

# ZOE

the  
ZOMBIE  
HUNTER



Fuqit Games

# CREDITS & DISCLAIMERS

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"Well, this is just...swell!"--Pike

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**A Note About Interior Art:** Normally, games based on television programs use stills from the show in their rule books. In the case of *Zoe the Zombie Hunter*, the fact that the show is completely fictional made this difficult. Furthermore, the fact that the *Zoe* rulebook is free for the taking meant that Fuqit games could not spend much money on art. In order to solve this problem, we decided to use photos from the Creative Commons and public domain art. We have tried to the best of our ability to make sure that all photos in this book are used legally and properly attributed, but the nature of the internet makes definite determination somewhat difficult. Therefore, if you are the rightful owner of any piece of artwork in this book and would like for us to remove it or change the attribution, please email us at [Fuqitgames@gmail.com](mailto:Fuqitgames@gmail.com) and we will make the requested change.



## What is QAGS?

QAGS (pronounced "kwags") is the Quick Ass Game System, published by Hex Games. Unlike role-playing games that attempt to simulate reality, QAGS is a cinematic system that recreates the feel of fiction. QAGS players and Game Masters work together to create entertaining stories, using the innovative candy-based mechanic called Yum Yums. You can purchase QAGS 2nd Edition and other fine Hex products, or download the free Qik Start rules, at

**Visit our web site at  
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# INTRODUCTION

Even before the Josies got rid of that "there can be only one" thing with Hunters, the fictional universe of Josh Wheaton's "Zoe the Zombie Hunter" and "Saint" presented plenty of role-playing opportunities. It's got everything you could possibly want in a game world--horrors from beyond the grave, shady government agencies, evil organizations, hot chicks with superpowers, wizards, super-science, flying monkeys, even a Queso Man. This file tells you how to bring the Zoeverse to life using the QAGS System.

shows and my personal speculations.

The second half of this book, *The Zoe Game*, provides game rules, GM advice, and other stuff related to running the game. The rules given here use the *QAGS 2<sup>nd</sup> Edition* system, so you'll need a copy of the QAGS or the Qik Start Rules (available for free on the Hex Games web site) to play the game. Hex's horror genre guide, *Spooky: The Definitive Guide To Horror Gaming*, may also be useful.

## A NOTE ABOUT "SEASON 8"

This file only covers Seasons 1-7 of Zoe. However, we are currently in the process of obtaining the necessary permissions from Black Stallion Comics and hope to release a supplement dealing with the comic series in the very near future.

## HOW TO USE THIS BOOK

This book is divided into two main sections. The first half, *The Zoe Fiction*, provides setting information--it describes the people, places, things, and rules of the Zoeverse. There are lots of things in the Zoeverse that are open to interpretation, and I've tried to avoid arbitrarily making up definite answers where the answers aren't clear. For many of the subjects covered here, I've provided a section covering the unanswered questions about that subject, along with some of the information we have from the



Part 1:

THE ZONE  
FICTION





# THE WORLD OF ZOE THE ZOMBIE HUNTER

At first glance, the world of Zoe and Saint seems a lot like our own, but just below the surface the world of the Zoverse is deeply, deeply weird. This weirdness is not hidden terribly well--it's kind of an open secret--but most people choose to ignore it. When they encounter unusual things, they use the human mind's amazing powers of rationalization to explain it away (for example, vampires = thugs on PCP).

## Magic

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*"She and Red are both witches. They do spells and stuff, which is so much cooler than fighting zombies. I told Mom one time that I wish they'd teach me some of the things they do together, and then she got real quiet and made me go to my room."--from Aurora's diary*

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Magic works just fine in the Zoverse, and can be used for everything from washing dishes to destroying the world. Just about anyone can manipulate magical energy if they have access to the proper rituals, but this is usually a bad idea. Casting spells is a very precise art, and even the slightest mistake can ruin the spell or (more likely) cause the spell to go wrong. Spell casting is best left to people who actually understand something about the laws of magic.

## The Laws of Magic

Magic in the Zoverse seems to work in accordance with the traditional laws of magic from our world. It works on symbolic principles like sympathy (like affects like) and contagion (things that were once in contact remain in contact). The big difference is that, while magic in

our world may or may not really work, magic in the Zoverse has immediate, obvious, and very often flashy effects. Red explains that magic can't be used to create or destroy, only to transform. The energy that powers a spell likewise cannot be created out of nothing; it has to come from somewhere. This supports rule number one of Zoverse magic:

### **Magic always has consequences.**

Even a spell that is cast correctly can have side-effects. The consequences of magic (as well as the results of improperly cast spells) are often symbolic, with poetic justice being a big favorite of whoever's in charge of these things.

## Casting Spells

Casting a spell requires the caster to perform a ritual of some sort. Many of these rituals can be found in magical texts, and most involve a combination of magical ingredients, incantations, and gestures or actions. These kinds of rituals tend to be very complicated and time consuming. As magicians become more proficient in magic, they start to learn how to cast spells using much simpler rituals--just a couple of magic words or the right gesture. In some cases (telekinesis and telepathy, for example), a spell caster can use a spell through sheer force of will without a ritual.

While the actual energy that powers a spell comes from "somewhere else," casting powerful spells or using a lot of magic in a short time period does seem to drain the caster. After Red and May's night of magical wackiness at the Brass, Red isn't even able to use magic to close her curtains. This "drain" might also explain Red's nosebleed when she teleported Lorificus away and her weakness after casting the spell to bring Zoe back from the dead.

# The Dangers of Magic

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*"The deal with magic is there are always consequences. ALWAYS."--Pike*

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In addition to the dangers already mentioned (spells going wrong, unforeseen consequences, and possible physical injury from drain), magic has other pitfalls. If it's used for the wrong reasons, it has a corrupting effect, clouding the wizard or witch's judgement. A person who uses magic too freely also risks becoming "addicted" to magic (there are even magic "dealers," like Brack).

## Magical Stuff

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*"You found the last Urn of Apollo on ebay?"--Ertha*

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There are many types of magical things in the Zoeverse (some of which are described in more detail in the mechanics section), but they can be divided into a few broad categories, as described below.

### Artifacts

While artifacts may have originated as talismans, they have powers that can't be easily duplicated through magic. This may be because the secrets of creating the device have been lost or because the magic required is beyond the power of human spell casters. Artifacts are usually (but not always) unique items. The Gem of Mara, The Glove of Megazillagon, and The Sickel are examples of artifacts.

### Inherently Magical Stuff

Some things do not need to be enchanted by humans--their magical properties occur "naturally" (though it's likely that many of these originate in another dimension). Some of these things have useful powers in their own right, others are necessary for certain rituals. Many of the substances found in the Bag of Tricks (such as Styx Water), as well as demon blood, and possibly certain magical drugs and poisons (like the Slayer of the Dead) are examples of inherently magical stuff.

### Potions

A Potion is traditionally a magically created beverage that has magical effects on a person who drinks it. In the Zoeverse, however, we've seen magically enhanced food and drugs that have similar effects. Examples include band candy, cursed beer, and the mystical drug Morpheus.

### Talismans

Most of the magical things we see on the show are talismans--items used to hold or focus the power of a spell. Some simply hold the power of the spell until certain conditions are met. Others give magical abilities (or disabilities) to the person who possesses or uses the talisman. The Dragon Katra, the stone that held Red's Blank Slate spell, and a certain athlete's jacket are examples of talismans. Destroying a talisman usually ends the spell.



# Unanswered Questions/Speculation

## About Magic

**We've seen Red cast tons of spells without any negative effects, so how can the "all magic has consequences" thing be true?**

**Fuqit's Theory:** The way to look at it is that all magic has side-effects, but most of them go unnoticed. For example, if Red casts a spell to conjure up a flame to light Pike's cigarette, that flame has to come from somewhere, so somewhere in the world a candle goes out, a lighter runs out of fluid, or whatever. Since these are everyday events, nobody associates them with magic. Of course, that example's extremely simplistic--the side-effects of most spells probably aren't quite so direct and obvious. Regardless, the challenge for the caster is making sure that the spell's side-effects don't cause any harm.

**How come trained wizards and witches can cast spells so much easier than normal people? Why can't Zoe just say a word in Latin and wave her hand to cast a spell just like Red and Ertha?**

**Fuqit's Theory:** The reason more powerful spell casters need less ritual is that as they learn more about how magic works, they find more efficient ways to cause the same effect. The uninitiated can't use these "short cuts" because they require a kind of (mental) manipulation of magical energy that non-wizards just don't understand how to do. That's the reason the rituals in most magical books tend to take so long--they're written so that anybody can use them.

**Is magic inherently good or evil?**

**Fuqit's Theory:** Though some magic in the Zoverse is officially labeled "dark magic," the goodness or evil of magic seems to depend entirely on how a person uses it. Magic can corrupt, and certain types of spells seem to be more dangerous than others, but any time a person uses magic, they're taking a risk, as even the simplest spell can have unforeseen results (the

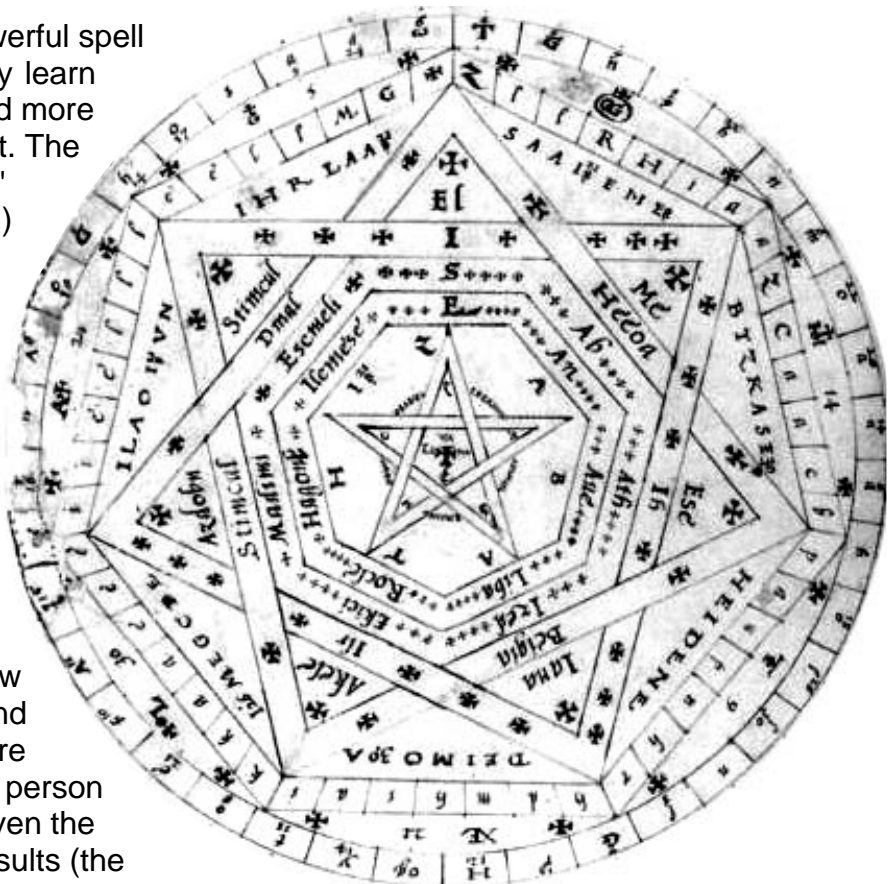
whole consequences thing). Red's experience with the coven in England seems to suggest that "earth magic," which takes the interconnectedness of all things into account, is generally safer than other forms of magic. Gil calls earth-based magic "the true essence of magic."

**If there's a limit to the amount of magical energy a person can channel, how was Red able to get all superwitchy when she went after Lorificus and again when she became Dark Red?**

**Fuqit's Theory:** Part of it is probably that people in an emotionally-charged state can handle more magic than usual (sort of a mystical version of adrenaline rush). She may have also been able to use the magical energy that she absorbed from outside sources (the books in the Bag of Tricks, Gil, Brack) instead of her personal store of magical energy.

**Where'd you get the classifications for magical stuff?**

I made them up. They'll be useful in the rules section.



# Science!

While the basic level of technology in the Zoverse resembles that of our world, some people have access to science that's impossible by our standards. They can create gadgets that warp time, build fully functioning androids, and use big freaky machines to dump information into a person's brain. It's also possible to use magic in conjunction with science, creating occult machines (even the Devil once built a robot). When using science in a Zoe game, don't worry too much about whether or not it's possible--if it sounds like fun, go for it.

## Unanswered Questions/Speculation About Science!

### How the hell does all that stuff work?

**Fujit's Theories:** There are several possible explanations for weird science in the Zoverse:

- Gil indicated that the Hellhole can "nudge" the laws of physics a bit. It's likely that a lot of the weird science in Zoe got a little help from the Hellhole.
- Some of the scientific marvels in the Zoverse (like the Cold Ray that the Dork Patrol builds) are powered in part by magic.
- With the exception of RoboMonsterMan (who probably got some help from the Hellhole), and possibly Pike's chip, most of the gadgets used by the Program are in the realm of "spy movie" technology--a little beyond our abilities, but not completely outrageous. Since most people don't find it too tough to believe that the government has access to top secret stuff we don't know about, and

since the Program are a top secret government program, it works.

- Most of the other weird scientific goodies in the Zoverse are in the hands of Stagram & Wolf. Once you buy the idea of an evil multi-dimensional mega-corp, the fact that they've got a brain-enhancing machine shouldn't really seem that unbelievable.

## Assorted Weirdness

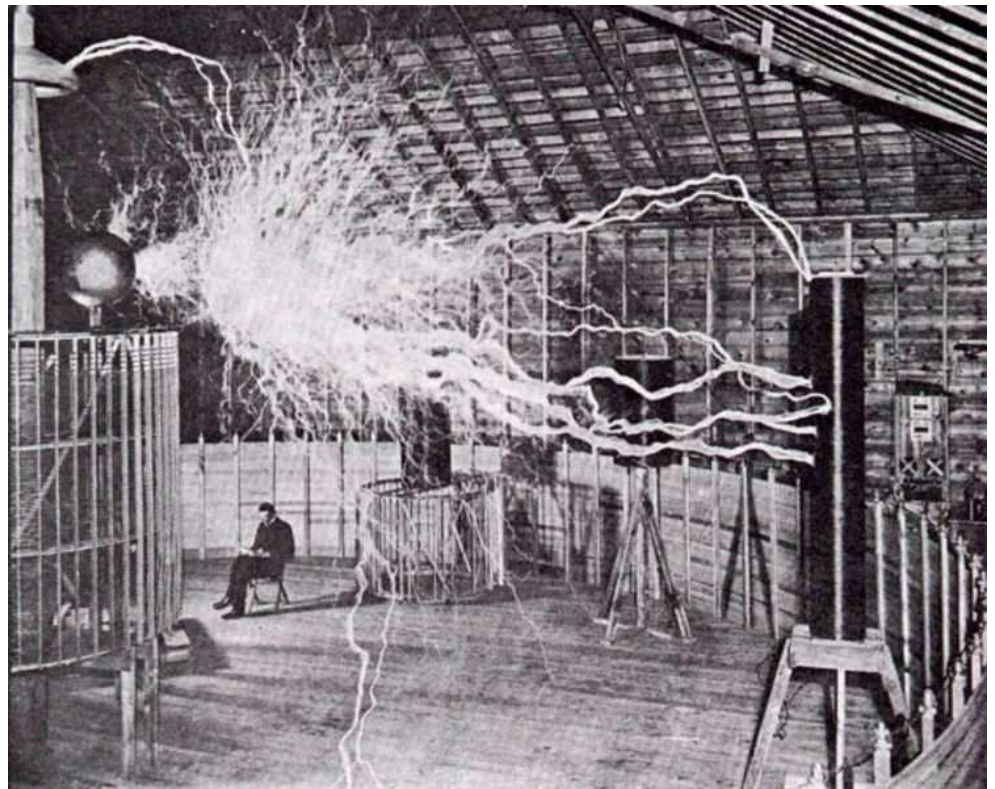
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*"I wear the queso. The queso does not wear me."--The Queso Man*

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## Supernatural Powers

Demons and monsters aren't the only creatures in the Zoverse with weird powers. Normal humans can be born with or somehow acquire a wide range of magical powers. Most of the powers we've seen on the shows have been psychic powers, like ESP, precognitive abilities, and telepathy. However, we've also seen a few powers that border on superpowers, most notably Jen the electro-girl and the doctor with removable body parts.



## Mystical Events/Times

There are a number of mystical "holidays" and similar events in the Zoverse. Some of these happen on a regular schedule like normal holidays, while others only occur when certain mystical, natural, and astrological events happen in conjunction. During these events, certain types of magic work better. A few types of rituals can only be performed when the mystical conditions are just right. A few of the mystical events we've seen or heard about on the show are:

- **Anniversaries:** Some mystical events occur on the anniversary of other events. For example, the Appointed One "rose from the ashes of the five" on the thousandth day after the Advent of Octavius. Also, the Alderman's ascension took place on the 100<sup>th</sup> anniversary of the founding of Sunnyvale.
- **Ascensions:** Demonic ascensions have to take place at a specific time, but we don't know the specific requirements--the Alderman's took place on the 100<sup>th</sup> anniversary of Sunnyvale's founding. While an eclipse could be a requirement for the ascension, it seems more likely that it's a side-effect of the ritual--the magic somehow causes an eclipse.
- **Feast of Deathrock:** The demon Varbain was supposed to rise on the night of the third new moon after the 900<sup>th</sup> Feast of Deathrock (he did, and the Program wasted him), but that's all we know about this event.
- **Gunthar's Ascendance:** This holiday appears on the banner that Gil hangs in the Bag of Tricks. Since it's listed alongside Christmas, Hannakuh, Solstice, and Kwanza, it probably happens every year sometime in December.
- **Halloween:** Contrary to popular belief, demons and monsters are not more active on Halloween. In fact, most of them stay in on that day.
- **The Gathering:** An event that occurs once every 100 years. The properties of the harvest aren't entirely clear, but The Maestro planned to attempt to escape from his mystical prison during the Gathering.

- **The Night of St. Vigorous:** This is a night when the power of vampires is at its peak. It's not entirely clear whether this is a recurring event or a one-time thing.

## Prophecies & Destiny

There are lots of prophecies in the Zoverse, most of which are to be preceded by certain omens that let those in the know figure out that it's time for the prophecy to be fulfilled. Prophecies are tricky--some appear to play out as foretold, but rarely in accordance with the obvious interpretation. Other prophecies turn out to be partially incorrect, falsified, or incomplete. All of this suggests that people in the Zoverse determine their own fate. However, the show continually refers to characters' destinies, and in one episode of Saint destinies are even stolen and sold on the black market, which combined with some events of the series (Saint's resurrection, for example) suggests that there is pre-determinism in the Zoverse. The actual truth is probably somewhere between the two extremes.

## Oracles & Stuff

In the Zoverse, it's possible to call upon oracles, spirit guides, and other otherworldly entities who have knowledge of the future. The exact methods of contacting such creatures, and the form they take (anything from a ball of light to a giant talking hamburger) vary. Oracles rarely give straight answers, generally preferring to give misleading or cryptic information.

## Altered Realities

It's possible to use magic (and probably science) to change the world, creating an altered reality. This new reality is not an alternate universe or dimension--it's still the same world, but history, memories, and environment change to accommodate the changes that have been made. In some cases, certain people may be aware of the old reality (like Delia was in "Make A Wish") or people may eventually notice that reality has changed (like the Josies did in "Supercool"). When reality is changed, the old reality ceases to exist. Reversing the magic that created an alternate reality can sometimes result in a temporal shift, which essentially tuns back time to the point where the changes took place.



# Mystic Places

## Corridors

Saint enters something called The Corridor to communicate with the Powers, but chances are good that there are other corridor-like places. Some of them probably allow people to talk to powerful beings other than the Powers. Only a White Knight can enter the corridor Saint visits, but other corridors may have completely different requirements.

## Hellholes

A Hellhole is a place where the barrier between our world and hell (the demon dimensions) is thinner than normal. While the Hellhole doesn't seem to be a portal to the demon dimension(s) itself, it's a very good place to open such a portal. Because of the high concentration of mystical energy around a Hellhole, an inordinate number of unusual events tend to occur in its vicinity. Most of these seem to be cases of the Hellhole turning intense emotions into reality (Darcie Roth's invisibility, stressed-out students exploding, steroid-using jocks literally turning into monsters, etc.). When a portal is left open for too long, the unusual events surrounding the Hellhole tend to increase in both intensity and frequency. In addition to the (now buried) Sunnyvale Hellhole, there's at least one other--in Cleveland.

