



Faith Dice Devotion

Chapter Chapter

Name **Gabriel**

Description

Gabriel used to lead Chapter Alpha One. It was the highest rank a Brotherhood field agent could hold. But after the Vancouver Disaster, with most of his team either dead or missing, they stripped him of his command and kicked him out of the only life he'd ever known. Silent Jim found him, cleaned him up, and got him back on track. Together they built a new team from the castoffs that nobody else in the Brotherhood wanted. It's been an uphill battle, but he's willing to do whatever it takes to claw his way back to the top.

Aspects

- Disgraced Chose One of the Brotherhood CONCEPT
- Defeatist TROUBLE
- Close-Combat Tactician DISCIPLINE
- I've Got a History with Demons DISCIPLINE
- Leader of the Desperate DISCIPLINE

Approaches

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

Disciplines

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

Conditions

MILD (UP TO 5 HITS)

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- XXXXXXXXXXXXXXXX
- XXXXXXXXXXXXXXXX

MODERATE (UP TO 10 HITS)

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- XXXXXXXXXXXXXXXX

SEVERE (UP TO 15 HITS)

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Stunts

Born to This Life: Because I was born to this life, I gain a +2 when I Carefully Overcome knowledge-based obstacles regarding demons and the supernatural

Natural Leader: Because I am a natural leader, I gain a +2 when I Quickly create advantages that benefit my team members.

Nothing to Lose: Because I have nothing to lose, once per game session I can reroll all the faith dice and demon dice on either my action or an ally's action, and keep the highest total.



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Name Jefferson Albrecht

Description

The Albrechts are known around the world as skilled and deadly hunters, and Jefferson Albrecht coasted through the Brotherhood Academy on his family's reputation. He hadn't earned it, but he was given command of an Epsilon Chapter straight out of the academy. It got his team killed. He was the lone survivor of a werewolf attack he should have prevented. He got the antivirals in time to keep him from going full-wolf, but just barely. He hardly recognizes the angry, feral face in the mirror anymore. Unable to trust himself around other people, he retreated to a remote cabin in the forests of Montana until RM showed up to put him back to work. He's not the leader anymore, but he figures it's just a matter of time until Gabriel screws up big enough. All he has to do is wait.

Aspects

- Wolf in Man's Clothing CONCEPT
- Barely Keeping it Together TROUBLE
- Crack Shot DISCIPLINE
- Amazing Senses DISCIPLINE
- My Folks Are Famous DISCIPLINE

Approaches

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

Disciplines

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

Conditions

MILD (UP TO 5 HITS)

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- XXXXXXXXXXXXXXXXXXXX
- XXXXXXXXXXXXXXXXXXXX

MODERATE (UP TO 10 HITS)

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- XXXXXXXXXXXXXXXXXXXX

SEVERE (UP TO 15 HITS)

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Stunts

Lycanthropic Viral Load: Because I have a lycanthropic viral load, once per game session I can roll my approach die twice for an attack or defend action if I have marked off a mild condition related to being hungry, angry, or injured.

Man's Best Friend's Best Friend: Because I am man's best friend's best friend, I gain a +2 when I Cleverly create advantages or overcome obstacles with canines.

Peerless Hunter: Because I am a peerless hunter I get a +2 when I Quickly create advantages when tracking or pursuing my quarry.



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Name **Bijou Labeaux**

Description

The Brotherhood's top scientists and mystics have searched for an antidote to the zombie toxin for decades, but the most promising approach to a cure yet came from a civilian. Dr. Bijou Labeaux's doctoral dissertation on the zombie toxin was no less than a revelation, and the Brotherhood set her up with a cushy, state-of-the-art laboratory to continue her research. All that was left was to run her through the basic field combat exercises required of all new recruits. Once Bijou realized how fun field work can be, she became obsessed. Every moment not spent toiling away in the lab was spent petitioning the higher-ups for a promotion to field agent. When Silent Jim showed up, she knew she'd finally made it. Now she's out of the lab and ready to kick some ass.

Aspects

- Driven Science Junkie CONCEPT
- Easily Bored by Lab Work TROUBLE
- Good with a Knife DISCIPLINE
- Haitian Vodou Priestess DISCIPLINE
- Medical Genius DISCIPLINE

Approaches

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

Disciplines

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

Conditions

MILD (UP TO 5 HITS)

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- XXXXXXXXXXXXXXXX
- XXXXXXXXXXXXXXXX

MODERATE (UP TO 10 HITS)

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- XXXXXXXXXXXXXXXX

SEVERE (UP TO 15 HITS)

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Stunts

Ready for the Apocalypse: Because I am ready for the Apocalypse, I gain a +2 when I Cleverly create advantages with medical or scientific supplies.

Ritual Magic: Because I know ritual magic, when I endure an aspect to conduct a ritual, I can roll and add my Mystic Arts to the outcome if I'm successful.

Spiritual Relationship with the Loa: Because I have a spiritual relationship with the Loa, once per game session I can switch the dice of two of my approaches with one another for the remainder of the current scene.



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Name Rigor Mortis (R.M.)

