around a campfire. They are in charge of making agreements with other local Clans and the Broken Cross (Network and Resources +1).

EQUIPMENT: Hunting Rifle, Compass, Flycatcher (ART)

3 - CACCIATORE

PREREQUISITE: AGI+Projectiles 8; INT+Focus/INS+Primal: 8; PSY+Reaction: 7; Renown 3

EFFECT: A Cacciatore has killed numerous Psychonauts. He has taken part of dozens of hunts in his life and has developed experience and alertness superior to the rest of the people (+2D for hunting and +2D INT+Science for what concerns the natural world). A Cacciatore knows that the Lupara is not meant to hurt men: ammunition is scarce and should not take the place of words. For their wisdom, Cacciatori are respected all over Purgare and their words and advice always listened (+1D for all social interactions).

EQUIPMENT: +1 Mod to Lupara

3 - HARUSPEX

PREREQUISITE: INT+Legends 8; INT+Medicine 7; INS+Empathy 7; Secrets 3

EFFECT: Haruspexes are the sapient men of the clan. They learn the medical arts from the teachings of the Elysians and heal their comrades' wounds with natural ointments (+1 Resource for natural remedies). They are seers who manipulate the remains of Degeneration to obtain powerful

HIERARCHY AND RANKS - VIGILANTES



tools (+1D for rolls involving Psychonauts' Remains). They read the future by consulting the entrails of slaughtered beasts, but say that only those of the Incarnate can provide crystal clear omens. Their rituals are held at night under the protection of the stars, and propitiates hunting party before major hunts. This provides a +2D or -2D bonus for the hunters depending on the nature of the vision.

EQUIPMENT: Ritual curved dagger, Teeth or Filaments necklace (Talisman +1D Social Skills), 1 Pischeon or Gheon

4 - CAPO CACCIA

PREREQUISITE: PSY+Cunning 10, Allies 4, Renown 5, Resources 4

EFFECT: The three Capo Caccia direct the actions and movements of the Vigilantes. They have shown wisdom and experience and have killed the highest number of Incarnates. They have at least once crossed a Rift of an Archon and come out victorious (+2S against the Phenomenon of the Psychokinetics). Each Capo Caccia has a reference region, his Territory in which all clan members respect his opinion. Similarly, other important cult members such as Neolibian Hunters or Preservists also come to them seeking advice or aid in their endeavors (+2D CAR+Negotiation in matters relating to the elimination of the Degeneration).

EQUIPMENT: +1 Mod to the Lupara or any other firearm, Psychokinetic's Skin Cloak, 1 Item from the Psychokinetic's Remains (ART).

5 - GREAT HUNTER

PREREQUISITE: : PSY+Willpower/Faith 10, Renown 6, Endure the abyss of the Ricettacolo;

EFFECT: Each Capo Caccia has great respect for one another, but in reality they are always competing trying to the Great Hunter. In order to obtain the title, a man first has

to prove he can withstand the forces of the abyss contained in the Ricettacolo, a legendary Nullbox (ART) built by Celso, the First Hunter and derived from one of the Rift that form the darkness of Nox. The Great Hunter watches over the Clan and resides in Altamura, the Clan's only true fortress and factory of the Luparas. From there he nominates the Capo Caccia and strenghtens the relationships with the Broken Cross. He receives respect equal to that of a Sublime. His Backgrounds can also be applied to those of the Anabaptists, but with a -2.

EQUIPMENT: +1 Mod to the Lupara, 1 Trained Gendo

5 - EXORCIST

PREREQUISITE: Celso must give way or die of old age, Secrets 5

EFFECT: In south Purgare people fear the Demiurge breath, and search guidance. Every new born child is brought to Altamura where the Exorcist inspects him. On the shoulder of Celso are carried seven decades of knowledge and the man has learned to spot the corruption in a young Incarnate. For the Vigilantes, he is the founder of the clan. In his manor, the Exorcist has collected secrets, reserched manifestations and phenotypes of the Incarnates. He has turned Degeneration inside out all his life, developing the tricks and strategies that now form the base knowledge of every Ranger. Spitalians and Anubians envy his collection of remains. For a long time he has lead the clan, but today he is only an old battered dark knight. He listens to every hunt report and demands the most interesting carcasses for himself. Doesn't matter how old he is, as long as he is alive his hunt hasn't finished.

EQUIPMENT: "Luminaria" his old Lupara, Willow tree Staff and long black mantle, The Ricettacolo