## Other Dimensions

In addition to earth, there are many other dimensions in the Zoverse. Some of these are alternate dimensions--dimensions that are similar to earth but with slight changes (similar to alternate realities), while others are in no way related to earth. Time works differently in other dimensions, and in some cases the laws of science and magic work differently as well (for example, Saint is not harmed by Mylean sunlight).

## Travelling Between Dimensions

In order to travel between dimensions, you have to open a dimensional portal to that dimension. Some types of demons are able to create such portals, but most people have to resort to magic (rituals or items), or science (George does this by speaking verbal representations of advanced mathematical formulas). Unless the proper precautions are taken, a group that goes through the same gate can end up scattered all around the new dimension. For portals to Mylea, at least, such scattering can be avoided by surrounding the group by metal on all sides. Also, some things (like the book used to open the gateway to Mylea) cannot exist in other dimensions, and remain behind when the people carrying them go through a portal. Sometimes, other things can go wrong when portals are opened (for example, when The Maestro tried to open a portal, he got "stuck").

## Known Dimensions

While characters on the show regularly refer to Hell Dimensions and Demon Dimensions, this is probably just a human classification for "bad places" with no real meaning. Likewise, "good places" can be referred to as Heaven Dimensions. The only dimensional label that

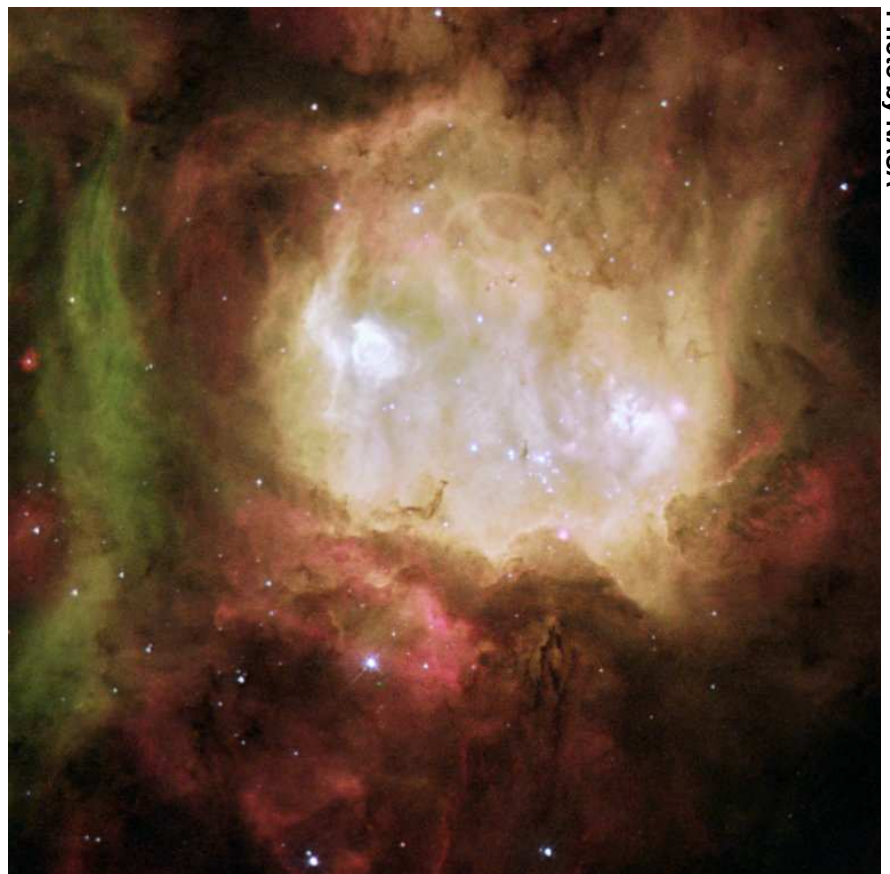


Photo by NASA

seems to even come close to having a real meaning is Alternate Dimension, which refers to a dimension identical to earth except for a few changes. Some of the dimensions we've actually seen or heard about on the show are:

- **Arroshambo:** The home dimension of D'PhillipSeymoreHoffryn, "where demons are spawned."
- **Delia's Dimension:** Delia ends up in a dimension full of white light where she can see events that happen on earth and experience Saint's entire history firsthand.
- **The Demon Factory Dimension:** The dimension that Zoe is sent to by Glen and his fellow demons during her brief stay in L.A.
- **The Ether:** This is apparently sort of "holding area" for the souls of people who have become vampires. Presumably, other lost souls also end up here. The fact that Saint has no memory of the time his soul spent here suggests that the soul/spirit distinction mentioned elsewhere may be correct (since memory is a function of the spirit, not the soul).
- **Heaven:** According to Ertha, there are many heavenly dimensions, so chances are that the place Zoe went to after she died has another name. Whatever it's actually called, it was a nice place, and life on earth is hell in comparison. Since Zoe's body remained on earth, this is likely a purely spiritual dimension.
- **The Nether Zone:** This is apparently a completely spiritual place. It's where Red went when she "mind melded" with Zoe in season five.
- **The Praying Mantis Dimension:** This is a hell dimension inhabited by praying mantis demons who worship Tulip.
- **Mylea:** This dimension (home of the Dethwonk Clan of demons) resembles a fantasy world.
- **Quorth:** The hell dimension where Donner grew up.
- **The Kingdom of the Oracles:** Pretty much what it sounds like.

- **Arena of the Trials:** This is where Saint goes in an attempt to save Marla's life in season 2 of Saint.
- **The Shrimpless Dimension:** An alternate dimension without shrimp.
- **The Troll Diminsion:** A dimension ruled by trolls, where the gang sends Lief the Troll.
- **The Tarzan-Hong Dimension:** This dimensions, reached through the portal covered by the Seal of Dancemaster, is chock full of uber-vamps.

## Portals & Dimensional Hot Spots

Some places share very thin borders with other dimensions or realities. The portal to The Oracles' dimension is one example. The portal to hell behind the Seal of Dancemaster seems to be another. Some places (Hellholes, for example) do not have permanent portals, but are well-suited to opening gateways to particular dimensions. When a portal is opened in such a place, the site must "recharge" before another can be opened.

## Psychic Hot Spot

Places where highly emotional events have taken place can retain "memories" of those events. Such "psychic hot spots" can increase the power of ghosts and spirits, and sometimes can even "possess" people, causing them to relive the events that happened there, without a ghost or spirit actually being present. They can also cause alternate realities to temporarily come into existence.

## Sacred Sites

Sacred sites are locations that enhance certain types of magic. The site of the Hunter vision quest is an example of such a place.

## Other Interesting Places

- **Demon Bars:** Like human bars, demon hangouts come in all varieties. When Saint and crew first meet him, Bjorn runs a demon Karaoke bar.

- **Demon Brothels:** Just like a regular brothel, only with demons. For those who like *really* kinky sex.
- **Demon Casinos:** These are a lot like human casinos, but cash isn't the only currency. You can also gamble with your soul, your destiny, and (presumably) kittens.
- **Really Exotic Restaurants:** We've seen at least one example of a (temporary, mobile) "restaurant" that serves exotic dishes, like live werewolf.
- **Magic Crack Houses:** People in the Zoeverse can become addicted to magic, so some wizards set up "drug dens" where they feed magic junkies magical energy that causes hallucinations.
- **Magic Shops:** Wizards have to get all those newt eyes somewhere.
- **The Ring:** An underground gladiator arena where demonic slaves are forced to battle one another to the death.
- **Vampire Bite Dens:** Some humans get off on being bit by vampires, and are willing to pay vampires to suck their blood. At some dens, the humans take drugs (mystical or mundane) before being bitten, allowing both themselves and the vamp to get high.

## Unanswered Questions About Mystic Places (or Hellholes, at least)

### Is the Hellhole a place below Sunnyvale High, or the whole town of Sunnyvale?

We're told that Sunnyvale is located "on a Hellhole," and the Hellhole itself is beneath Sunnyvale High, but a few things in the show seem to contradict this. For instance, The Maestro "came to the Hellhole" to open his portal in the 30's. If the Hellhole is under the school, shouldn't The Maestro be trapped there (somewhere near the Seal of Dancemaster, presumably) instead of in the church?

**Fuqit's Theory:** The Hellhole covers the entire town of Sunnyvale, but its focal point (where the barrier between worlds is at its weakest) is underneath the school. As you move away from the focal point, the barrier gets stronger (and things get less weird). At some point (outside of Sunnyvale), the barrier between realities returns to normal.





## How big is a Hellhole?

We know that the Sunnyvale Hellhole covers all (or at least most) of town, but we don't know if it stretches beyond the city limits (and if it does, how far). The fact that Sunnyvale seems to grow according to script necessities makes judging the size of the Hellhole pretty much impossible.

## Do Hellholes have "cycles?"

I found one theory on the internet that the Sunnyvale Hellhole operates on a cycle, peaking in May and then going dormant for a few months. While we all know that this is due to the structure and pacing of a television series, the cycle explanation actually works pretty well for explaining why all the big events in Sunnyvale happen in May. Other Hellholes probably operate on other cycles (I'm guessing a lot go dormant during November and December, when it's hard to get players together because of the holidays).

## How does the Sunnyvale Hellhole "rate" against other Hellholes? Is it bigger? More powerful? More Active?

It's hard to say--we've only heard of one other Hellhole, and it was only mentioned in passing.

**Fuqit's Theory:** The fact that three different Hunters ended up in Sunnyvale probably means it's one of the big ones, or at least was more active than usual (maybe the cycles aren't just yearly) during the late 1990s. That would explain why Chandra's Sentinel sent her there and why the demon Hope was hunting traveled all the way to Sunnyvale when there was a perfectly good Hellhole much closer to Boston (the one in Cleveland). Zoe seems to have ended up there just because that's where her mother found a job, but it's possible that the Powers arranged for Mom to find work near the Hellhole.

**Discussion Question:** Does that also mean that the Powers were responsible for the breakup of Zoe's parents? Otherwise, Mom wouldn't have had to find the job in the first place...).

## Do all portals opened at the Hellhole lead to the same hell dimension?

**Fuqit's Theory:** No. If they did, Gil would know precisely which Hell Dimension he was standing

on top of. Also, Saint would have ended up in that dimension at the end of season two. If that were the case, the gang probably would have picked his brain before opening portal behind the Seal of Dancemaster in season seven.

## We know there are Hellholes in Cleveland and Sunnyvale. Are there others?

**Fuqit's Theory:** I get the impression that at least some of the Sentinels' knowledge of Hellholes comes from sources pre-dating the discovery of North America (much less the settlement of California, or even Ohio). This makes it unlikely that the only Hellholes are located in the U.S.

## If there are other Hellholes, how many are there and where are they located?

**Fuqit's Theory:** There are lots of places in the world where the barrier between dimensions is weak, but the term "Hellhole" is only applied to the big ones, like Sunnyvale. These are rare--less than 20 in the whole world. Places with high levels of weirdness (Germany and Florida, for you "Love Line" fans), richer-than-average occult/supernatural traditions (Eastern Europe), or just a long history of war, destruction, and tragedy (The Middle East, perhaps) are good bets.

## Are there Heavenholes?

**Fuqit's Theory:** It makes sense that there are places where the barrier between earth and the Heavenly Dimensions are weaker than normal. The Corridor, The Gateway of Wandering Souls, and the site of the Hunter vision quests are probably examples. However, I doubt they're called "Heavenholes" (or even "Gloryholes"). After all, you wouldn't call a place with a weak barrier between us and Mylea a "Myleahole." Large "Heavenholes," if they do exist, are probably at sites considered sacred or miraculous (Lourdes, Stonehenge). Also, any country that knows about such a place will want to control it. Therefore, any area that tends to invoke intense battles for control (Jerusalem) is a good candidate. I've got no idea where Myleaholes are, but sf/fantasy conventions and RenFairs are probably good places to look.

# CIRCUS FOLK

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*"Unfortunately, we have a lot of 'something elses' around here."--Zoe*

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## Demons & Monsters

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*"Demons after cash. Whatever happened to the still-beating heart of a virgin? No one has any pride anymore."--Gil*

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Before the dawn of human history, powerful demons called The Old Ones controlled the earth, and demons of all varieties were much more common. At some point (it's not clear when or how), they lost control of this reality, and most of the demons were banished to various hell dimensions. There are thousands of species of demons in the Zoverse, and the vast majority of them don't have the best of intentions towards the human race.

The distinction between demons and just regular monsters isn't entirely clear. It's been implied that some monsters (Trolls and the She-Mantis, for example) are not demons. Likewise, ghosts, werewolves, and the reanimated dead don't seem to be considered demons (though vampires are demons). Most demons have human-like intelligence, but there are several demons (the Gore-ugh, for example) who seem more akin to animals than humans. Check out the "unanswered questions" section for some theories.

## Demology 101

Since there are so many types of demons in the Zoverse, it's difficult to make any broad generalizations about demonkind. Therefore, this section makes broad generalizations about demonkind. The information here applies primarily to intelligent, flesh and bone demons. Incorporeal demons and demonic beasts are less likely to share these traits.

### Demon Society

Most demons form societies (usually called clans) very similar to our own. While most demon

cultures tend to be brutal and twisted, we've seen a few demons who have formed peaceful societies that can co-exist with humanity without any major problems. Demon cultures often have their own religions and other cultural traditions.

### Demons & Magic

Demons are more closely associated with magic than humans, and as a result are more susceptible to certain forms of magic than other creatures. For one thing, most demons can be forced to manifest by anyone who knows the proper rituals. They also seem more prone to



Photo by Sparr0



spirit-affecting magic (binding spells, etc) than humans. On the plus side, the average demon seems to have a better working knowledge of magic than the typical human. Many of the entities worshipped as gods by humans are in fact just powerful demons.

### **Demon Biology/Physiology**

As a rule, demons with physical bodies (as well as human bodies possessed by demons) tend to be much more powerful than humans. In the case of possessing demons like vampires, this is most likely a supernatural thing. In the case of demons with their own bodies, it's probably natural selection at work. In most demon cultures, only the strong are able to survive. While some demons are just big ugly strong guys, many have supernatural abilities. Vampires, though they are demons, follow their own set of rules, and are discussed in detail in their own section.

Some demons seem to have natural life cycles, eventually dying of natural causes. Others only die if someone manages to kill them, which isn't always as straightforward as killing a human. Many demons can only be killed with specific types of attacks, such as destroying a particular part of the body or wounding the demon with a specific type of weapon. On the other hand, many demons are wounded by items that don't present a threat to humans.

Some demons are capable for cross-breeding with humans, producing half-demons like Boyle and The Mendicantsalugg. Of course, interspecies sex can have weird side effects (in The Mendicantsalugg and Delia's case, Delia's visions would pass to The Mendicantsalugg), but apparently at least some of these can be overcome with paranormal "prophylactics." Even demons who can't mate with humans generally seem to reproduce naturally. Some demon reproduction is similar to that of mammals, some demons lay eggs, and some probably reproduce asexually. A few require humans as part of the reproductive process, usually as incubators for the demon spawn (Humans that are chosen for the job tend to die when the demonling is born). We've seen two varieties of demons who don't reproduce normally: vampires, who "reproduce" by turning humans into vampires; and revenge demons, who seem to be made, not born.

While any type of blood is powerful if you know what to do with it, demon blood (and other demonic fluids) can sometimes "infect" humans, usually with unpleasant results. Demon blood caused Zoe to become telepathic and Saint to become human, and a secretion of Spectral demons allow them to take over humans. Half-Demons sometimes have similar abilities--Filly Flim's blood (and other fluids, according to George) turned men into misogynistic killers.

## **Types of Demons & Monsters**

Both Zoe and Saint spend a good deal of their time fighting monsters, and that means there are lots of monsters in the Zoe Universe. Since the amount of information given about individual monsters and demons depends on their role in the plot, the information we have from the show varies from almost nothing (Sludge Demons) to relatively thorough (Revenge demons). The variation of information, combined with the sheer number of monsters on the show (a new one every week) would make providing any sort of bestiary a very time-consuming project. Instead, here are some broad categories of the types of creatures that regularly show up on Zoe and Saint. Hopefully you can use these to come up with your own Zoeverse monsters. I've provided stats and basic information for some of the more interesting varieties of demons and monsters in the Rules section.

### **Demon Clans**

Most demons in the Zoeverse are members of a larger species, often called a clan. Like human clans, demon clans usually share common ancestry and culture. Most clan demons have human-like appearance (if you ignore the horns and skin conditions). Examples of demon clans include the Dethwonk Clan, Mohaaara Demons, and Groxxx'mar Beasts.

### **Demonic/Monstrous Humans**

It is possible for regular humans to become demons in the Zoeverse. Some of the ways we've seen this happen are: being turned into a vampire (Saint); impressing powerful demons (Anna); using powerful magic (The Alderman, assuming he was once human); and getting yourself cursed (Gil the Snyarl Demon). I suspect that Jolgrae

was also once a human, but that's just a wild guess. People can also be turned into non-demonic monsters, like Lief the Troll and the Sunnyvale swim team were.

### Unique Demons

Many of the demons on the show (The Magistrate, Jim J Boloch The Corrupter) don't seem to be part of a larger demonic species or clan. Exactly how these creatures came to be is unclear, but my guess is that most are very powerful demonic humans, regular demons who used magic similar to The Alderman's ascension, or strange crossbreeds. The majority of demons worshipped as gods seem to be unique.

### Monstrous Animals

Some of the creatures in the Zoverse are just big, evil versions of earthly critters. These are sometimes identified as demons, sometimes just regular old monsters. Examples include the Trimspaw (spider demons), Shluggoth (a snake-like demon), and Hellhounds.

### Fairy Tale/Folklore/Mythological Monsters

Several Zoe monsters are right out of real-world mythology, folklore, and fairy tales (Trolls and Hansel & Gretel are the most obvious). Others are obviously modeled on fairy tale creatures

(we've seen several variations on dragons). As with monstrous animals, these may or may not be classified as demons.

### Sci-Fi Monsters

Some of the monsters in the Zoverse (Meteozoars, She-Mantises) don't seem supernatural so much as alien. Sci-fi monsters are seldom referred to as demons in the show (the Quayllor being an exception).

## Unanswered Questions/Speculation

### About Demons

#### Do Demons Have Souls?

We're given a lot of conflicting information about demons and their souls. Early in the show, all demons are evil and want to kill, frag, maim, and destroy. Later (and especially once Saint started), we see plenty of demons who are a lot mellower. If you want to see lots of theories about demons and souls, check out the All Things Philosophical on Zoe the Zombie Hunter and Saint The Series web site. My theories mostly come from digesting all the stuff on this site and trying to make it fit what we know about the Zoverse.

**Fuqit's Theory:** Before we can determine who does or does not have a soul, we've got to figure out what constitutes a soul in the Zoverse. Since we've seen both Pike and Saint with souls and without them, we'll use them as our basis for the definition. Saint doesn't really give us much to go on, since he's basically just evil incarnate when his soul goes walkabout. Pike's a lot less multiple-personalityish. Whether he's got a soul or not, he's still basically the same guy. Using Pike as an example, here's what I'm led to believe about the soul:

The Zoverse soul is NOT the thing most religions seem to



Photo by rsvstks

be talking about when they use the word. This thing, a combination of memory, personality, and emotions is something else entirely. I'll follow the terminology of the All Things site (and to some extent the show) and call this thing a "spirit."

The soul itself seems to be more of a conscience or moral compass. A soulless creature simply doesn't know the difference between right and wrong. This doesn't necessarily mean that soulless creatures have no sense of guilt per se, just that they are incapable of feeling purely existential guilt (guilt over doing something just because it's somehow philosophically "wrong."). They can, however, feel a more emotional/practical sort of guilt (or at least an emotion similar to guilt), but such guilt has nothing to do with morality. It's based purely on personal emotions and consequences. To better explain this, think of Pike in seasons five and six. If Pike killed an innocent (his chip malfunctioned, say) and nobody found out about it, it wouldn't bother him a bit. If, on the other hand, Pike had done something that led to Aurora being killed, he would have felt bad. This "guilt" wouldn't have anything to do with the "rightness" or "wrongness" of Pike's action. Instead, he would feel "guilty" about his actions because of the consequences to him (he'd miss Aurora, and his chances with Zoe would be completely shot) and the people he cares about (Zoe, who would be devastated if Aurora died). Basically, soulless guilt is selfish guilt.

Having a soul does not make a demon "good" because the soul does not remove free will. Moral relativity comes into play here, too. Many demons come from primitive, warrior-like societies who see humans as natural enemies or food. In these cases, it's entirely possible for them to have souls and still be evil by human standards. They simply don't see the murder of humans as wrong, just like some people see nothing wrong with killing animals, or criminals, or enemy soldiers.