Description

She awoke cuffed to a heavy metal table across from an elderly Scottish man with kind eyes and a wry smile. He offered her two things: a glass of synthetic blood, and an opportunity. Come work for the Brotherhood. Use the powers she'd been cursed with to save others from monsters like the vampire who'd turned her. She liked the sound of that. It's been an uphill battle. She hears the things they call her behind her back. Drac. Vlad. Blood-Chugger. Rigor Mortis... Rigor Mortis. She likes that one. Maybe she'll keep it.

Aspects

- Blodsucking Amnesiac Assassin CONCEPT
- Recovering Addict TROUBLE
- Ninja Master DISCIPLINE
- Fierce Attitude DISCIPLINE
- Teeth and Fangs DISCIPLINE

Approaches

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

Disciplines

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

Conditions

MILD (UP TO 5 HITS)

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- XXXXXXXXXXXXXXXX
- XXXXXXXXXXXXXXXX

MODERATE (UP TO 10 HITS)

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- XXXXXXXXXXXXXXXX

SEVERE (UP TO 15 HITS)

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Stunts

Vampiric Speed: Because I have vampiric speed, I can always choose to go first in a conflict or contest unless my opponent is also a vampire or supernaturally fast creature.

Vampiric Vitality: Because I have vampiric vitality, once per conflict I can spend a faith die & roll: on a 1-4, I clear a mild condition; on a 5-6, I clear a moderate condition.

Knows Ninjitsu: Because I know ninjitsu I gain a +2 when I Carefully attack from the shadows.



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Name Silent Jim

Description

Silent Jim is more archetype than man. Most agents don't like working with him, citing "an ever-present sense of impending doom." But he and Gabriel struck up an instant camaraderie, like they'd known each other for years. Fighting side by side, they're an unstoppable team. Silent Jim was counted among the dead following the Vancouver Disaster. He's since reappeared, giving no explanation for his absence, and nobody else is brave enough to ask about it. Some say it's not the first time he's pulled this resurrection trick. It probably won't be the last, either.

Aspects

- More Archetype Than Man CONCEPT
- Super Creepy TROUBLE
- Two-Fisted Gunslinger DISCIPLINE
- Teleporter DISCIPLINE
- Unconventional Relationship with Reality DISCIPLINE

Approaches

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

Disciplines

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

Conditions

MILD (UPTO 5 HITS)

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- XXXXXXXXXXXXXXXX
- XXXXXXXXXXXXXXXX

MODERATE (UP TO 10 HITS)

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- XXXXXXXXXXXXXXXX

SEVERE (UPTO 15 HITS)

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Stunts

Exists Outside of Time: Because I exist outside of time, once per game session I can die in some horrible fashion instead of taking any number of hits, and then come back in the next scene healed of all conditions.

Shiny Pair of Guns: Because I have a shiny pair of guns, I gain a +2 when I Flashily attack an opponent with these pistols.

Teleporting Badass: Because I am a teleporting badass, I gain a +2 when I Sneakily defend against somebody who hasn't successfully attacked me in the current conflict.



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Name Wolf

Description

Wolf is a war veteran. EVERY war. There hasn't been a battle in recorded history that Wolf hasn't fought in, escalated, or outright started. There's even a cave painting in France that depicts a pretty remarkable likeness of Wolf mowing down Neanderthals with a Gatling gun. The Brotherhood had long hoped to get Wolf signed on full-time, but nobody wanted to work with him. He's not what you'd call a "team player." Only Gabriel was brave foolish and desperate enough to give him a shot.

Aspects

- Warrior of the Ages CONCEPT
- Violence Junkie TROUBLE
- Walking War-Zone DISCIPLINE
- Bullet Sponge DISCIPLINE
- Weaponry Savant DISCIPLINE

Approaches

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

Disciplines

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

Conditions

MILD (UPTO 5 HITS)

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MODERATE (UP TO 10 HITS)

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SEVERE (UPTO 15 HITS)

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Stunts

Embodiment of Mega-Violence: Because I am the embodiment of mega-violence, once per game session I can make something explode when I throw it.

Superhumanly Strong: Because I am superhumanly strong, I gain a +2 when I Forcefully overcome a physical obstacle.

Unkillable: Because I am unkillable, I can take one additional mild and moderate condition.



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Name CIPHER Mark III

Description

A Cipher is the most important tool in a Hunter's arsenal. Not just a communication hub, it serves as a conduit to the vast stores of knowledge, history, and lore contained within the Brotherhood Database. And it's all wrapped up in a titanium chassis driven by synthetic musculature and covered with realistic, damage-resistant artificial skin. The real power is all in the Goggles. In the event that a Cipher's chassis is destroyed, it can be reinstalled—with memories intact—by attaching the old Goggles to a new chassis. The Mark III Ciphers in particular were famous for their virtually indestructible Goggles. But nobody uses the Mark IIIs anymore. Not after what happened in Vancouver. And yet every time Gabriel requisitions a new one, they send him one of these obsolete pieces of crap. Someone in the Warehouse has a sick sense of humor.

Aspects

- Impervious Walking Database CONCEPT
- Don't Know My Own Strength 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 (UPTO 5 HITS)

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MODERATE (UP TO 10 HITS)

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- XXXXXXXXXXXXXXXXXXXX

SEVERE (UP TO 15 HITS)

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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.

Dangerous Global Interface: Because I have a dangerous global interface, once per game session I can spend one, two, or three demon 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. Instead of going to the DM, I roll these dice again, add them up, and take that many hits.