Likewise, the lack of a soul doesn't make a thing "evil." Some demon races are just naturally non-aggressive towards humans, just like cows or sheep. It's also likely that some demons (most likely those who other demons use as food/slaves) have been "domesticated" like we've domesticated dogs and cats.

Now that we have a working definition of the soul, it's time to figure out whether demons have them. We'll start out with demons who seem to have souls:

- Boyle and The Mendicantsalugg are human/demon crossbreeds, and both of them seem to have souls. Therefore, it's possible for part-demons to have souls. However, it's unclear whether Boyle and The Mendicantsalugg are typical half-demons or exceptions to the rule.
- Anna's trouble re-adjusting to demon life in season seven suggests she may have had a soul all along, especially considering that she was once human. That means that some humans who become demons maintain their souls. Vampires are an obvious exception. Anna's evil during her demon years has two possible explanations. The first is that humans transformed into demons begin to take on personality traits common to that type of demon (this happened to Gil when he was turned into a Snyarl Demon). The other is the whole moral relativity thing--Anna's early human years were spent in a culture where vengeance and justice were probably synonymous, and her demon years were spent with other revenge demons. The only human interaction she got was with women who had been wronged and the men who wronged them. This reinforced the "rightness" of what she was doing. Powerful magic (combined with powerful emotions) can also "override" the soul (as we saw with Red), so it's possible that Anna's demon magic further stifled any feelings of guilt she might have. After spending three years with the Josies, the demonic brand of vengeance no longer seemed as just as it used to.

### **What about other demons?**

At one point, Anna says that all of the demons on earth are tainted with humanity. Since it's possible for part-demons to have souls, it seems possible for earthbound demons to also have souls, since they have the human "taint," but this is probably rare. While it's doubtful that genetics has anything to do with it, it might work to look at a soul as a dominant trait in humans, but a

recessive trait in demons. Occasionally a "pure" demon is born with a soul, but it's rare.

**So, how do we explain Bjorn? He's a member of a race of warrior demons, but he rejects the culture--without a soul, how could this happen?**

There are two possible explanations here:

- Since Mylea is home to both humans and demons, members of the Dethwonk clan are "tainted" just like earth demons. Bjorn was one of the rare Dethwonks born with a soul.
- Even though Bjorn's empathic abilities were learned, he may have had a latent empathic ability that he didn't realize. This caused him to subconsciously sense the emotions of the Mylean humans, and that's what led to his leaving Mylea. If this is the case, Bjorn's rejection of his clan is due to his (unconscious) emotions, not the presence of a soul.

**The Bane don't seem to follow Anna's "human contamination" theory, since they claim to be pure-blooded demons. What's up with them?**

There are two possibilities:

- Anna doesn't specify that the "human taint" is due to demons having mated with humans. This "contamination" could be more supernatural than genetic--perhaps a result of the way demons manifest themselves on earth. If this is the case, the Bane are "contaminated" just like other demons, but are still pure bloods because they haven't physically cross-bred with humans. The demons they're out to get are those who are human/demon crossbreeds.
- Just like many human cultures who have valued "racial purity," (Nazis, anyone?), the Bane are no purer than anybody else--they just choose to believe they are, and ignore evidence to the contrary.

**What about Hummer?**

I'd put him in the "former humans transformed into demons" category, but more along the lines of Delia's demon abilities than Anna's. There's no evidence of this given on the show, but for some reason it just seems likely to me.

**Even if most demons are soulless, some demons do have souls, and even those without souls can sometimes be peaceful and have human values. So why did Gil tell Zoe that all demons were evil?**

It's all the Council's fault. They see themselves as engaged in a war against evil, and the Hunter is their crusader. If the Hunter knows that demons are not always evil, she's less likely to slay first, ask questions later. Inundating Hunters (and Sentinels) with the "demons are evil" party line makes Hunters better warriors, since it removes any moral ambiguity about their actions.

**So do demons have souls or not?**

Most don't. Some do. Demons (other than vampires) who were formerly human and demon crossbreeds (especially those whose human ancestry is only a few generations back) are the most likely to have souls.

**What's the Difference Between A Demon and a Monster?**

**Fuqit's Theory:** My guess is that the distinction exists entirely in the minds of the writers. Most things are by default demons because that's what Zoe's job description says she fights. Things that don't quite seem "demony" enough become regular old monsters. Most of the non-demons we've seen have been right out of science fiction (Meteozoars, she-mantises), though a couple (like trolls) are from myths/fairy tales. The distinction seems to be more about flavor than strict classification. If you create a new monster, call it a demon if it feels right. Otherwise, it's just a monster.

## Ghostly Things

Sometimes when a person dies, part of his spirit sticks around, usually because of some kind of unresolved issue relating to the way he died. Many ghosts are tied to particular places (usually the place where they died), or are more likely to manifest at particular times (again, usually when they died). There are several different classifications of ghostly entities in the Zoverse, but they're mostly academic (see below), since all





of the different types of ghosts tend to exhibit similar properties. Since ghosts don't have physical form, they have trouble interacting with physical objects--they pass right through them. As Pike discovers, however, by concentrating hard enough a ghost can manipulate physical objects. In fact, most ghosts interact with the physical world without realizing it, as evidenced by the fact that they don't sink into the ground. Ghostly powers vary from spirit to spirit, but telekinesis, mind control abilities, and the ability to possess humans are the most common. In most cases, the only way to get rid of a ghost is to resolve whatever issue is keeping it here.

## Classification of Ghosts

**Apparitions** are not technically ghosts because they are not associated with actual human spirits--they're the result of repressed emotions. However, they manifest themselves in a way that's indistinguishable from ghosts.

**Ghost** is the generic term for earthbound spirits of dead folks.

**Manifest Spirits** are ghosts who can take on a physical form that resembles a rotting corpse. They are created by magic, and can only be "killed" by breaking the talisman holding the spell.

**Poltergeists** are ghosts with telekinetic ability.

**Spirits** are different from ghosts in that they are not just leftover bits of the person--they're the complete personality. So far, Pike's the only spirit we've seen on the shows, but George tells him

that he has different properties than ghosts (for example, he has brain waves and doesn't create a "cold spot" like most ghosts).

## Gods

Most of the things that are called "Gods" in the Zoverse seem to really just be extremely powerful demons, but we're told that Lorificus is a full-up God (or more specifically, Hadesgod). Though the exact qualifications for godhood are vague, it seems likely that Evil Numero Uno and the Powers also fall into the "God" category. The only thing we really know about gods is that they're really damn powerful.

A few other "gods" (who may be real gods, powerful demons, or completely imaginary) who have been mentioned or appeared on the show are: The Antediluvian, Arcadia, Barnabas, Bilail, Blind Cadira, Caldor, Chronos, Corneth, Daughter of Sinecca, Eyala, The Devil, Diana, Deligor (Lord of Rot), Elona, Erygon (The Neverending), God, Hectate, Hera, Janus, Iyghon (The Somnambulist), Kali, Nunakesh, The Mother of Night, Procerpeksia, Ra, The Moorish Queen, Satana, Trespia, and Uyartha (The Wanderer). If you need more god names, you can get them from real-world mythology or the local pharmacy ("Oh Propecia, I beseech thee!").

## The (Non-Vampiric)

### Living Dead

Not counting vampires and people like Zoe who come back from the dead none the worse for wear, we've seen a few other revived dead people in the Zoverse. They include:

- **Walking Dead Guys:** In season one, a kid brings his brother back to life using Re-Animator-esque science. The walking corpse seems to be normal except for the fact that he's horribly scarred from the accident that



killed him. In "The Aquaman," Alex meets some walking dead guys similar to the Frankenstein guy, except that they were brought back with magic, not science. Since (except for their horrible scars and stuff) these guys seem to be alive again, they're probably normal humans in all respects (just like Zoe when she came back from the dead, only not as pretty).

- **Zombies:** Unlike walking dead guys, zombies are still dead, they're just up and walking around. They have no minds of their own and are completely under the control of their zombie master (or, in the case of the Ovi Mobagi zombies, the artifact that raised them). Since zombies are already dead, they're not easy to kill. You have to destroy bodies or cut off their heads. In the original movie, of course, Zoe found herself battling a horde of Zombies at the senior dance.
- **Techno-Zombies:** RoboMonsterMan brings back some of the dead Program members with technology. They're essentially regular zombies, but retain the ability to use skills the corpses had in life.

## Robots & Cyborgs

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*"She's a love bot. I mean, what guy doesn't want that?"--Alex*

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We've seen several examples of robots and cyborgs (robots with human parts) in the Zoeverse: Tad, RoboMonsterMan, Avril & Zoebot, and the mysterious cyborgs who attacked Stagram & Wolf. Robots & Cyborgs are tougher, faster, and stronger than humans, but their exact skills, abilities, and personalities depend on their construction and programming.

## Sentinels

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*"Now wait...you think I'm evil...if I bring a group of girls camping and don't touch them?"--Gil*

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Sentinels are adults who train Hunters (and Quiescents) and assist them in their battle against evil. In some cultures (Chandra's for example), Quiescents are taken from their families at a young age and practically raised by their Sentinels. It isn't clear when Sentinels started to appear, but it has been stated that The First Hunter did not have one. Sentinels are encouraged to keep an emotional distance from their Hunters, since most Sentinels-Hunter relationships end with the death of the Hunter (those that don't end with the death of the Sentinel).

While Sentinels can be men or women of any nationality, the majority seem to be male and British. While it isn't entirely clear how Sentinels are chosen, Gil's father and grandmother were both Sentinels, as was Weasley's father, which suggests that the position may be hereditary. In "The



Photo by DanHollisterDuck

Present," Gil suggests that Sentinels take some sort of oath ("I have vowed to defend this sorry world...").

Most (or possibly all) Sentinels are trained at the Sentinels' Preparatory Academy in England. In the past, most of a Sentinel's training consisted of "books and theories." Today, more emphasis is placed on hands-on field work. While the exact curriculum of the Academy is unknown, Sentinels seem to be well-versed in supernatural and occult subjects, have a basic knowledge of spell casting, and probably receive some degree of combat training (otherwise, how would they train Hunters to fight?).

## Unanswered Questions/Speculation About Sentinels

### Who gave the Sentinels their authority over the Hunters?

It's been suggested that the Sentinels are linked to the Shades, who created the original Hunter, so this may be the source of their authority.

**Fuqit's Theory:** While being responsible for creating the Hunter may give them some claim to their authority, the Sentinels are still basically self-appointed. As Hope and Zoe have both demonstrated, the Sentinels don't have any real way to enforce their supposed authority.

### How are Sentinels chosen?

Gil says that he was "destined" to become a Sentinel, and we know that his father and grandmother were also Sentinels. In the movie, the Sentinel (Myrick) was apparently one guy who kept getting reincarnated.

**Fuqit's Theory:** Since keeping the "one guy who gets reincarnated" thing from the movie would have required Gil to be a newborn (since Zoe's previous Sentinel had just died), "Sentinel" became "Sentinels," and eventually "Sentinels' Council." Most Sentinels (Weasly and Gwyneth Yost come to mind) are not there because of destiny--they got the job for some other reason. However, some people (like Gil) are destined to become Sentinels, and the Council has ways of



Photo by Liberty Man

identifying them. These pre-destined Sentinels are the reincarnated spirits of past Sentinels, possibly the spirits of the original Shades. The Council doesn't know this, and neither do most of the Sentinels who are destined. Myrick was just one of the rare guys who could recall his past lives.

### How do Sentinels locate quiescent Hunters?

**Fuqit's Theory:** The Sentinels can magically determine the general area where a Quiescent will be found, but can't identify the Quiescent specifically. Sentinels go to wherever the Quiescent is supposed to be and try to find her. Sometimes they do, sometimes they don't. Once a Quiescent is called, she becomes much easier to locate, and a Sentinel is sent to her as quickly as possible (unless she already has a Sentinel, of course).

### What happens to Quiescents who are found and trained but don't get chosen?

**Fuqit's Theory:** It seems that older Quiescents are less likely to be called, and the Council probably has a good idea of how old is "too old." Until Quiescents reach that age, the Sentinels continue to prepare them for Hunterhood just in case. Once a Quiescent gets to old to be chosen, she's allowed to continue her life. It's likely that some Quiescents go on to work for the Sentinels' Council in some other capacity (maybe even as a Sentinel).

# Super Soldiers

The Program experimented on its commandos, giving them abilities beyond the normal human range. Unfortunately, these cool abilities come at a price--behavior modification chips, unexpected heart explosions, that kind of thing. While the Program doesn't officially exist anymore, it probably still exists. Even if it doesn't, there's a very good chance that some other person or group has gotten its hands on their notes, or developed their own Program to enhance normal humans.

## Vampires

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*"I don't care for vampires. I'm gonna take a stand and say they're bad."--Alex*

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In the Zoverse, a vampire is a type of demon that inhabits the body of a dead human. Exactly what vampires are before they find a host, and whether the human's spirit continues to dwell in the vampire body are not entirely clear. Vampires have memories of their human life and sometimes share personality traits with the humans they once were. Vampires do not have souls, but can experience most (if not all) human emotions.

## How Vampires Are Made

The creation of vampires is, in the words of Zoe, "a sucking thing." The vampire and the vampire-to-be drink one another's blood, and the human dies. Some (seemingly variable) time later, the former human comes back to life as a vampire. A body can be prevented from coming back as a vampire by decapitating it (hallucinations are optional). The vampire "parent" is known as a sire, though the term can also apply to other vamps in the same line (Pike calls Saint his sire, even though Drew turned him). The sire has some sort of psychic connection to the vampires he's created, and can sense when they're nearby (though the connection doesn't seem to work the other way around).

## The Vampire Body & Mind

Except for the fact that they can walk and talk, vampires are dead by human standards--they have no heartbeat or pulse and their bodies are room temperature. We never find out whether they have brain waves, but since their brains seem to function just like human brains, there's a good chance they do. Vampires do not age, but very old vampires (like The Maestro) begin to become monstrous, taking on animal-like qualities.

### General Health and Wellness

Vampires are stronger, faster, and more resistant to injury than humans. They can be wounded just like humans (pain, broken bones, bleeding, the whole bit), but at worst such injuries will only knock them unconscious. The only way to kill a vampire is to cut off its head, drive a wooden stake through its heart (and wood seems to cut through vamps like a hot knife through butter), or burn its body. When a vampire dies, it turns to dust (though not always completely--when The Maestro was killed, his bones remained). Vampires are burned by crosses and holy water, and direct sunlight causes them to burst into flames. Vampires recover from injuries faster than humans, and seem immune to most illnesses, but they can (and frequently do) suffer from mental disorders.

### Vamp Face

When feeding, the vampire's face takes on demonic features. I'm going to assume we all know what vamp face looks like. The vampire's features can also change (often involuntarily) if the vampire is angry or hungry, especially if he smells blood. Vamps can also put on their vamp face just for the hell of it (usually to scare people).

### Senses

Vampires have extremely heightened senses. They seem to have better night vision than humans and have far better hearing (in season four of Saint, Sinner made it quite clear that he could hear everything that went on in the hotel). Their sense of smell is particularly well-developed. They can smell blood at a great distance, identify and track people by their scent, and even guess what people have been up to



(like when Saint smells that Weasly had sex with a bleach blonde). Vampires can also sometimes use their heightened senses to detect demons in human form. We've seen a few vampires wearing glasses, but it's not clear whether is out of vanity, habit, or necessity. It's possible that human defects of the senses carry over to the vampire.

## Diet

Vampires must drink blood in order to survive. While the blood does not have to be human, it does apparently have to be from a mammal--we've heard about vamps drinking cow, pig, and even rat blood, but never fish blood. Vampires can't die of "starvation," but after a few months without blood they risk brain damage or insanity. According to Pike, vampires who go too long between feedings become "living skeletons." It's been suggested (when Stagram & Wolf "laced" Saint's blood supply with Donner's blood) that when a vampire repeatedly drinks from a particular human, he acquires a "taste" for their blood.

Vampires are fully capable of eating and drinking regular food and beverages, but it doesn't benefit them in any way. Saint says that food tastes bland to vampires, and when he's (temporarily) made human again, one of his big thrills is being able to actually taste food. On the other hand, Pike seems to be able to taste beer, chicken wings, and flowering onions just fine, so maybe this varies from vampire to vampire.

## Booze, Drugs, and Other Substances

Drugs and alcohol do affect vampires, whether the substance is taken directly or mixed with the blood of a victim (like in Pike's Woodstock experience). Vampires can also become addicted to drugs, but it's not clear whether such addictions are physical or purely psychological. Vamps also seem to be affected by other blood-born toxins, such as tranquilizer darts and demon blood (like the Nohra Blood that caused Saint to become human again). We never see a vamp drink drain cleaner or any other substance poisonous to humans, but my guess is that such substances would weaken but not kill them. It is, however, possible to poison a vampire. The Slayer of the Dead poison is a special poison that can kill a vampire, and if they drink holy water they burn to death from the inside out.



Photo by Kevitivity

## Breathing

Since vampires don't have to breathe, they can't drown or suffocate. Since Pike smokes and most vampires can talk, they apparently do have the ability to breathe if they want to, though perhaps not very effectively (Saint can't give CPR, for example). Even when they're not talking or smoking, most vampires breathe, but it's probably more out of habit than necessity (it also might have something to do with the fact that most actors breathe, whether their characters do or not). Despite the fact that they don't seem to have normal respiration, they do sometimes breathe heavily when engaged in strenuous activity. Like regular breathing, this could just be a human habit--even though they're not "winded" in the not-getting-enough-air sense, they breathe heavier when they feel "winded" because that's what they're used to doing--meanwhile, their weird-ass vamp bodies are doing something else entirely to restore the energy that's been used up.

## Sex

Vampires can have sex with anyone or anything a human can have sex with. They can't, however, get pregnant or get someone pregnant without the intervention of powerful magic. Vampires with a "moment of perfect happiness" clause on their souls should stick to casual sex.

## Reflections

Vampires don't have reflections, but they do show up on film and video. Additionally, according to Saint, a vampire's mind "does not cast a reflection," which means that telepathy (and some other telepathic-type powers, like Loricus's brain eating) doesn't work on them. They can receive

telepathic messages (as Pike did in "The Present") but apparently can't transmit them. Of course, there are a few ambiguities here: Bjorn can read Saint, and it's not clear whether Red heard Pike physically or telepathically in "The Present." It's possible that a vampire can transmit telepathically, but only by speaking the message out loud. In another questionable scenario, a Jethros demon taunts Saint about not being able to prevent Boyle's death. It's possible, however, that since Delia was present, the demon could have gotten the information from her mind instead of Saint's.

## The Invitation

Vampires are magically restricted from entering a person's home uninvited. If they attempt to do so, they run into an invisible barrier. The barrier doesn't seem to hurt them, but it keeps them outside. Once a vampire has received an invitation, he's free to come and go as he pleases (though there is a ritual to "revoke" a vampire's invitation). While the whole "can't come in unless invited" thing sounds pretty obvious, there are a lot of interesting interpretations and exceptions on the show. These are listed below:

- Vampires do not require an invitation to enter a public place, since it's not a home.
- Otherwise, it's sort of iffy what constitutes a home. Hotel and dorm rooms seem to be open to vamps, but Pistol's gang's squat in an abandoned building required an invitation. Also, Bolder says that he can turn his store into his home by regularly sleeping there.
- The vampire's invitation has to come from either the owner or a resident of the place. It's not entirely clear how long someone has to live in a place before being considered a resident.
- The vampire is not considered a "resident" of the house he lived in while human, and therefore can't invite himself in.
- The vampire can enter a place that he legally owns without an invitation, but the papers have to be in his own name--a company name won't do the trick.

- A place that has been abandoned, or whose owner has died, can be entered without an invitation.
- Vampires do not need an invitation to enter the home of a demon.
- Implied invitations count. For example, if someone asks a vampire standing outside their door for help, the vamp can come in (though unless he's Saint, it probably won't really be to help).
- The time and place of an invitation is not important. Telling a vampire to "come over any time" counts as an invitation. The person doing the inviting doesn't necessarily even have to be a resident yet. Delia told Saint that he was invited over "when I get my new place." When she moved in, he was able to walk right in (though presumably he couldn't have entered the apartment before Delia took possession).
- The vampire doesn't have to be personally invited. If there is an open invitation to a place (for example, a party where "everyone's invited"), vampires can walk right in the door.
- Someone impersonating as the vamp can snag him in invitation. When Rice invited Weasly into his home thinking he was Saint, Saint apparently got the benefits of an invite.

## Unanswered Questions/Speculation

### About Vampires

**What is the relationship between the human and the vampire s/he becomes?**

**What we know:** According to Gil, the vampire is a demon that takes over the human body. When Alex's friend is killed in the first episode, Gil tells him that the vampire is not his friend, it's the thing that killed him. Unfortunately, this may be yet another case of Sentinel lies. When Zoe tells Red basically the same thing about VampRed, Saint seems about to contradict her, but gets cut off.

**Fuqit's Theory:** While a human's soul goes away when he gets turned into a vampire, his spirit (memories, personality, and emotions) remains



and combines with the demon spirit that takes over the body. This demon spirit is similar to an animal spirit--it doesn't really have intelligence or a personality, just predatory instincts. The combination of incredible power, predatory instincts, and the lack of a soul is what makes the vampire so evil. Here are a few notes about how this works with the vamps we know:

- All of the cruelty and sadism we see when Saint loses his soul comes from Cuan, not the vampire spirit. So why is Saint so different when he's got a soul? Well, from what we've seen of his history, it was a long trip from vampCuan with a soul to the relatively well-adjusted Saint. Even now, Saint sometimes has trouble keeping his destructive impulses in check. It's sort of like Saint is vampCuan after extensive therapy, courtesy of the soul the Gypsies gave him. Without a soul to guide him, he reverts right back to the Sinner (vampCuan) personality.
- Pike's massive personality change after being vamped is kind like the personality changes lots of young adults experience when they go away to college. He's suddenly free to do all the things he's always wanted to do, and he's got superpowers to boot. His first step is to put as distance between his new life and his pathetic former life as possible.
- Vamp Red seems to have undergone the same kind of personality shift as Pike. Becoming a vampire gave her confidence that human Red didn't have and got rid of all those pesky inhibitions that were keeping her from doing what she really wanted (namely, Alex). The only thing that seems out of place is Vamp Red's cruelty, but then again the real Red goes on to flay a guy alive--and that's with a soul.
- Melody doesn't really change that much when she becomes a vampire--she still wants to be part of the in crowd (though her definition of in crowd changes), she still likes unicorns, and she's still not terribly bright. Apparently a ditzy blonde is a ditzy blonde, whether or not she's got a soul.

**What's up with Dracula? He seems to be different from the standard Zoverse vamps.**

**Fuqit's Theory:** As Pike suggests, Drac's unusual powers come from magic. He may be a warlock of some kind, or he may have gotten the powers permanently through magic (kind of like the Alderman became invulnerable). The dirt thing could be a condition of the spell, or it could be an affectation based on his legend--he seems like a bit of a showman.

**Why do vampires turn to dust when they die?**

**Fuqit's Theory:** Some kind of "magical reaction" is created when the demon spirit leaves the body, turning the corpse to dust.

**Why do crosses and holy water affect vampires?**

**Fuqit's Theory:** It has nothing to do with religion. Christians just figured out that these things hurt vampires and worked them into their rituals--that explains why faith in Christianity (Red's Jewish, remember?) is not a requirement for hurting a vamp with crosses or holy water.

**Ok, how about fire, wood, and sunlight?**

**Fuqit's Theory:** Sunlight and wood (plants) are symbols of life. Sunlight and fire are symbols of purification. Since vampires are corrupted dead bodies, these things are like symbolic Kryptonite to them.

**And the cutting off the head thing?**

**Fuqit's Theory:** Judging from the Program's ability to "chip" a vamp, it seems that the vampire's brain is one of the few organs that continues to function more or less normally. Therefore, cutting of the vampire's head kills it, just like cutting off a human's head.

**What the hell does garlic do to vampires?**

Garlic is included in the list of vampire weaknesses, but never actually gets used.

**Fuqit's Theory:** It probably doesn't actually hurt them (like holy water or crosses), just keeps them away. This could be a mystical thing (though I have no idea what the symbolism is), or it could just be that the smell of the stuff really bothers them (they have a heightened sense of smell, remember).



there are other breeds in the Zoverse as well. Werewolves are vulnerable to silver, but silver is not required to kill them.

When in wolf form, the human has no control over or awareness of his actions--the wolf is completely in control. It's not clear whether the "wolf" entity is a possessing animal spirit, deeply-buried primitive instincts of the human mind, a demonic presence, or something else entirely. When in human form, there are some indications that the "wolf" is still present--werewolves in human form have heightened senses, find themselves drawn to other werewolves, and sometimes fantasize about blood and murder.

While there is no known cure for lycanthropy, it can be controlled. Ozzy learns a technique to avoid taking on wolf form from Tibetan monks. On the other hand, it's also possible for a werewolf to take on wolf form involuntarily even if the moon isn't full. Ozzy changes when the Program zaps him, and again when his wolfy senses tell him that Red and Ertha are probably more than just friends. Later he almost transforms at the mere sight of Red.

## Unanswered Questions/Speculation About Werewolves

### Werewolves

Werewolves are regular humans who have contracted a supernatural disease known as lycanthropy. When the moon is full, the lycanthrope transforms both physically and psychologically into a monster. The disease is contracted when a human is bitten (but not scratched or otherwise injured) by a werewolf (in either human or wolf form).

So far, we've seen two different breeds of werewolves on the shows--Ozzy and the Lycanthropis Bipedus from Saint. While similar in most respects, they do have different wolf forms. Ozzy's wolf form is similar to a regular wolf, walking on all fours. The Lycanthropus Bipedus takes on a bipedal "wolf-man" form. Presumably,

**What's up with all of Ozzy's uncontrollable wolfing out when he comes back to Sunnyvale? This is the first time we've seen him go wolfy when the moon wasn't full. If jealousy can cause the change, shouldn't he have wolfed out when he caught Red with Alex in season three?**

**Fuqit's Theory:** Ozzy is pretty in control of his emotions, which is probably why he didn't wolf out during the Red-Alex thing. Ozzy's return trip to Sunnyvale was an emotional roller coaster for him. He had months of anticipation of being able to be with Red again built up, but when he got back things were different. This, combined with the stress of being captured by evil government scientists, was too much even for a guy as in control as Ozzy. More emotional werewolves probably have a lower threshold for the amount of

stress it takes to cause them to wolf out without a full moon, but it still probably takes more than the kind of emotions people experience in an average day.

**What about when the Program zapped Ozzy? How come we haven't seen him wolf out before when he's been hurt (like when he got shot)?**

**Fuqit's Theory:** Even if all of the other things Ozzy was going through at the time had nothing to do with it (which I seriously doubt), I don't think pain, or even danger alone can cause the change. The key factor with the Program transformation is that Ozzy was helpless. He was cornered and being hurt, so the wolf's survival instincts took over and caused the change.

**Can werewolves learn to take on wolf form at will?**

**Fuqit's Theory:** Since werewolves can learn techniques to avoid wolf form, and since we know they can take on wolf form when the moon isn't full, it seems likely that it's possible to force the change.

**Is it possible for the human to control the wolf form?**

**Fuqit's Theory:** The wolf seems to maintain some kind of awareness of what's going on when the werewolf is in human form--that's why the wolf can come out when the werewolf's in danger and may explain the werewolf's heightened senses. It therefore stands to reason that the human has some awareness of the wolf's actions (the human mind normally buries this information to protect itself, explaining the "memory loss"). However, it seems that the werewolf takes on the form of whichever entity is "in control" at the moment (that's why the wolf can't cause the human to run around eating people). So, even if the human could take control while in wolf form, he'd just revert to human form. On the other hand, it is possible that the human could influence the wolf's actions without actually taking control, and vice-versa (which could explain why Gordy bit Ozzy in the first place, and maybe Mina's hallucinations).



Photo by JudithK

## Wizards & Witches

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*"I've got to learn to just do the deed and leave town. It's the hang around and gloat--gets me every time."--Evan Raines*

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Magic is a popular pastime in the Zoverse, and there are several different varieties of people who use magic. "Wizard" seems to be the generic term for male spell casters, while "Witch" is used to describe most female wizards, even if they're not really witches in the strictest sense of the word. While anyone can cast a spell in the Zoverse if he or she has the right ancient blasphemous tome handy, wizards and witches actually have some vague idea what they're doing. As a result, they're less likely to accidentally alter reality to make everyone look like Keith Richards.

The actual type of wizard a witch a person is doesn't really seem to matter all that much, since most spells can be cast by anyone who can find the instruction book. In fact, most wizards and witches in the Zoverse seem to borrow from many different magical traditions. While most schools of magical thought have their own specialties and taboos, most magic is not restricted to a certain group of spell casters. We've seen the following flavors of wizards and witches on the show:

- **Cleric** is the name given to the Knights of Constantinople spell casters, who seem to



be Christian priests with knowledge of magic.

- **Demons** often have their own unique magical traditions, sometimes associated with demonic religions.
- **Gypsies** in the Zoeverse seem to have their own flavor of magic, but we don't really learn too much about it. Traditionally, Gypsies are skilled at fortune telling.
- **Necromancers** are wizards who specialize in spells dealing with the dead.
- **Shamans** are spell casters who specialize in dealing with spirits and otherworldly creatures.
- **The Svear** are a group of Nordic priestesses, but that's about all we know. In our world, the Svear were a Germanic tribe who settled Scandinavia and eventually became the Swedes.
- **Techno-Pagans** have learned to use modern technology in their wizardry. They can store spells on floppy disk, form magic circles with internet connections, and cast spells over the web.
- **"True" Witches** are earth magicians along the lines of Wiccans/pagans/druids. The withes of the coven where Red went for rehab are "true" witches. Ertha also seems to follow a version of this tradition. Red seems to start out on this path, but she quickly starts ignoring the rules and borrowing from other traditions. May and her mother seem only vaguely connected to this tradition.



Photo by Cryptonaut

## Zombie Hunters

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*"In every generation a Hunter is born. One girl in the whole world--the Chosen. She alone will stand against the zombies, the demons and the forces of evil."--opening narration, ZTZH*

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Zombie Hunters are young women endowed with supernatural powers that help them in their duty to protect humanity against the forces of darkness. The Hunter is assisted and guided in her mission by a Sentinel. Throughout most of human history, there has only been one Hunter at any given time. When she died, her power passed on to a new Hunter. Recent events have changed the way things work, however.

### Hunter History

The First Hunter was created by a group of African (possibly Swahili) shamans long ago to combat evil. These men gave the Hunter her powers by melding a powerful (and probably demonic) spiritual entity with the spirit of a young woman. Presumably, when a new Hunter is "called," her spirit is somehow possessed or combined with this same entity.

The Hunter line continued for thousands of years unchanged. A Hunter would be called, she would battle evil, and eventually she would be killed. A new Hunter would take her place, and the cycle would start over again. This changed when Zoe "died" briefly but was revived by the miracles of modern...uh...CPR. Zoe's death caused a new Hunter, Chandra, to be called, which meant that there were now two Hunters. When Chandra died, Hope was called to replace her.

While Zoe "came back" with all of her Hunter powers intact, she was apparently no longer part of the Hunter line. When she died again, no new Hunter was called. A new Hunter would not be called unless Hope was killed. According to Beluxi's Eye, however, Zoe's death irrevocably weakened the Hunter line, prompting Evil Numero Uno to attempt to destroy the Hunters for good. In order to defeat Evil Numero Uno, a spell was cast



to give the power of the Hunter to every woman with the potential to become a Hunter.

## Hunter Secrecy

At some point, Hunters (at least in Europe) were forced into secrecy. Whether this was due to fear they caused in the general public (it would be easy to imagine Hunters burned at the stake during the witch trials of the middle ages) or because people stopped believing in vampires and other monsters is unclear. In any case, Hunters today have to keep their powers and mission a secret to avoid being locked up in a nuthouse or dragged away by government agents for experimentation. In societies where magic is still accepted, this secrecy may not be as important. Chandra's culture, for example, seems more open about the existence of Hunters

## Good, Evil, and Hunters

While they are champions of good with superpowers, Hunters still have free will and can use their powers for good or evil (as Hope clearly demonstrates). Furthermore, it is hinted (in "Zoe vs. Dracula" and several other episodes), and later seemingly confirmed (when Zoe learns the origin of the First Hunter) that the Hunter's powers come from some sort of demonic entity. This, combined with the fact that Hunters must fight evil in secrecy, without ever being rewarded for their actions, makes it easy to see how hard it is for a Hunter to keep fighting the good fight. Some Hunters simply give up (The "Hunter Death Wish" Pike talks about). Others turn to evil--judging from the Sentinels' Council's reaction to Hope, they've dealt with rogue Hunters before. It's also likely that a few Hunters go mad, though the closest we've actually seen in the show is Zoe's catatonia when Lorificus captures Aurora.

## Quiescent Hunters

While up until now there was only one Hunter at a given time, there have always been hundreds, perhaps thousands, of girls in each generation with the potential to become the Hunter. While these Quiescents did not possess the

supernatural abilities of the Hunter, they were born with above-average physical abilities, instincts, and other traits. Where possible, the Sentinel's Council located these girls and trained them so that they would be ready if they were "called." While it is unclear exactly how a Hunter is "chosen," Madison's comments in season seven suggest that the older a Quiescent gets, the less likely she is to become a Hunter. Red's spell caused all Quiescents to become full-fledged Hunters.

## Hunter Powers

Hunters are physically much more powerful than normal girls, or most normal humans for that matter. They can run faster, jump higher, hit harder, and perform superhuman feats of strength. Hunters are also difficult to injure. In addition to being more resistant to damage than normal people, they heal at an amazing rate. On top of this, Hunters have keen instincts that allow them to home in on vampires, sense danger, and generally notice that something's not quite right (Zoe's "spider sense" seemed to go off when she first saw Aurora, for example, but the monks' magic apparently tricked her).

## Other Things We Know About Hunters

### The Power of Hunter Blood

Hunter blood is more powerful than normal blood. The Maestro used it to escape his mystical prison and it works as an antidote for Slayer of the Dead poison.

### The Rite of Torment

The Rite of Torment is an initiation rite Sentinels put Hunters through on their 18<sup>th</sup> birthday. The Hunter's powers are dampened and the Hunter is trapped and forced to defeat a vicious demon without her powers.

### Hunter Vision Quest

The Sentinel performs a ritual and a spirit guide leads her to the place where she encounters The First Hunter.

# Unanswered Questions/Speculation

## About Hunters

### Why are they called "Zombie Hunters?" Are there other types of Hunters?

**Fuqit's Theory:** "Zoe the Hunter" doesn't quite have the same ring as "Zoe the Zombie Hunter," and the movie included "zombie" in the title, so it probably has something to do with selling the show. While the characters did occasionally use the term "zombie Hunter," it quickly became apparent that Zoe's job wasn't limited to zombies. This, and the fact that we never saw any Werewolf Hunters or Demon Hunters or Bunny Hunters on the show leads me to believe that there aren't any other Hunters out there. At the very least, they're not under the control of the Sentinels' Council and most people don't seem to know they exist.

### How is a Hunter chosen?

**Fuqit's Theory:** A lot of people have speculated that the Powers take charge of choosing a Hunter, but I don't buy that. If the Powers were in charge of Hunters, they probably would have "fixed" the little mix-up when Zoe died the first time. My theory is that the spirit responsible for the Hunter's powers picks who gets to be the next Hunter. It probably just chooses the Quiescent who seems most fit to handle the powers.

### In the movie, Zoe got cramps when she was near zombies, but this doesn't happen in the series. What's up?

**Fuqit's Theory:** My guess is that the joke would get really old really fast, so they got rid of it. However, it's possible that different Hunters' "spider sense" manifests itself in different ways, so there could be a Hunter out there whose "super-power is PMS."



Photo by Phoenix

### Are Zoe's precognitive dreams part of her Hunter powers?

**Fuqit's Theory:** In a recent episode of Saint, Weasley said that all Quiescents have dreams about things that have happened to past Hunters. Based on that, it makes sense that psychic dreams are part of the Hunter package, maybe a subset of the Hunter's "Spider Sense." However, I think Zoe's psychic powers were beyond those of a normal Hunter (this would explain why she was able to enter Saint's dream and do a few other things that were a bit beyond precognitive dreaming).

### How did Zoe's death "weaken" the Hunter line?

**Fuqit's Theory:** Based on the origin story, it seems that a spirit of some kind "melds" with the Hunter when she gets called. When Zoe was killed, this spirit started moving over to Chandra, but halfway through the move Zoe came back to life, dividing the entity. While this didn't have any effect on the actual Hunter's power, it somehow weakened the "Hunter spirit." Red's spell causes some problems with this theory, since it would have weakened the line like crazy. However, since the spell completely changed the rules for Hunters, it's possible that it caused Hunter powers to manifest in some way completely unrelated to the original Hunter entity.

### Is Red's Spell Permanent?

**Fuqit's Theory:** The gang seems to think so, so there's a good chance it is. However, there is a chance that it only affected the current crop of Quiescents. If this is the case, new Quiescents will not inherit full Hunter powers, and a new Hunter won't be called until the last of the Hunters affected by the spell dies. If the spell is permanent, we run into the "superbaby" problem--an unborn Hunter could kick a hole in her mother's womb. Even if the mother lived through the delivery, a two-year old with superpowers would be a holy terror. Therefore, my vote is that new Quiescents don't get their powers until they're at least a few years old.

# REALLY BIG JOSIE GANGS

## The Program/U.S. Government

The Program is a top-secret government operation whose goal is to study "Non-Human Belligerents (NHBs)"--demons and other monsters. While the Program is willing to kill NHBs when necessary, they prefer to capture them for experimentation. Their goal is not to destroy monsters, but to discover ways to control NHB behavior through science. The Program doesn't limit its experimentation to monsters. Among other things, they've developed a behavior modification chip to keep vampires (and possibly other NHBs) from attacking humans. Whenever the NHB attempts to hurt a human, the chip zaps its brain with an intense jolt of pain.

It's not clear whether the Program is under the complete control of the military, but the military is very involved with the project. The field agents in charge of capturing monsters for the Program are members of the U.S. Army, Marine Corps, and possibly other branches of service. These soldiers are given experimental drugs to increase their strength and aggression. They also have access to a wide array of technology that helps them detect, trap, and capture NHBs.

In addition to the Program, the U.S. Army also has a monster-hunting special forces team, but we only know a few things about them. We know that they operate worldwide (Belize, for instance), and that their main goal seems to be killing monsters rather than capturing them. Like the Program, they have specialized equipment for monster hunting, but we don't know whether they're trying to turn their men into super soldiers (it seems unlikely, though).

Government agents also took away Darcie Roth (the invisible girl), with the apparent intention to turn her into an assassin. We never found out who they work for or whether they're connected with the Program, however.

## Unanswered Questions/Speculation

### About The Program/U.S. Government

#### What is The Program's goal?

It's not entirely clear whether creating a RoboMonsterMan-like soldier is the official goal of The Program or just Welsh's pet project. However, since it seems to be closely associated with the military, the goal is no doubt to find military applications for NHBs. This could include using controlled NHBs as soldiers, applying things learned from NHB research to the human super soldier program, or actually creating human/demon hybrid cyborgs.

#### Do all Program soldiers get a behavior modification chip like Tyler's?

All of the soldiers under Welsh's control probably got one, but whether it's standard procedure isn't clear. That probably depends on whether RoboMonsterMan was Maggie's personal project or part of the larger Program goal.



Photo by Combat Wombat



## Is the Program still around?

Early in season five, The Program seems to still be in operation. Later, Major Dulles says that the program has been terminated.

**Fuqit's Theory:** Knowingly or unknowingly, Major Dulles is disseminating misinformation. The Program is still alive and well. Their cover was blown in Sunnyvale, so they had to move out (at least for a while).

## The Sentinels' Council

The Sentinels' Council is an organization, based in Britain, which governs the activities of Sentinels (and therefore Hunters). The Council sees itself as being in a war against evil, and seems to view Hunters as (disposable) tools in that war. When a Hunter turns eighteen, the Council puts her through a life-or-death test (the Rite of Torment). The Council also includes a disciplinary committee to keep willful Hunters in line.

The Council's non-Hunter-related activities are unknown, but we do know that they hold annual



Photo by Vanhap

retreats and employ a Special Operations Unit that handles smuggling, interrogation, and assassination (this team also deals with rogue Hunters). The council seems to be well-funded and rich in resources. They once threatened to deport Gil and close down the Bag of Tricks, which suggests that they are also well-connected.

When Evil Numero Uno made its play to destroy the Hunter line, it also went after the Sentinels. An agent of Evil Numero Uno destroyed the Council's headquarters with a massive bomb. The number of Sentinels still alive, and the resources available to them, is unknown.

## Unanswered Questions/Speculation

### About The Sentinels' Council

**What's the difference between "The Sentinels' Council" and "The Sentinels' Council of Britain?"**

**Fuqit's Theory:** There is none. Weasly just added the "of Britain" bit to make himself sound more important.

**Are Quiescents also required to go through the Rite of Torment? What if a Hunter gets called after her 18<sup>th</sup> birthday?**

**Fuqit's Theory:** I suspect that most Hunters are called before they turn 18, which is why the Council made that the age at which the test is taken. Eighteen is probably also the "cut off" age for training Quiescents.

**How does the council deal with rogue Hunters?**

**Fuqit's Theory:** They seem to be willing to try to rehabilitate Hope, but at that time they had an extra Hunter. Under normal conditions (only one Hunter), the Council would be without a Hunter until the rogue was rehabilitated or died, which could be a while. Based on the way the Council seems to operate, they probably arrange for the rogue to have an "accident" if she isn't willing to fall into line fairly quickly. I think there's a good chance that Hope would have eventually been "killed while attempting to escape" if she hadn't gotten away from the Sentinels when she did.



# Stagram & Wolf

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*"Just because we've tried to assassinate or corrupt each and every one of you at one time or another doesn't mean you can't trust us." --Lilly*

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Stagram & Wolf is an evil, multi-dimensional mega-corporation whose senior partners are powerful demons of some sort. They seem to operate in whatever form is most appropriate for a given dimension--in Mylea, for example, they're a priesthood. On earth, they are a law firm, but they don't restrict themselves to practicing law. In addition to defending evil types in court, they perform assassinations, dabble in prophecy manipulation, and do research (both scientific and magical), among other things.

Stagram & Wolf has extensive resources. They have a science department that makes the Program look like a high school chemistry lab, extensive magical resources, a special ops team, and plenty of cash. The firm employs a wide variety of demons and other supernatural creatures, as well as wizards, psychics, and occult specialists.

Even though they're (really, really) evil, Stagram & Wolf turned their L.A. offices over to the good guys. This has to be some kind of evil scheme.



Photo by Dale Ryan

# Other Groups

- **The Chumash Tribe** were a Native American tribe that once lived in California.
- **El Illuminati** are a cult of vampire duelists founded in the 15<sup>th</sup> century.
- **The Defenders** were a sisterhood founded in ancient times to help and protect the Hunters. Apparently, however, all but one of these women died long ago. The remaining Defenders's job was to guard the Hunter Sickle until it was time for a Hunter to find it.
- **The Gypsies** are similar to those of our world (or at least the popular stereotype), with appropriate changes to reflect the magical nature of the Zoverse.
- **The Heralds of Doom** are priests of Evil Numero Uno.
- **The Hellriders** are a demonic biker gang.
- **The Knights of Constantinople** are an ancient knightly order who spent centuries searching for The Nexus in order to destroy it. They can be identified by a symbol tattooed on their foreheads. The Knights apparently haven't kept up with the times very well--they still ride horses, wear armor, and use medieval weapons. All of the knights who came after Aurora were killed. There may be others in the world, but it's hard to say what they're doing now that the stuff with Lorificus's over.
- **Los Cincos** were a group of Mexican wrestlers who fought evil in Los Angeles in the 1950s.
- **The Magical Oversight Association** is mentioned by the Sentinels in "Checkmate," but it's not clear whether such a group actually exists or if the Sentinels were just trying to intimidate Ertha and Red.
- **The Order of Romulus** was a vampiric sect founded in the 12<sup>th</sup> Century by a vampire with prophetic powers. It's not clear whether or not all of the members of the order worked for The Maestro (and were therefore killed by Zoe).



- **The Order of Dygon** was an order of Czech monks whose soul purpose was protecting The Nexus. Like the Knights of Constantinople, they seem to have been wiped out, and even if there are any left, their mission has ended.
- **The Order of Dun-Kun-Sai** are a group of "dark mystics" who can extract and restore souls.
- **The Order of Charaaka** are a group of human assassins-for-hire whose only goal is to create conflict. They use a variety of (usually supernatural) methods to carry out their work.
- **The Primevals** were a sect of animal worshippers whose goal was to return to a purer state by summoning predatory animal spirits into themselves.
- **The Ra-ta-tet** were a mystical order of incredibly powerful beings who were symbolic manifestatons of Ra, the Egyptian Sun God. They were killed by The Beast.
- **The Bane** are demonic Nazis who want to rid the world of demons who are part human. This includes vampires, who they see as abominations. Once they do that, they'll start on their larger goal--to rid the world of humans completely.
- **The Sisterhood of Rhe** are a group of female demons who want to bring demons back to earth.
- **The Svear** are a mystical order of Nordic priestesses descended from Svea, a priestess of Freya.
- **The Court** is an otherworldly tribunal that settles disputes via a trial by combat. In order to call upon the Court, you need a special talisman.
- **The Derbyshire Coven** is the group of "true" witches in England who rehabilitated Red and helped Zoe and company locate some of the Quiescents.



Photo by Jonathunder

Part 2:

# THE ZOEVERSE GAME





# SET-UP

## The Josie Gang

*"This is the elite cadre that foils my every scheme? I am deeply embarrassed."--Pike*

When starting a Zoeverse game, the first step for the GM and players is to decide what kind of Josie Gang they're interested in playing. The Josie Gang will determine what character types are available, what sorts of adventures the characters will get involved in, and probably suggest the overall tone of the game. There are many possibilities, a few of which are described below.

### Hunterettes

This is the default type of Josie Gang: a group of people who have somehow ended up joining a Hunter (or other White Knight) in her mission to kill bad things, avert apocalypses, and find a true love that won't eat her. This set-up is easy to run and play, since any type of character can end up in the group and there are seven seasons worth of examples to go by.

### Detectives

The original set-up for the Saint series works just fine. The detectives don't necessarily have to "help the helpless" even if they don't have cash like Saint Investigations, but there's a good chance they'll end up in the middle of a few cases they're not gonna get paid for. The nice thing about this type of Josie Gang is that not every adventure has to have supernatural elements. It's completely reasonable to assume that the group will get completely normal cases now and then.

### Military

As we saw in Zoe season five, the army knows about monsters and has teams to kill them. This type of Josie Gang will have access to a wide variety of interesting monster-hunting gadgets and get to travel to exotic locations. On the downside, they are members of the military, which could limit their freedom in some situations.

### The New Program

Sure, the Program was officially disbanded at the end of season 4, but who believes the government? It's completely reasonable to assume that the government has restarted the program, hopefully without a nut case in charge this time around. A New Program game would be similar to the Military set-up, but would allow a slightly wider range of character types and probably have a more stable base of operations (probably Cleveland).

### Requiem Demon Hunters

The characters in this Josie Gang have discovered that monsters exist and decided to do what they can to keep humans safe from them.



Photo by Megaden



Unlike the Hunterettes, the Rogue Demon Hunters don't have the benefit of a White Knight in the group. Also, they probably don't have access to as many monster-fighting resources as the other group types.

## Gang

Since homeless people can be fed upon, sacrificed, and eaten without being missed, bad guys tend to pick on them. If the people being eaten start to figure out what's going on, they might decide to form a monster-hunting gang, just like Pistol and company.

## Coven

The characters are a group of witches or other magic-using characters. They're probably less focused on monster fighting than the other group types, but the set-up allows for all kinds of cool mystical adventures.

## Sentinels

Though the Sentinel's Council was blowed up real good, it's unlikely that all the Sentinels who aren't Gil are dead. This type of game focuses on former Sentinels, who are most likely doing what they can to re-establish the Council and make sure all the newly-created Hunters have Sentinels (or at least surrogate Sentinels). This type of group offers lots of potential for intrigue, as different characters (and rival groups) attempt to establish themselves as the "true" Council and make sure their ideas about how the Council should work are implemented.

## Lawyers

Since there's an Evil law firm in the Zoververse, it seems reasonable to assume that there's a Good law firm as well. While I'm not entirely sure what sorts of things such a group would do (the current season of Saint offers a few possibilities), the concept is intriguing.

## They're Cops

In any large city with a significant demon population, it seems reasonable that the cops will

eventually catch on and set up a "Supernatural Crimes" unit of some sort.

## Secret Society

The characters are members of some (probably ancient, or at least old) secret society of monster hunters, complete with initiation rites and silly hats. Unlike the knights in season 5 of Zoe, they probably don't feel the need to dress up in elaborate period garb, however.

## Historical

This type of game is set at some point in the world's past. Most of the previously mentioned set-ups would work in a historical game with a few changes. The most interesting, of course, would be a historical Hunter game, but it really only works with very small gaming groups, since Zoe was the first Hunter to let friends and family in on her secret calling.

## Spin-Off

The Spin-Off game is about what happens to characters from the series after they leave the series (or after season seven). The obvious assumption here is that the character ends up with yet another group of evil-fighting types (just about any of the set-ups previously mentioned could work, depending on the character). While there's a temptation to pick up the story of one of the major characters (Zoe, Alex, Red, Gil, Hope), they've already had plenty of time in the spotlight, and it would be tough to live up to the stories Joss & Company came up with. Your best bet is probably to follow one of the characters who hasn't been quite so fully explored. Ozzy, Andy, and Principal Stone are my personal picks for a spin-off game.

## Historical Spin-Off

The only reason I'm mentioning this is that a "Slasher" game could be a lot of fun. Of course, since Gil and friends back in the day were kind of apocalypse-culty, the tone of the game and types of adventures would be a lot different than a typical Zoververse game.

# CHARACTER CREATION

For the important stuff relating to character creation--you know, personality, goals, history, and all the rest of the stuff that makes up the difference between a character and a game token, check out *QAGS 2<sup>nd</sup> Edition*. This section tells you how to come up with the Numbers and stuff. These rules assume you already know how QAGS works--if you don't, find out.

## Starting Yum Yums

The number of Yum Yums the characters start with depends on the power level of the group, as shown on the table below.

Power Level	Examples	Starting Yum Yums
Civilian	The Delia-ettes, Mom, Jonny-boy (Seasons 1-4)	100
White Hat	The Josie Gang, Tyler Fen, Jonny-boy (Season 6-7*)	150
White Knight	Saint, Pike, Jonny-boy ("Superstar")	200
*If he weren't Evil, that is.		

## Mixed Group

If the GM allows it, it's fine for a Josie Gang to contain characters with varying power levels. To do this, the GM sets the base power level. If a player wants a less powerful character, he just doesn't spend all his Yum Yums on character creation. This means he'll have more Yum Yums available during the game, but that's ok--he'll probably need them to survive. If a player wants a more powerful character than the base level, the character takes on a "Yum Yum debt" for the difference. Until the debt is paid off, the character must "pay" (spend) half of his remaining at the end of each session towards the debt. Munchkins will no doubt try to spend as many Yum Yums as possible at the end of each session so that the debt takes forever to "pay off." That's ok--as the more heroic and experienced Josies, they're the

ones who should be doing the really dangerous and exciting stuff.

## Body, Brain, and Nerve

Body, Brain, and Nerve scores work normally in the Zoverse, but some character types (Hunters, Demons, etc.) can have scores above the normal human maximum of 16. Each point above 16 costs 3 points instead of one (19 points for a Number of 17, 22 points for a Number of 18; 25 points for a Number of 20). Some characters may be required to have a minimum Number in some Words. For example, a Hunter must have a Body of at least 17 to reflect her superhuman physical abilities.

## Jobs

Jobs in QAGS Zoverse are more or less just like Jobs in Q2E. However, some Jobs require that the character meet certain other requirements. For example, in order to take the "Dethwonk Warrior" Job, the character has to be a Dethwonk demon, with all related Gimmicks, Weaknesses, and other traits.

## Suggested Jobs

Aspiring Actress, Cat Burglar, Construction Worker, Cop, Demon Hunter, Demonologist, Detective, Disc Jockey, Doctor, Entertainer, Former Demon, Government Agent, Hacker, Inventor, Knight, Lawyer, Librarian, Luchadore, Martial Arts Instructor, Museum Curator, Monk, Musician, Occultist, Petty Criminal, Physicist, Principal, Psychic Hotline Operator, Real Estate Agent, Runaway, Secretary, Security Guard, Shaman, Shopkeeper, Hunter, Snitch, Soldier, Tabloid Reporter, Teacher, Technopagan, Vigilante, Warrior, Sentinel, Werewolf Hunter, Witch, Wizard

## Job To Avoid

Student. Instead, try to come up with a Job that describes your place in the pecking order: Art Freak, Band Geek, Goth, Bully, Cheerleader, Drama Club Fag, Football Player, Frat Boy, Geek, Kid From The Wrong Side Of The Tracks, Nerd, Prom Queen Material, Slut, Sorority Girl, Teachers Pet, Troubled Teen, etc.

## Gimmicks

Gimmicks work normally. However, as with all the other words, some Gimmicks may only be available to certain types of characters, and certain character concepts may require minimum Numbers. Also, in some cases (especially when creating monster characters), it may be necessary to come up with some definite mechanics describing how certain Gimmicks work. A few examples are given below.

Photo by sjmck



## Destiny

The Powers have decided that the character has a destiny. In all likelihood, the character has no idea what this destiny is, but he can't die until his destiny is fulfilled (or until the Powers give up on him). When the character is reduced to zero Health Points, he may roll this Gimmick in addition to the Body roll that all important people get. If the character still dies, he gets to make another Gimmick roll. If this roll is successful, he dies normally, but is returned to earth at some later date (possibly not as a human). The GM decides the details of the character's return.

## Energy Attacks

Some Gimmicks allow the character to throw bolts of lightning, tongues of fire, magical energy, or some other deadly thing at opponents. When this happens, the character attacks using his Gimmick Number. The Damage Bonus for such an attack is equal to 1/3 of his Gimmick Number.

## Energy Drain

The character can drain another person's life energy. To do so, he must touch the victim (if the victim is avoiding him, roll as an attack). Once the character has touched the victim, he makes a Gimmick roll each round, resisted by the victim's Nerve score. If the victim loses the roll, he loses a Health Points equal to the difference of the rolls.

## Hard to Kill

The character cannot be killed by normal means. This does not mean he can't get hurt--he still takes damage normally, but when he reaches zero Health Points he just falls unconscious (or in some cases assumes spirit form or some other weird thing). To actually kill the character, you have to hit some weak spot--cut off his head, break the big gem in his skull, etc. In order to be killed, the character must take damage

equal to his Gimmick Number from a single attack. If this happens, the character is dead, regardless of how many Health Points he has left. If he's an important person, he gets the usual Body roll to stay alive, and may make a Gimmick roll if the Body roll fails.

## Mind Invading Powers

A number of Gimmicks give characters the ability to mess with other people's minds. In order to muck about in the mind of an unwilling victim, the character must make a Gimmick roll resisted by the victim's Nerve roll.

## Regeneration

The character regenerates. Every round, the character may make a Gimmick roll (unless he's at full Health Points, obviously). If the roll succeeds, he automatically regains a number of Health Points equal to 1/3 of his roll. The character can also re-grow lost body parts, but the process takes a while (GM decides the details). If reduced to zero Health Points, the character dies just like everybody else.

## Super Witch

The character is naturally talented in the use of magic. If the character doesn't have a magical Job, he may use his Gimmick Number as his default roll for spell casting. If the character does have (or decides to learn) a magical Job, all spell DNs are reduced by 1/5 his Gimmick Number, and the character pays only one-half the normal Yum Yum cost for casting spells.

## Suggested Gimmicks

Animate Dead, Clue Magnet, Cool Under Pressure, Contacts, Danger Sense, Duct Tape & Chicken Wire, Electrokinetic, Empathy, Everybody's Buddy, Healing Powers, Incorporeal, Intuition, Invisibility, Lightning Reflexes, Ladies' Man, Lucky, Master of Research, Medium, Minions, Nerves of Steel, Photographic Memory, Possession, Prepared, Pyrokenetic, Resources (specify

type--magical library, high tech toys, etc.), Rich, Shapeshifter, Super Strong, Telekinetic, Telepathic, Teleportation, Tougher Than Leather

## Weaknesses

Pretty much the same things I said about Gimmicks apply to Weaknesses. Here are some sample Weaknesses:

### Aurora's Curse

The character is a walking, talking plot device. Whenever the GM needs something to happen to the character entirely for plot reasons (he needs a character to get kidnapped by the monsters, wander off alone to get attacked, contract a mystical disease, etc.), the player must make a Weakness roll. If the Weakness takes effect, whatever even the GM is trying to contrive happens automatically--the character gets no chance to resist.



Photo by sjmck



## Demonic Appearance

The character looks like a monster (probably because he is one). Whenever he encounters someone who doesn't know him, he must make a Weakness roll. If the Weakness takes effect, the person he encounters reacts appropriately for someone who's just seen a monster--running away, screaming really loud, attacking, etc. If the character attempts to hide his demonic features, the roll to do the hiding is resisted by a Weakness roll. If the character can shift from demonic to human appearance (like vampires and Boyle), he's not allowed to take this Weakness.

## Magic Addiction

The character is addicted to magic, and has the urge to use spells to solve every little problem. Whenever the character attempts not to use magic (or just whenever the GM thinks he should be jonesing for a little mystical stuff), he must make a Weakness roll to hold back. Additionally, the magic addict's constant use of spells causes him to become irresponsible with the power. In game terms, this means that his spells are more likely to have unwanted consequences.

## Werewolf

The character is a werewolf. On the three nights of the full moon each month, and whenever the GM rules that he is sufficiently stressed out (it takes less and less stress as the moon gets fuller), he must make a Weakness roll. If the Weakness takes effect, he assumes wolf form and completely loses control. When a character first acquires this Weakness, it has a Number of 19. If a starting character uses all the Yum Yums he gets for having the high Weakness Number to reduce the Weakness Number, he ends up with a Number of 14 with 2 Yum Yums left over.

## Suggested Weaknesses

Abandonment Issues, Alcoholic, Batshit Crazy, Behavior Modification Chip, Big Spaz, Coward, Cursed, Dames, Danger Junkie, Dirt Poor, Enemies, Getting Too Old For This Shit, Haunted,

Heart of Gold, Handicapped, Incorporeal, Kleptomaniac, Klutz, Love's Bitch, Punching Bag, Trouble Distinguishing Between Fantasy & Reality, Unlucky, Victim of the Past

## Gimmick/Weakness Note

When creating Demons, Vampires, and other Supernatural characters for the Zoverse, the character's initial Gimmick and Weakness (the ones everyone gets at a rating of 10 to start out with) should NOT be the standard powers and vulnerabilities of the of the supernatural type (those are all extras). For example, Pike's initial Gimmick and Weakness would be "Contacts" and "Love's Bitch."

## Skills

The same stuff I've said about all the other words so far applies to skills as well.

## Suggested Skills

Acrobatics, Acting, Archery, Axemanship, Board Games, Bowling, Breaking & Entering, Chess, Comic Book Trivia, Computers, Conspiracy Theory, Cooking, Dancing, Demonology, Dodging, Driving, Drawing, Electronics, Eavesdropping, Fashion Sense, First Aid, Football, Gay-Dar, Gilbert & Sullivan Lore, Golf, Hypnotism, Interrogation, Intimidation, Investigation, Knife Fighting, Latin, Lurking About, Martial Arts, Occult History, Omen & Prophecy Interpretation, Online Trading, Poker, Punning, Research, Self Defense, Spell Casting, Seduction, Shooting, Singing, Staking Vamps, Sumerian, Survival, Swimming, Sword Fighting, Tracking, Video Games

## Weird Skills

Some skills aren't really so much things you learn as things you can do. Some of these skills are only available to certain character or monster types (witches, vampires, etc). For example, magic-using characters may take skills in certain

types of spell casting (Curses, Demon Summoning, Telekinesis) and some monsters can get skills in things like Heightened Senses and Claw Attacks. Other unusual skills (Aura Reading, for instance) may be taken by any character with the GM's approval.

## Flaws

Flaws are something new. Essentially, they're "anti-skills"--little personality quirks and minor disadvantages. Some flaws are basically weak versions of Weaknesses. They work just like skills, but instead of giving the character a bonus, they give him a penalty (like skills, the range is 1-5). Taking flaws gives the character extra Yum Yums to spend during character creation. The number of YYs a character gets from Flaws is calculated by adding up the negative modifiers for all flaws and dividing by 2. So, if a character's flaws are Frog Fear -3, Spaz -2, and Can't Carry A Tune in a Bucket -3, she gets 4 Yum Yums.

### Suggested Flaws

Addicted to *Passions*, Bad Driver, Bad Liar, Bad Luck With Girls/Boys, Bunnyphobia, Clumsy, Color Blind, Complete Lack of Common Sense, Computer Illiterate, Demonic Features, Doesn't Get Around Too Well, Ditzy Blonde, Everybody's Butt Monkey, Foot In Mouth Disease, Frequent Victim of Dramatic Irony, Greedy, Grumpy, Gullible, Hard of Hearing, Has Seen The Softer Side Of Sears, Heavy Sleeper, Homely, Impulsive, Motion Sickness, Nearsighted, Paranoid, Rude, Short Attention Span, Shy, Squeamish, Stubborn, Swimmer's Ear, Weak-willed, Uncool

## Traits

Traits, for lack of a better explanation, are "Unrated Gimmicks and Weaknesses." A trait is a (usually supernatural) benefit or vulnerability that works in a predictable manner and doesn't require a roll--a Hunter's accelerated healing, for example. Traits that are useful are called "Perks" and cost Yum Yums. Traits that are negative are

called "Limitations" and give the character more Yum Yums to spend (just like Flaws). Some traits are neutral and don't cost or grant Yum Yums. Just about anything, from the existence of a soul to the character's hair color, can be considered a trait, so don't even bother trying to come up with a full list. Just mention the ones that are unusual, supernatural, or potentially useful/limiting.

## Perks

### Accelerated Healing

The character's natural rate of healing is accelerated, meaning he recovers Health Points daily (instead of weekly, like most folks). If the character requires a full day of bed rest to heal, this trait costs 5 points/Health Point recovered. If a good night's sleep is enough, it costs 10 points/H.P. and the rate of recovery is doubled for each full day of bed rest. These points are in addition to the normal H.P.s everyone gets for rest and medical treatment. (Example: If a person recovers 2 H.P. per day of bed rest, he gets back 15 H.P. for a full week of bed rest, 16 H.P. for a week under doctor's care, and 17 H.P. per week spent in a hospital).

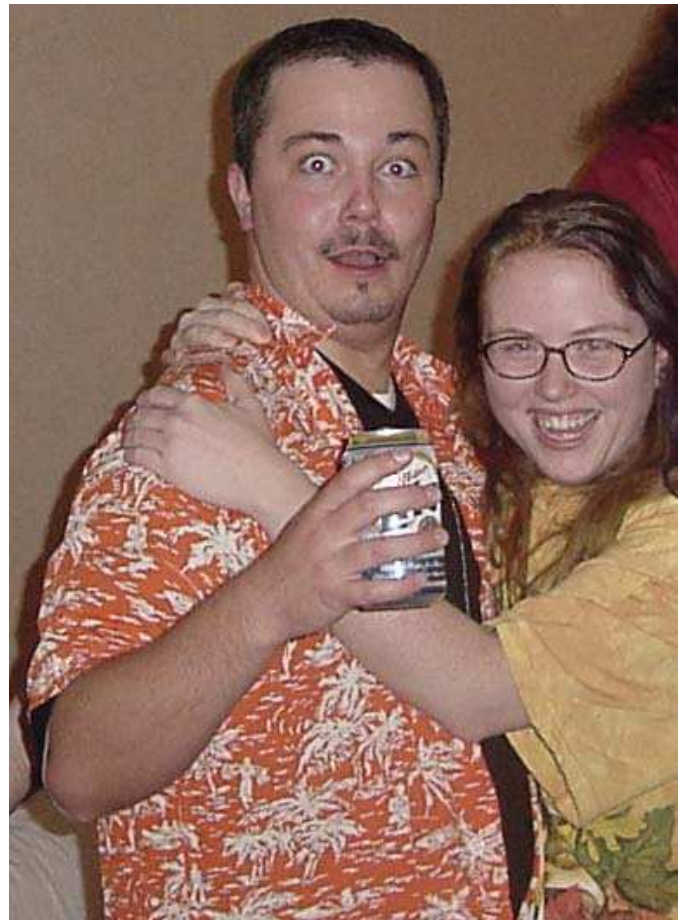


Photo by Dale Ryan

## Immunity

The character doesn't take damage from certain kinds of attacks, or is immune to certain spells or afflictions. The cost of the immunity depends on how broadly or narrowly defined the immunity is. A few examples are on the table below.

Immunity is...	Example	Cost
Specific	"A Dethwonk can't be killed by decapitation."	10
Vague	"A vampire's mind casts no reflection."	20
General	"Immune to fire."	30
Broadly Defined	"Can't be harmed by normal weapons."	40
Nigh Invulnerability	"Immune to all physical attacks."	50

## Natural Weapon

The character has claws, teeth, or similar natural weapons. The cost of this trait is 5 points per Damage Bonus of the weapon. The character uses his Body Number to attack with a natural weapon.

## Poisonous

The character transmits some kind of toxic substance, either through his natural weapons or in some other way (spitting, for instance). The cost of this trait depends on what it does: Poisons that just cause damage (acidic spit) cost 5 points per Damage Bonus; Poisons that cause paralysis, hallucinations, and similar effects cost 20 points. A poison that just kills the opponent outright costs 50 points.

## Resilient

The character is naturally resistant to physical damage. This could be because of natural armor covering the character's body (like Skippy) or supernatural powers (like Zoe). In any case, the character is treated as if he were wearing armor. The cost of this power is 10 points per point of the effective armor rating.

## Unusual Parts

The character has some kind of weird body part. The GM decides the cost of the part, based on its

usefulness. Jolgrae's elongating prehensile tongue would probably be 5-10 points, while a fully functional set of wings would cost 20 points or more. Useless unusual parts (Jolgrae's tail, for example), cost nothing.

## Limitations

### Power Restriction

One of the character's abilities is restricted or limited in some way. The Yum Yum refund for a power restriction depends on how limiting the restriction is, and is usually based on the cost of the ability.

Restriction is...	Example	Yum Yums
Annoying	Must assume "demon face" to use powers.	1 Yum Yum
Inhibiting	Anna's teleportation in season seven, which can only be used for "official demon business," or Bjorn's empathic abilities, which don't reveal very much unless the subject is singing.	$\frac{1}{4}$ Ability Cost
Oppressive	Anna's wish-granting power, which requires "demon face," can only be used for vengeance, requires the subject to make a wish, and can't be used on oneself.	$\frac{1}{2}$ Ability Cost

### Supernatural Compulsion

The character is mystically required to do something (or avoid doing something). The character cannot ignore the compulsion--if he tries to, mystical forces will enforce the taboo. A vampire's restriction against entering a house without an invitation is an example of a Supernatural Compulsion. Most Supernatural Compulsions are worth 5 points, but extremely restrictive ones may be worth more Yum Yums.

### Unwanted Side-Effects

One of the character's abilities causes unwanted side-effects. Unlike an "uncontrollable powers" weakness, the side-effects of limited powers are

predictable and always take effect. Like power restrictions, most side-effects are based on the cost of the ability. The table below gives a few examples.

Side Effect Is...	Example	Yum Yums
Annoying	Pyrokinetic abilities that cause a temperature increase when you're upset	1 Yum Yum
Problematic	Sympathetic healing, which heals another person but causes damage to the healer.	$\frac{1}{4}$ Ability Cost
Detrimental	Jen Raider's electricity powers, which can't be turned off.	$\frac{1}{2}$ Ability Cost

### Vulnerability

The character takes extra damage from a particular type of attack, or can be harmed by something that doesn't hurt most people. The character gets 2 Yum Yums for every +1 DB that the attack causes (per successful attack for normal weapons, per round for things like sunlight and holy water). If the vulnerability ignores the "Hard to Kill" Gimmick, it's worth an extra 5 points.

## Neutral Traits

### Doesn't Cast A Reflection

The vamp's lack of a reflection is occasionally useful and sometimes problematic, but usually just doesn't matter too much.

### Demonic Blood

Since the unusual properties of a demon's blood are generally useless to the demon himself, it doesn't have any Yum Yum cost or refund. The exception is if the blood is the catalyst for a particular power, in which case the character takes the appropriate Gimmick with a restriction of "requires character to spill his own blood" Restriction.

### Soul/No Soul/Saint's Curse

Since these are basically role-playing guides (Saint's Curse only comes into play if he does something that might give him true happiness),

they don't need any numbers and don't cost anything or give any YYs.

### Uncontrollable Visions

Precognitive abilities that the character has no control over (Boyle's, for example) don't cost anything, since they're completely ruled by GM whim. In fact, uncontrollable visions could be a Weakness in some cases--for example, Delia's visions, which were dangerous to her.

### Vamp Face

A vampire can assume "vamp face" at will. This can be used to intimidate or scare people (resisted Nerve roll). Vamp Face sometimes manifests itself when the vampire doesn't want it to--when he's angry, when he's hungry and smells blood, and so on. The character can make a Nerve roll (possibly against a difficulty number) to avoid switching to vamp face in such circumstances.

## Defining Traits

Lots of traits could potentially be described using any combination of game mechanics. When deciding which mechanics to use for a trait, go with the simplest mechanics that will accurately reflect how the trait is supposed to work. For example, both Bjorn and Clem have demonic features and can't take on human appearance through magic. Bjorn would probably have to take the "Demonic Appearance" Weakness, since it's awfully hard to explain away green skin and horns. Clem could get away with a "Demonic Features" Flaw, which affects any rolls he makes to look human or convince people he has a skin condition. Another example is Hunter and Vamp superpowers. You could have them take "Superhuman Strength," "Lightning Reflexes," and "Tougher than Leather" Gimmicks, but it's a lot easier to just let them have superhuman Body Numbers.

## Other Words

Health Points, WWPHITM?, Tag Line, Dumb Fact, and Yum Yums work normally.



# Creating Not-Quite- Human Characters

If you want to play a demon, robot, Hunter, or other not-quite-human character, you and the GM will have to figure out how to represent the character's powers and weaknesses in game terms. You'll also want to come up with lots of interesting details about the character. For demons, you'll want to figure out weird cultural practices, strange quirks of biology, and what the character's home dimension is like. For robots, you'll need to figure out who created the character, what it was intended for, and whether there are any interesting design quirks. If you create a new type of character (a new demon breed, type of robot, etc), you should start by creating a "basic package" containing the traits common to all members of that race/series/whatever. This will make the GM's life easier if he wants to have your evil twin or long-lost enemies show up. Below are two of the most common "packages" of the Zoverse: Hunters and Vampires. If you want to play one of these types, start with the traits below (the cost is listed), then add on the extras.

## Hunter

**Body:** 17  
**Brain:** Any  
**Nerve:** 10  
**Job:** Hunter (8).  
**Gimmick:** Danger Sense (5).  
**Weakness:** Any.  
**Skills:** Sense Vampires +2; Stake Vampires +3  
**Flaws:** Any  
**Perks:** Accelerated Healing (2 H.P./Night's Sleep); Resilient (Armor Rating 2)  
**Limitations:** None  
**Neutral Traits:** None  
**Base Cost:** 120 Yum Yums

## Vampire

**Body:** 17  
**Brain:** Any  
**Nerve:** Any  
**Job:** Any  
**Gimmick:** Hard to Kill (10)  
**Weakness:** Any  
**Skills:** Heightened Senses +2  
**Flaws:** Any  
**Perks:** Doesn't Have To Breathe, Mind Casts No Reflection, Immune to Disease, Accelerated Healing (2 H.P./Night's Rest), Resilient (Armor Rating 1), Natural Weapon (Teeth, Damage Bonus +1, Must be in Vamp Face)  
**Limitations:** Supernatural Compulsion (Invitation); Vulnerabilities: Wood +3; Fire +2 (Ignores Hard to Kill); Sunlight +5 (Ignores Hard to Kill); Christian Holy Objects +1  
**Neutral Traits:** No Reflection, Sterile, Vamp Face, No Soul, Body is Dead (Room temperature, no pulse or heartbeat, etc), Must Drink Blood.  
**Base Cost:** 140 Yum Yums



Photo by Evocateur

# DOING STUFF

Most of the stuff you do in a Zoverse game is just like the stuff in a normal Q2E game. See the appropriate chapter of QAGS for more information. The information below gives you some more detail on a few of the activities that are common to the Zoverse.

## Research

From time to time (ok, most of the time), Zoverse characters are going to have to hit the books. Since most monsters, prophecies, and such don't stop what they're doing so the heroes can figure out their weaknesses, time is usually of the essence. Here's the basic procedure for figuring out if the characters find out anything and, if so, how long it takes. These rules assume that the character has access to the appropriate research materials (a Sentinels's book collection, a computer, whatever). If the GM does not feel that the character's resources will allow them to discover the information, he can either give them a penalty to all rolls or rule that they'll have to find some other way to find the information.

For information that's relatively easy to find (matters of public record, for example), the character just rolls the appropriate skill. If the roll is a success, the information takes  $(120 - (5 \times \text{Roll}))$  minutes to locate. If the roll fails, the character wastes two hours and doesn't find anything useful.

For more obscure stuff, the GM sets a Difficulty Number. Unlike most DNs, this is not the difficulty of successfully completing the task (finding the answer). It's just the DN of finding leads and relevant information. To actually find the answer, the character must make a set number of successful rolls, based on the DN. The table below gives guidelines.

For every two hours a character spends researching a topic, he can make the appropriate roll (research, demonology, hacking, etc.). If the character doesn't have an appropriate Job, Gimmick, or Skill, he makes a default Brain roll. If the roll succeeds, the number by which the roll beat the DN determines how much information the character finds, as shown on the table below. If the character fails the roll by more than 5 points, he's followed a false lead and receives a -1 penalty to his next roll for every 5 points by which the roll failed. The GM should give the players bits and pieces of the puzzle as they rack up successes.

Roll - DN	Progress
0 - 5	Lead
6 - 10	Insight; +1 to all future rolls.
11 - 15	Discovery; +2 to all future rolls.
15+	Breakthrough; +3 to all future rolls.

## Non-Research Skills

In some cases, a character may be able to help with research by doing something other than digging through books or computer files. For example, a character with the "Detective" Job may find information on a crime scene that will help the folks doing the research, or a character may hear something relevant through the grapevine by making a "Contacts" Gimmick roll. Usually, these non-research research rolls can only be attempted once for each research subject.

### Example

Luke, Bianca, and Sparky are attempting to figure out how to locate and kill the demon who attacked them last night. The GM decides that since this is a rare demon, the DN will be 10, meaning that the characters will need 5 successes to find the information they

Information is...	Example	DN	Successes Required
Esoteric/Confidential	Information about common demons.	5	5
Cryptic/Classified	Information about another dimension.	10	10
Arcane/Top Secret	The true name of God.	15	15

need. While Luke and Bianca hit the books, Sparky goes to the site of the attack to look for clues. He gets a successful 11 on his "Singing Cop" roll and finds a glowing blue substance on the ground. Meanwhile, back at the library, Bianca fails her roll, but Luke gets a successful 16 on his "Bisexual Sentinel" roll. He finds a reference to a "Weyd'n Demon" that sounds like their guy. The group now has 2 of the 5 successes it needs, and is ready to start the next round of research. Now that they know the name of the demon, things will be easier--everybody gets a +1 bonus. All three get successful rolls higher than the DN, giving them the five successes they need. They find an entry for the demon in one of the books that tells them its powers and weaknesses, along with the fact that it eats rusty metal. The group arms up and heads for the abandoned steel mill outside of town.

## Casting Spells

*"Sometimes I think about two girls doing a spell...and then I do a little spell myself"--Alex*

There's a good chance that at some point one or more of the characters in a Zoverse game will want to use magic. This makes perfect sense, since the Zoverse is chock-full of witches, wizards, demons, and other folks who are fun at parties. This section tells you how to handle casting spells in the Zoverse.

## Step 1: Determine the Spell's Difficulty Number

A spell's base Difficulty Number is based on the type of spell being cast and the magnitude of the desired effects. A few things to consider when assigning a DN to a spell are:

- **How badly does the spell violate the laws of nature?** A spell whose effects could just as easily be achieved through normal means (closing a door with telekinesis, for example) will be easier than one that violates all laws of nature (raising the dead, for instance).
- **How far-reaching are the spell's effects?** The larger the area/group affected by the spell, the harder it will be to cast.
- **How difficult is the spell to resist?** A spell that works automatically will have a higher DN than one that allows the target(s) to make a roll to resist.
- **Must any conditions be met in order to trigger the spell (other than the ritual)?** Spells whose effects require certain "trigger" conditions to be met (seeing a talisman or drinking a poition, for example) before taking effect will be easier to cast than those that take effect automatically.
- **How difficult is it to break the spell/how long do the spell's effects last?** Spells whose effects wear off or can be broken are generally easier to cast than spells with permanent effects.

Photo by Vanhap



SAMPLE DIFFICULTY NUMBERS FOR SPELLS	
Spell Examples	DN
Telekinesis; Summoning little Tinkerbell lights; Revoking a vamp's invitation	1
Summoning/Binding spells; Locator/Detection spells; Curses	5
Animating zombies; Shape changing; Barrier spells; Mind/Emotion control	10
Raising the dead; "Calling" all Quiescent Hunters; Altering history	15

DN	Time	Incantations	Gestures	Ingredients	Yum Yums
--	1 Round	None	None	None	1
1 - 10	DN x 1 Round	Easy	Easy	Common	2
11 - 14	DN x 5 Minutes	Average	Average	Uncommon	5
15+	DN x 10 Minutes	Difficult	Difficult	Rare	10
--	DN x 20 Minutes	Very Difficult	Very Difficult	Trial	15

## Step 2 Determine Ritual Requirements & Yum Yum Cost

All spells have ritual requirements and Yum Yum cost based on the DN of the spell, as shown above.

Characters with an appropriate Job (wizard, witch, etc.) may change the ritual in the following ways:

- For each column of the table moved up a step, reduce the spell's DN by 2. For example, a character can reduce a DN of 10 to an 8 by using rare ingredients.
- For each column of the table moved down, increase the DN by 3. For example, if the character tries to cast a DN 15 spell using "Average" gestures, the DN goes up to 19.
- The character may move any column of the table down by increasing another column the same number of steps. For example, a character may cast a DN 10 spell without any incantations by using uncommon ingredients.
- The maximum number of "steps" by which any column of a ritual can be changed is equal to the character's Job Number divided by 5.

### Ritual Descriptions

#### Incantations

**Easy:** The incantation for the spell is very short or does not have to be overly precise. The character automatically gets the incantation right if the roll to cast the spell succeeds.

**Average:** The incantation must be very precise. If a copy of the incantation is not available when the

spell is cast, the character receives a -2 on her casting roll.

**Difficult:** The incantation must be very precise and spoken (and pronounced correctly) in a foreign language. If the character does not have a skill in the appropriate language, she receives a -2 penalty to her roll. She receives an additional -2 penalty if she doesn't have a copy of the incantation.

**Very Difficult:** The incantation is extremely difficult and must be spoken in a foreign (possibly demonic) language. The character must make a default Brain roll (plus appropriate language Skill Bonus) to recite the incantation correctly. If this roll fails, she receives a -5 penalty on her spell casting roll.

#### Gestures:

**Easy:** The character only needs to be able to move one arm or see the target in order to perform the required gestures.

**Average:** The character must be able to move freely in order to cast the spell.

**Difficult:** The spell requires complex or precise gestures. Performing them correctly requires that the character make a Body roll. In some cases, appropriate skills (dancing, for instance) may be used. If the roll fails, the character receives a -5 penalty on her casting roll.

**Trial:** The caster must allow herself to be tested during the ritual. The spell cannot be cast until the trial is passed. The GM decides the exact details of the trial, but a few possibilities are:

- Trial by Combat: The character must defeat someone/thing in combat.
- Test of Skill: The character must solve a riddle, win a game of chess, etc.



- **Trial of Will:** This is the type of Trial Red had to pass in order to bring Zoe back from the dead. The character must make a series of Nerve rolls resisted by the Cruel Forces of the Universe. If the character loses a roll, she takes damage as if she'd lost a combat roll. The rolls continue until the character is dead or until she's won a number of rolls equal to 1/3 the DN of the spell.

### **Materials:**

**Common:** The materials required for the spell are very easy to obtain. Examples: sage, spiders, sand, incense, candles, feathers, gourds.

**Uncommon:** The materials required for the spell are relatively easy to obtain (available at most magic shops). Examples: eye of newt, chicken feet, crystals, hair of the target

**Rare:** The materials for the spell are expensive or difficult to obtain. Examples: mummy hands, Zora eggs, precious gemstones, human skulls

**Very Rare:** The materials are nearly impossible to find. Examples: Urns of Apollo

## **Step 3: Cast the Spell**

In order to actually cast the spell, the character completes the ritual, spends the required number of Yum Yums. Other characters who assist with the ritual may contribute a number of Yum Yums to the spell equal to one-half their (successful) spell casting roll (non-spell casters use a default Brain roll). If the required number of Yum Yums can't be generated, the spell fails automatically.



Once the required number of Yum Yums have been spent, the spell caster makes an appropriate (usually Job) roll against the spell's Difficulty Number. The GM may apply modifiers to the roll as he sees fit (a few suggestions are given below), and additional Yum Yums may be spent to improve the roll normally.

### **Possible Spell Casting Modifiers**

- The spell is being cast from a grimoire
- Spell is a specialty of the character's tradition
- An appropriate relic is being used to help focus the spell's power
- Magical conditions (the alignment of the stars, for example) are favorable/unfavorable
- The caster is being assisted in casting the spell
- Spell is being cast at an appropriate location (sacred site, Hellhole, etc.)

### **Describing the casting**

When the character is casting the spell, the player and GM should describe the cool special effects that usually accompany spell casting in the Zoeverse: changes to the caster's physical features (especially hair and eye color), freaky light shows, gusts of wind, and the like.

## **Step 4 Determine the Spell's Effects & Consequences**

### **Effects of the spell**

If a spell succeeds, the GM determines its effects normally based on the difference between the character's roll and the spell's DN. If the spell fails, it will probably still do something: If the roll fails completely, it's likely that the spell will have the exact opposite effect from what the caster intended. If the roll succeeds, but fails to beat the DN, the spell may have a partial effect.

### **Negative Feedback**

Whether the spell succeeds or fails, the caster may suffer from handling too much magical energy. If the number of Yum Yums (including

those spent to improve the roll) spent to cast the spell was higher the caster's Job Number, the caster suffers "negative feedback" from casting the spell. The form taken by the feedback effects are up to the GM. The character could suffer damage, suffer a penalty to rolls due to a bad headache, be knocked unconscious for a number of rounds, or suffer some other negative effect. The effects of this feedback (damage taken, penalty suffered, number of rounds unconscious, etc) are equal to the difference between the Yum Yums spent on the spell and the caster's number.

## Consequences

All spells have consequences, but in many cases they go unnoticed. If a spell fails, the consequences are usually felt in the way the spell plays out. If the spell succeeds, its consequences are usually related but separate from the spell's effects. It's up to the GM to determine the consequences of magic, based on the character's roll and the DN of the spell (more powerful spells will have more noticeable consequences). In general, if a character successfully casts the spell and beats the DN by 10 or more, the spell won't have any noticeable consequences.

## Magic System Questions

### How would the "Dark Red" thing work?

There are two possible answers to this one: (1) Red completely out of control was for all intents and purposes an NPC (just like a werewolf would be during wolf-outs) and therefore wasn't bound by the usual rules; or (2) lots and lots of Yum Yums.

### How did Zoe "bounce" May's mom's spell back at her with a mirror?

Mrs. Monroe rolled "20." Zoe rolled a "1." Quirky Success for the Hunter, Bad Break for the witch.



Photo by cronewynnd

## Reversing/Ending Spells

There are several ways to end or reverse spells in the Zoververse. The most popular are listed below.

- **Caster's command:** The caster of a spell whose effects are temporary can end the spell by making a successful casting roll. This only works if the spell was cast correctly in the first place.
- **Casting a spell:** It's possible to reverse or end a spell's effects by casting a counter spell. In some cases, the character will be able to find a counter spell through research. In others, the character will have to create the counter spell. In either case, the more the caster knows about the original spell, the easier it will be to cast the counter spell.
- **Breaking a talisman:** If a spell's power is focused into a talisman, destroying the talisman will end the spell. Destroying items used in the casting of the spell will also sometimes end the spell. Examples include symbols used to summon things and items used to trap spirits or demons.
- **Destroying the source of the spell's power:** Some spells get their power from an outside source, and destroying the power source will end the spell. Examples include a demon's power center, idols of gods used in spell casting, and the demon tied to Jonny-boy's "Superstar" spell.
- **Fulfilling requirements set when the spell is cast:** Curses and some other spells end when certain requirements are met--for example, when the victim experiences a moment of true happiness.
- **Killing the caster:** In "The Wiccan," Gil says that you can end a witch's spell by cutting off her head.
- **Symbolically appropriate actions:** Performing a symbolically appropriate "reverse ritual" can sometimes end a spell. A good example is when Zoe used Andy's tears to close the Seal of Dancemaster. The murderer's tears are sort of a symbolic opposite of the murder victim's blood.



# Weird & Occult Science

Creating weird gadgets in the Zoverse uses a system similar to that used for research: The DN of the gadget represents not only the roll required, but the number of successes the character must collect in order to complete the thingamabob. The only major difference is that the time required for each roll is 2 weeks instead of 2 hours. The DN of a gadget should be based on how unbelievable it is by modern standards, as shown on the table below. The DN of any weird or occult gadget is reduced by 5 if it's being built on a Hellhole.

Gadget Weirdness	Example	DN
Conspiracy Theory	Monster tracking devices; Brain chips	5
Pulp	Rocket packs; Freeze rays; Invisibility rays	10
Science Fiction	Androids; Cerebral dampeners; Time-controlling lint	15

A character can reduce the DN of a gadget by using magic to explain its more unbelievable aspects. For example, if a character is building a robot, he could harness a ghost to provide the robot's "brain" and personality. Since the robot's apparent sentience is the biggest obstacle to its believability, the DN is reduced. The actual magic involved in trapping the spirit would be handled using the magic system.

## Combat

- There aren't any across-the-board rules modifications for combat in the Zoe game, but some types of monsters won't die by just reaching zero Health Points. Since vampires will likely be one of the most commonly encountered monster types, here's a primer for how the rules reflect the game world: Vamps don't die from reaching zero Health Points. They just fall unconscious. However, they can die from taking damage equal to their Health Points from fire or sunlight. In



Photo by Mattes



Photo by Digital Rampage

other words, say you've got a vamp with 15 H.P. If he takes 10 points from fire and 5 points from a sword, he's out cold but not dusted. If you then drag him out into the sunlight or do 5 points of fire damage to him, he's dusted.

- We've seen one case where a vamp died from massive holy water attack, but that was a special case, since Zoe tricked him into drinking the stuff. If you want a rules explanation, you can pretend that actually drinking holy water causes enough damage to a vamp in one round to overcome its Hard To Kill Gimmick. In reality, though, it's probably one of those cases where the GM (also known as Josh) decided that it was cool enough to bend the rules a bit.
- The other way to kill a vamp is to cause damage equal to its Hard to Kill Gimmick number. It's up to the GM to decide exactly how the kill happened based on the situation. If the character is attacking the vamp with a stake, then causing HTK damage means she pegged the vamp in the heart. If she's using something a little more slashy, it's probably a decapitation thing. If neither of these seems to make sense, you'll have to be more creative: she kicked him into one of those broken fence posts that vamps always seem to start

fighting around; she found some way to decapitate the vamp using whatever was handy (barbed wired, passing cars, forked tree branches and LOTS of pulling); or (if it's daytime) she managed to knock him right out into some fresh sunlight, in which case he'll probably flail for a round or two before he dies.

- Speaking of flailing, firey vamps, here's how to handle the mechanics for sunlight. When a vamp is exposed to direct sunlight, he makes a Body roll against the Cruel Forces of the Universe. If he loses, he takes damage as if he'd been attacked (with the damage bonus for sunlight added in). If he wins, he's managed to cover himself and get into the shade enough to avoid any damage. In some cases (usually when the vamp is complete cannon fodder or the PCs come up with a good idea to expose him to sunlight), the GM may rule that he doesn't get a Body roll on the first round because he's too surprised to take cover. If the vamps got something to cover himself with, the covering acts like armor. The armor rating should be somewhere between +1 (trying to hide under a jacket) to +5 (all skin covered except the eyes, which are covered by shaded goggles/glasses). Pike's blanky is +3.
- Since sunlight seems to lead to vampires catching fire, you can use the regular fire rules. On the first round a character is exposed to the sun, he gets an On Fire Number equal to the damage he took. If the character gets out of the sun, this is handled normally. If the character is still in the sun, he takes damage again from the sun AND that damage adds to his On Fire Number.

The most important thing about Zoe combat isn't really the rules, it's the description. While in some cases Zoverse characters get into good old-fashioned slugfests, fighting is usually a bit more elaborate--especially when Hunters are involved. Players and GMs should add in lots of cool flips, stunts, and the like. As long as the stunts aren't intended to have special effects (extra damage or whatever), there's no need to roll for them. If you think it would be cool for your character to somersault over a gravestone on her way to attacking a vamp, just say that she does it.



# YUM YUMS

Yum Yums in the Zoverse work as described in Q2E. A few things for which YYs might be awarded in a Zoe game include:

- Character makes a good reference.
- Character refers to a previous episode (of the campaign, not Zoe or Saint).
- Character coins an appropriately Wheatonesque term.
- Character lets his emotions get the better of him.
- Player comes up with an interesting subplot for the character (bonus points if it is the result of something that happened previously in the game).

## Character Improvement

Yum Yums can be used to improve a character as described in Q2E, with the following additions:

### Flaws

Flaws can be reduced by 1 by spending a number of Yum Yums equal to the Flaw's current rating.

## Perks & Limitations

Since Perks and Limitations are usually aspects of some supernatural heritage (Hunter, vampire, demon, etc.) they usually can't be changed once the game starts.

## New Gimmicks, Weaknesses,

## Perks, and Limitations

While these things can't really be "learned," it is possible for a character to get new ones as part of the story. The GM may also give characters new abilities and disadvantages even if there is not obvious reason within the story. In most cases, these are sort of Faustian deals that the GM offers the character ("I'll give you the Super Witch Gimmick right now, but if you use magic too often, you're going to become an addict" or "Sure you can have a soul, but it might cause a few unexpected problems...").

Photo by D'Arcy Norman



# STUFF

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"FEEBLE RECEPTACLE!"--Lief the Troll

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## Magical Stuff

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*"It has a purifying traits...cleansing abilities...possibly scrubbing bubbles."--Saint*

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There's all kinds of magical stuff in the Zoverse. Below are a few fun examples from the show.

### Kalithia Powder

When a person takes this drug, his dreams are subject to manipulation by anyone who happens to be the same room while the drugged person is sleeping (or who can communicate with the sleeper in some other way--through magic, for example). Assuming someone is actively attempting to control the sleeper's dreams, they make a Brain check resisted by the sleepers' Nerve roll to make sure the dream has the desired effect. If they fail, the sleeper will resist the dream--in essence, he "dreams his way out" of whatever suggestion/message/whatever the other person was going for. If the person attempting to control the dream has a way of monitoring it (through a psychic connection or spell), he can make additional rolls to get the dream back on track.

### Setrian Crystals

These magical batteries, once properly enchanted, contain "a millennia of stored energy."

### Demonic Drug

This partly mystical substance is never given a name--clinical or slang--but its synthetic ("man-made", or in this case, demon-made), has chemical and effective properties not unlike street PCP (including hyper-stimulating the demon's

adrenal gland), contains eye of newt (for the taste), and increases its user's strength 20 times. It's also highly addictive.

### Demonic Leash

These wrist cuffs, forged by ancient Roman sorcerers, work sort of like an electronic leash. When a demon wearing the cuffs passes beyond a pre-set magical barrier, he gets disintegrated. It is possible for a demon to reach over the line without getting zapped, but if more than half his body crosses the line, he's toast. The cuffs may be opened by threading a conductor through the locking mechanism (the Fang Gang used horse hair).

### Dragon Katra

When this stone or metal talisman is pressed between the palms of two people, there's a cool flash of light and the two people switch bodies. A person with the ability to read auras can recognize that something's not right with the person by making a successful roll. Close friends of the person whose body is being borrowed may also notice that something's wrong if the character behaves strangely (if the person in the borrowed body does something out of character, people who know the personality that belongs in the body get a Brain roll to notice that something's up). If the Katra is destroyed, the souls/spirits will return to their original bodies.

### Feruma Germina

This device, favored by the now-extinct Loth demon tribe, shoots out a bolt of energy that causes a person to split into two separate people (a successful attack roll is required). One of the doubles inherits all the strongest qualities of the person. The other gets all the weak qualities. If either half is killed, the other half dies as well. The device only works once.

## Slayer of the Dead

This is a poison that kills vampires. Once the poison is in the vampire's system, he must make a Body roll every hour. If the roll succeeds, he takes 1 point of damage. If the roll fails, he takes 1 point of damage and loses 1 point of his Body Number. When the vamp's Body Number reaches zero, he dies. The poison's effects can be reversed by draining the blood of a Hunter.

## Orb of Thessa

The Orb of Thessa is a temporary container for a soul.

## Morpheus

This enchanted opiate affects both vampires and humans, making it popular at vampire drug bite dens. Too much of the drug causes the junkie to go into a coma and experience a really bad trip, and can kill a human.

## The Library

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*"Alex, don't speak Latin around the books."--Gil*

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Sooner or later, you're going to need to make up the name of some ancient (possibly blasphemous) tome in the Sentinel's Library. Here are a few from the show to get you started: Barlow's Demon Index, The Black Diaries, The Book of Kelso, The Chronicles of Phedron, The Hegelstat Grimoire, The Complete Idiot's Guide to Evil, A Survey of Demon Dimensions, Cagilistros' Commentaries, Hebron's Archives, Hell's Children, Hofstader's Treatise on Multi-Dimensional Geometry, Howel's Paranormal



Encyclopedia, The Journal of Richmond Cain, The Winkler Volumes, The Labyrinth Maps of Crete, Myths of Vishnu, The Maggeddon Grimoire, Magic for Dummies, The Mendelbrott Text, Mystery of Arcadia, Necronomicon Ex Mortes, The Nathian Scroll, The Perdiam Codex, The Prophecies of The Mad Arab, Rhinehold's Compendium, The Santana Codex, The Hunter Handbook, Solemon's Compendium, The Octavious Manifesto, The Dusk Compendium, The Vampiricus Codex, The Sentinel's Diaries, The Writings of Tarsus.

## Scientific Stuff

And now for a few of the more interesting scientific inventions from the Zoverse...

## Behavior Modification Chip,

### NH\$ Version

The neutralization chip Pike has causes a jolt of pain whenever the chipped person tries to harm anything other than a demon. In game terms, the chip is treated as a Weakness. Whenever the character attempts to harm a non-demon, he makes a Nerve roll resisted by the Weakness Number. If he succeeds, he gets to make the attack. If he fails, the pain keeps him from attacking. In either case, the chip zaps the character, and the power of the zap is based on the violence of the chipped guy's attack. If the character is just punching, he takes 1 point of damage and is immobilized by pain for one round. If he's using a weapon, the damage and number of rounds immobilized is equal to the weapon's Damage Bonus.

## Behavior Modification Chip,

### Super Soldier Version

Since Tyler dug out his own chip pretty fast, the details of exactly how it works are a little blurry. It allowed RoboMonsterMan to control Tyler's movements. It's not really clear whether the chip is programmed to react to certain voices

(presumably Welsh would have also been able to control Tyler) or if there's some other requirement for controlling the chippee. In any case, when the chip is activated, the chipped person must win a Nerve vs. Weakness (Chip) roll or do whatever the commander tells him to. If he is not currently being commanded, he may make additional rolls in order to take independent action. If the character wins the roll, the difference between the rolls (treat failed Weakness rolls as zero) will determine what sort of action the character can take: 1-5--character can make small movements (give a signal, push a button); 6-10--character can make medium movements (pick up something, stand up); 11+--character can make any movement (attack, run, etc) The chip does not control the character's mind in any way, only his body.

## Mind Dampener

When this hybrid magical/scientific device is activated, the victim must make a Nerve roll at -5. If the roll fails, the victim must act in accordance to the wishes of the person who controls the dampener. The victim is dimly aware of what's going on, but has no control over her actions. Every hour, the victim may make another Nerve roll. If the roll succeeds, she regains control. If the controller attempts to make the victim do something suicidal or dangerous, the GM may rule that the victim gets another chance to break the spell.

## Ice Ray

This weapon does not cause any damage. Instead, it causes the victim to freeze solid. The victim's body is basically cryogenically frozen until defrosted. To use the Ray, the character must make a successful attack roll.

## Invisibility Gun

The invisibility gun, as the name suggests, turns the target invisible (successful attack roll to hit the target, no damage is caused). Unfortunately, if the gun is set to overload (either intentionally or because of a quirky success), it also causes the target's body to lose molecular integrity. For every hour the character is invisible, he must make a Body roll. If the roll fails, he loses 1 Body point. If

the characters Body Number reaches zero, he disintegrates. The invisibility may be reversed by another shot from the gun.

## Jet Packs

These nifty inventions allow the wearer to fly. In order to maneuver while in the air, the character must make a Body roll (the results of a failed roll are up to the GM). Another Body roll is required to land. If the roll fails, the character takes damage equal to the difference between the roll and his Body Number.

## El Rebotico Diablo

This is a devil that the robot built in the 1950s. Presumably it was defeated by Los Cincos.

## Vamp-Safe Glass

This is a type of tinted glass that filters out the components of sunlight that set vamps on fire while allowing the actual light through. It's also thirty percent more efficient than regular glass.

## Temporal Inhibitor

This little silver lint ball, when triggered by an alpha pulse sequence (whatever that is) causes the victim to experience time at the wrong rate. What seems like a few seconds for the inhibited character is actually minutes or hours of real time (the rate apparently increases the longer the inhibitor is in place). It's not really clear how other people interact with the character (it seems odd that Ertha would just wander off with Zoe acting strange), so if you decide to include it in your game, you'll have to figure out the details.

## Weapons

Most of the weapons commonly used by characters in the Zoeverse are covered in Q2E, and the rules there should allow you to figure out the DBs for the rest of them. A wooden stake, for example, is small and pointy, giving it a DB of +2 (+5 when used against vamps, thanks to their vulnerability to wood).



# RUNNING A ZOEVERSE GAME

Running a game set in the Zoverse is just like running any other game using QAGS, and the advice in the Q2E rulebook applies. However, there are a few concepts and elements that show up frequently in the series and therefore deserve special attention.

## The Zoe Formula

Most seasons of the Zoe TV show exhibit a story arc that follows a set formula. If you want to use the formula in your game, here's the outline:

## Zoverse Rules

- It's all about the characters. Everything else is secondary.
- Random monsters never kill major characters.
- Monsters are scary. Real life is scarier.
- There are no easy choices.
- There are always consequences.
- Most good guys have their own code of conduct, but these rules change when people they love are involved.
- Secrets rarely stay a secret. When they get revealed, see Rule #3.
- Love is never easy, and sex can be downright deadly.
- Bad parenting can screw a kid up for life.
- Large bureaucratic organizations are usually up to no good.

- A bad guy (who we assume is the main villain of the season) is introduced. He is a thorn in the Josie games side for the first half of the season.
- Around the middle of the season, the Josie Gang is betrayed by someone they trust.
- Immediately thereafter, bad guy whose been causing trouble so far is neutralized or destroyed.

## Structure

In structuring your Zoverse game, it might be helpful to treat the campaign as a TV show. Look at each session as an episode, each major story arc as a season, and the overall campaign as the series. Breaking the story down in this way will help you decide which elements and themes to focus during each segment of the story. It may also suggest what sorts of plot line are most appropriate.



Photo by Bella Bazooka

- At about the same time, the true villain for the season becomes apparent.
- The new villain is the Josie Gang's enemy for the rest of the season, but is defeated (often because an ally betrays him or her) during the final episode.

## Themes

Zoe and Saint deals with lots of different themes, but there are a few that show up on a regular basis. These are described in more detail below.

### Common Themes

#### Moral Ambiguity

There's a lot of gray area in the Zoverse, and characters often have to make tough choices about what's right and what's wrong. Zoverse characters are often called upon to choose the lesser of two evils, (literally) choose between saving an innocent and saving the world, and deal with former friends who have become (verifiably, in the case of vampires) evil.

#### Identity

Since Zoe stories are all about the characters, the question "who am I and why am I here?" is very important. Zoverse characters are constantly trying to figure out their place in the world. The fact that some characters are the subjects of ancient prophecies doesn't really help much, since these bring up the question of free will vs. destiny.

#### Power and Responsibility

As we learned from Ben Parker, these are closely related. This is even more true when it comes to things like Hunters and Vampires with souls. Thanks to all the moral ambiguity floating around, it's not always clear where the line between responsible and irresponsible use of power lies. The characters will have to decide for themselves, and deal with the consequences if they get it wrong.

#### Redemption

People who screw up and do bad things can redeem themselves in the eyes of others, but

coming to terms with their actions themselves isn't nearly as easy. The Powers are even harder to please, at least if Saint is to be believed when he tells Pike that no matter what they do, they're still damned.

#### Isolation

Zoverse characters (especially Hunters and other White Knights) are not like other people, and this makes it easy to cut themselves off from the rest of the world. Unfortunately, this can make them forget what they're fighting for.

## Plots

Since Zoverse plots tend to be sort of backdrops for characters development, lots of play time should be spent on character interaction. Still, you're running a Zoverse game, not a People With Superpowers Hang Out In A Coffee Shop game, so you'll want to come up with some monsters to fight and stuff like that. When possible, the plot of each session should be geared toward what's going on with the



Photo by Megaden



characters (and with the major bad guys for the current story arc) and what themes are being explored. A few common plot templates are described below.

## Altered Reality

Something is different about the world, and the characters have to deal with it. These are great for when the GM wants to completely change the world for some reason without having to keep that change in continuity. If you don't want to have to figure out the details of creating (and revoking) an alternate reality, you can always do this type of session as a dream sequence or hallucination.

## Bad Mojo

The characters have to deal with a magic-using baddie, a spell gone wrong, or some other magic-related occurrence.

## Creature Feature

This is the simplest, most basic Zoverse plot--there's a monster loose, and the characters have to stop it. Since it's so simple, this is a great choice for sessions where you expect to spend a lot of time on character interaction and development.

## The Real World

In this plot, the conflict has nothing to do with monsters and supernatural weirdness. Instead, the characters have to deal with some kind of real-world, human problem or event--paying the rent, finding a job, dealing with relatives, whatever.

## Supernatural Event

The characters find out that a mystical convergence, apocalypse, prophecy fulfillment or similar event is about to take place, and have to stop it (or stop the bad guys from using it to their advantage).

## Who Are You?

In this type of plot, one or more of the characters gets his identity hijacked, stolen, or altered in some way--through possession, mind control, body switching, doppelgangers, or whatever. The rest of the gang has to figure out what's going on and how to fix it. Obviously, this type of plot is great when exploring themes related to identity.

## Weird Science

This is the non-occult (or at least, not completely occult) version of Bad Mojo.

## Locations

In addition to the assorted graveyards, factories, and crypts where the monsters of the week like to hang out, you'll need to come up with a few recurring locations in the campaign. In many cases, the campaign set-up and characters involved will suggest these places, or the players will come up with them on their own. As the campaign progresses, some old locations will get destroyed or vacated and new ones will take their place (a new set each season is a good rule of thumb). The list below gives the basic types of locations you'll want to include in a Zoverse game.



Photo by Janeway216

## Home Base

This is the Josie Gang's headquarters. It's where they keep the books, the weapons, and the other stuff they use to battle evil, and where they gather whenever there's a problem (The library, The Bag of Tricks, Zoe's house)

## Actual Homes

You should also know where the characters live, because occasionally monsters will show up there. Some homes can double as Home Bases or Safe Houses (Alex's basement (and later apartment), Gil' swingin' bachelor pad, Zoe & Red's dorm room).

## Safe Houses

You'll also want to establish a few safe places that away from the Home Base where characters can hide out when there's trouble. In many cases, these will be the homes of the more powerful characters (Saint's mansion, Ozzy's cage, Pike's crypt).

## Hangouts

After a long day of fighting monsters, the characters will want to relax. You should establish a few places where they like to hang out during downtime. (The Brass, The Coffee Spout, UC Sunnyvale cafeteria).

## Bad Guy Hangouts/Bases

You should also decide whether there are any places where demons and other bad guys like to hang out, and where the recurring bad guys spend their time. (Billy The Snitch's Bar, The Alderman's office, The Dork Patrol's basement).

## Places Characters Go Regularly

Most characters will either have jobs or go to school, so it doesn't hurt to know a little something about where they work or matriculate, especially if the place happens to be EVIL (Sunnyvale High, The Program Base, The Triple

Meat Castle). Other places the characters visit regularly (magic stores, comic book shops, public records offices) don't have to be developed as much, but you should keep track of them just in cases your story calls for a file clerk that's possessed by a demon or something. Even if the GMC's never officially been introduced, telling the players that they recognize him will lend a bit of continuity.

## GMCs

Most Zoeverse games will include lots and lots of characters. Luckily, most of them are just bit parts, so you can get away with just a name and a vague personality ("You go over to the locker that's making the weird noises. You pull it open and find...that little dweeb Jonny-boy. The jocks must have stuffed him in here again."). In some cases, the players will supply minor GMCs ("This is starting to sound like one of my Uncle Roy's stories..."). When possible, keep up with these throwaway NPCs (especially the ones who show up regularly)--you might be able to use them later. Some GMCs are going to require a bit more detail. The major categories are listed below, but keep in mind that characters can do a lot of jumping around (Pike and Hope in particular have spent time in a lot of different categories).

- **White Hats:** These are people who aren't part of the core group, but occasionally help out the Josie Gang because they have similar goals, they're bored, or they need money. (The Program, Pike, Principal Stone).
- **Friends and Loved Ones:** These are people who aren't particularly useful when it comes to saving the world, but are important to the characters in other ways. They may or may not know that the characters are demon hunters. (Mom, May (pre-hamster/early post-hamster), Ertha (at first)).
- **Innocent Bystanders:** These are people who the characters don't know that well, but who probably don't deserve to get eaten.
- **Not-So-Innocent-Bystanders:** These are characters who probably do deserve to get eaten, but who the characters don't kill because they're human, mostly harmless, or occasionally useful. (The Delia-ettes, Principal Silar, Billy The Snitch).
- **Little Bads:** The little bad is the recurring bad guy who looks like the villain for the season, but who really isn't as cool as he thinks he is. Most Little



Bads die about halfway through the season, right before the Big Bad is revealed. (Pike & Drew, Professor Welsh, The Dork Patrol).

- **The Big Bad:** The Big Bad is the real villain for the season, and the guy that gets beat up during the season finale. (Saint, The Alderman, RoboMonsterMan).
- **Black Hats:** These are recurring villains, minions, and other bad guys who aren't one of the Bads. (Evan Raines, Lorificus's Minions, Melody).

## Monsters

With the exception of demons (who we'll get to in a minute), most monsters in the Zoverse come from some other source. So, if you need a new monster, your best bet is to steal one from somebody else. Make a few changes here and there to better fit the game and help keep players on their toes. If you don't have any immediate ideas, roll on the table below.

Roll	Steal A Monster From...
1 - 2	A comic book
3 - 4	A science fiction movie/novel/TV show
5 - 6	A fantasy movie/novel/TV show
7 - 8	A horror movie/novel/TV show
9 - 10	An episode of <i>Zoe</i> or <i>Saint</i>
11 - 12	Build your own demon (see below)
13 - 14	Real-world mythology/folklore/ghost stories
15 - 16	A fairy tale
17 - 18	Another RPG
19 - 20	A video game

## Building Your Own Demon

Most of the monsters encountered by Zoverse characters are demons. While some of these demons are loosely based on monsters from other sources, very few are immediately recognizable as borrowed. The amount of thought you'll need to put into your demon depends on what it's going to be used for. If it's just a monster of the week for the characters to kill, you'll just need to know how the players can track it and what it can do in a fight. If the demon's going to

be a recurring character, you'll need to come up with some more detailed information. The questions below should help you get started on creating a new type of demon. If you really have no ideas, there are some tables later on that you can roll on.

- **What does the demon do for kicks?** Is it into corrupting the innocent? Eating babies? Hastening the apocalypse? Just tearing shit up?
- **What does the demon look like?** What is its natural form? Can it pass for human?
- **Why is the demon here?** Was it summoned by a human? Sent by other demons to perform some task? Attending college?
- **What can the demon do?** How smart is it? What are its abilities? How does it fight? What powers does it have?
- **What are the demon's vulnerabilities?** How can the demon be killed/rendered powerless/sent home/otherwise defeated?
- **What else is known about the demon?** Throw in some weird dietary habits, biological quirks, historical information, or whatever else you can think of to make the demon a bit more interesting.
- **What's the demon called?** Give the demon some kind of name. Remember that demon names tend to have lots of hard consonants, letters that don't show up that often in normal words ("z"s, for example), apostrophes, and dashes.

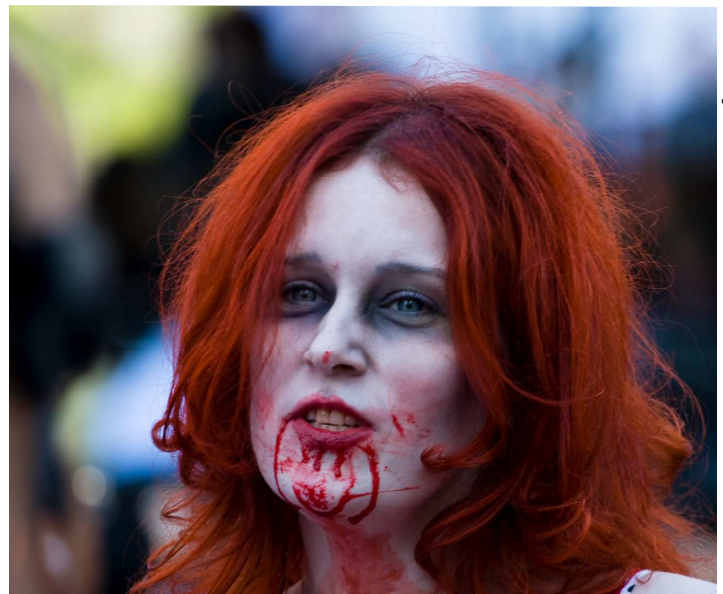


Photo by Josh Jensen

# Random Demonic Trait Tables

Note: These tables are mainly for humanoid-type demons. For monstrous demons, just mix and match monsters from other sources. You'll probably want to roll multiple times on some of these tables. Just keep going until you've got a more-or-less coherent demon, and drop whatever doesn't make sense.

What Does The Demon Do For Fun?		
Roll	Demon Type	Example
1 - 2	The demon is "balancing" (good) demon.	Yarble Demons
3 - 4	The demon just wants to live its life.	Slim
5 - 6	The demon enjoys power/control.	Stagram & Wolf Senior Partners
7 - 8	The demon is a predator.	Vampires
9 - 10	The demon is a corruptor.	Jim J. Boloch the Corruptor
11 - 12	The demon likes to destroy things.	Lief the Troll
13 - 14	The demon is a sadist.	Sinner
15 - 16	The demon is a mercenary.	Skippy
17 - 18	The demon is a trickster.	The Entertainer
19 - 20	The demon has a mission.	Revenge Demons

What Does The Demon Look Like?		
Roll	Demonic Features	Example
1 - 2	Animal-like Qualities/ Parts	Jolgrae, Discord Demons
3 - 4	Unusual Coloration	Bjorn, Boyle
5 - 6	Skin Condition	Revenge Demons, Slim
7 - 8	Spiky Bits	Boyle, Kukalak
9 - 10	Star-Trekky Growths	Torgo, Odin Mal
11 - 12	Unusual Skin (Armored, Scaled, Hairy, etc.)	Skippy, Snryal Demons
13 - 14	Extra Parts	Solarus the Destroyer
15 - 16	Freaky Proportions	Jarl Demons
17 - 18	Who knows? They wear big-ass robes.	Nannuktars
19 - 20	No Unusual Features	Vampires



Photo by Piotrus

Why Is The Demon Here?	
Roll	Reason For Stopping By
1 - 2	Because of a mystical event.
3 - 4	It's always been here; it's just been sneaky/trapped/napping until now.
5 - 6	Its' looking for something or someone.
7 - 8	Somebody summoned it.
9 - 10	It's after revenge.
11 - 12	To perform a ritual at a local blasphemous temple/Hellhole/whatever.
13 - 14	It's following someone or something's orders.
15 - 16	Just passing through.
17 - 18	Vacation.
19 - 20	To reproduce.

What Can The Demon Do?	
Roll	Demonic Power
1	Shoot Cool Energy Bolts
2	Alter Reality
3	Become Incorporeal
4	Mind Control/Possession
5	Teleportation
6	Telepathy
7	Immunities
8	Hard To Kill/Invulnerable/Immortal
9	Telekinetic
10	Cause Disease, Illness, Paralysis, Hallucination, etc.
11	Combat Abilities
12	Spell Casting Abilities
13	Human Job/Skills (Loan Shark, Assassin, Singer, etc.)
14	Shape Shifter
15	Drain Energy/Soul/Life Force
16	Natural Weaponry
17	Regeneration/Accelerated Healing
18	Has Access To Minions (Zombies, Mind Controlled People, Leprous Hobbits, etc.)
19	Precognition
20	Travel Through Diminsions/Open Portals

What Are The Demon's Vulnerabilities?	
Roll	Demonic Vulnerability
1 - 2	Supernatural Compulsion (Can be summoned, Must have invitation to enter, etc.)
3 - 4	Not Very Bright
5 - 6	Achilles' Heel
7 - 8	Physical Vulnerability (A werewolf's vulnerability to silver, for example)
9 - 10	Leaves Clues To Its Identity (Slime trails, Unusual Wounds, Symbols, etc.)
11 - 12	Can Be Easily Banished/Bound/ Rendered Powerless
13 - 14	Physically Weak
15 - 16	Human-like Weaknesses (Sense of honor, Hot temper, Insanity, etc.)
17 - 18	Power Limitations or Side-Effects
19 - 20	Moments of Weakness (Easier to kill while feeding/mating/hungry, Vulnerable at certain times or during certain events, etc.)

What Else Is Known About The Demon?	
Roll	Demonic Trait
1 - 2	Unusual Diet (Blood, Souls, Babies, etc.)
3 - 4	Weird Biology (No heart, Three spleens, Can't die by decapitation, etc.)
5 - 6	Blood (or other parts) Have Unusual Properties/ Powers
7 - 8	Bizarre Method Of Mating/Reproduction
9 - 10	Strange Form Of Locomotion (Floats above the ground, Burrows, Flies, etc.)
11 - 12	Does Something Weird When It Dies (Turns to dust, melts, etc.)
13 - 14	Has An Unusual Form Of Communication (Telepathy, Facial Tics, Color Changes, etc.)
15 - 16	Something About Its History
17 - 18	Something About Its Home Dimension/Culture/ Religion
19 - 20	Something About Its Personality/Goals



Photo by Angel dye





Photo by Mattes

### What Is The Demon Called?

**Note:** You'll want to "demonize" the name. If it still doesn't sound quite right, try adding demon, monster, tribe, clan, beast, order, or a similar word.

Roll	Name The Demon After	Example
1	An ingredient listed on something in your kitchen.	Ana-To Demon
2	Somebody you knew in high school or college.	Koh'lar Demon
3	A character in a novel, movie, TV show, or comic book.	Beast of Arathorn
4	Its role, appearance, or abilities.	Fire Demon
5	A celebrity, politician, or other public figure.	Dush'ku Order
6	A random word from a foreign-language dictionary.	Hapula Clan
7	A name from a list created by a random name generator.	Gaxalar Tribe
8	A religious, historical, or mythological character.	Order of Lazarus
9	A major corporation or brand name.	Kro-Gar Demon
10	An obscure holiday.	Samul Demon
11	A name from a foreign baby name list.	Devika Clan
12	A former teacher, professor, boss, co-worker, etc.	Choate Demon
13	A .dll file from your computer.	Occache Demon
14	An exotic dish or type of food.	Skamorza Demon
15	A bone, nerve, muscle, or other part of the human body.	Brachii Demon
16	An animal or plant (scientific names work best).	Maruka Demon
17	An anagram of one of your player's names.	Negithol Demon
18	A combination of two words that don't fit together.	Doomcrock
19	A word of jargon or code.	Tha'Cho Demon
20	A word from an atlas.	Nar'yan Mar Demon



# APPENDICES



# Appendix 1: SAMPLE CAMPAIGN

## Background

In early 2003, newly-appointed Sentinel Trevor Norris was assigned to track down and train a quiescent Hunter in the Ohio area. Shortly after finding the quiescent (whose name was Andrea Davies) and beginning her training, the pair came under attack by the Harbingers (though they didn't know who the attackers were at the time). To make matters worse, Trevor could not make contact with the Sentinels' Council. Trevor and Andrea managed to survive, and shortly after the attacks stopped, it became clear that Andrea had been called as the new Hunter. This was a good thing, since the Cleveland Hellhole suddenly became much more active.

A few months later, Trevor was visited by a young man named Andy, who told him about the spell that had activated all Quiescents (including Andrea) and the destruction of the Sunnyvale Hellhole, which could be the reason for the Cleveland Hellhole's sudden renewed activity. Andrew explained that a group of evil fighters from Sunnyvale, along with a handful of other surviving Sentinels who had been found, were attempting to track down and train the hundreds of Quiescents who suddenly found themselves with Hunter powers. Trevor and Andrea agreed to

help, and began recruiting people to help them do this while keeping the local Hellhole in check.

Trevor decided that he needed two "teams." One to fight Hellhole beasties and one to find and train Hunters. To keep his search team and the untrained Hunters out of the Hellhole's line of fire, he decided to ship them out to the far less dangerous city of Columbus, Ohio. The PCs in this campaign are members of this newly-formed "Columbus Branch" of this new and improved Sentinels' Council.

## Characters

### Courtney Priest, Vampire Hunter

**Body:** 17

**Brain:** 11

**Nerve:** 13

**Job:** Hunter (14); Future Prom Queen (14)

**Gimmick:** Danger Sense (11); Rich parents (10)

**Weakness:** Ditzzy Blonde (10)

**Skills:** Sense Vampires +2; Stake Vampires +3; Stealth +1; Bowling +2; Cheerleader +2

**Flaws:** Computer Illiterate -2

**Perks:** Accelerated Healing (2 H.P./Night's Sleep); Resilient (Armor Rating 2)

**WWPHITM?** Amanda Seyfried

**Tag Line:** "Can we please stop worrying about finding the Orb of Watchamacallit long enough to figure out what the heck this glowy thing is?"

**Dumb Fact:** Drives a brand-new SUV.

Courtney was the first Hunter that Trevor's newly-formed Columbus team managed to locate and train. As such, she's the resident Hunter-in-charge, helping the others with training and leading the charge when bad guys show up. Courtney is currently a junior at a prestigious private school in Columbus. She's not a great student, but she's active in school events and very popular. Her father is the head of Megabank Ohio's real estate division, where her mother also works. Neither of Courtney's parents knows she's a Hunter.



Photo by Stu Spivack

## Marshall King, Junior Sentinel

**Body:** 12

**Brain:** 14

**Nerve:** 12

**Job:** Shop Keeper (10); Army Reservist (14)

**Gimmick:** Everybody's Buddy (13)

**Weakness:** Dames (13)

**Skills:** Amateur Occultist +3; Latin +1; Role-Playing Games +2; First Aid +2

**WWPHITM?** Sam Jones III

**Tag Line:** "She's great! She's a vampire, isn't she?"

**Dumb Fact:** Allergic to shellfish.

When he was in high school, Marshall took a part-time job at Mojo World, a magic shop and occult bookstore owned by his Uncle Gus. After graduation, he joined the Reserves to earn some extra money for college, but kept working at the store when classes and duty allowed. When Gus died, Marshall inherited the store, and was forced to drop out of school in order to run the shop. Marshall started dabbling in the occult, and as can be expected a spell eventually went very wrong, summoning a rather nasty demon. The demon was drawn to the Hellhole in Cleveland, and Marshall followed it there, where he met Andrea and Trevor. The three managed to banish the demon and Trevor sent Marshall back to Columbus with a stern warning. A few months later, Trevor asked Marshall to head up the Columbus team. It seemed like the right thing to do, so Marshall agreed.

## Justin Yeroshileff, Whiz Kid

**Body:** 10

**Brain:** 15

**Nerve:** 12

**Job:** Scientist! (14)

**Gimmick:** Master of Research (12)

**Weakness:** Addiction (Inhuman Amounts of Caffeine) (10)

**Skills:** Occult Science +4; Occult History +2; Karate +2; Fencing +3; Bowling +1

**Flaws:** Excitable -2; Talks Over Your Head -4

**WWPHITM?** Alan Tudyk on crack

**Tag Line:** "It's all very simple, really. We can just reintegrate the flux capacitor so that the electromagnetic energy counteracts the mystical field of the orgone crystal, which will cause the

beryllium sphere to interact with the reticulating Hephaestus gasket, which of course will cause the..."

**Dumb Fact:** Likes to tell long, rambling stories about his Uncle Niles, who works for the NSA or something.

After graduating from MIT with PHDs in chemistry, computer science, and advanced electro-metaphysical engineering, Justin returned to his hometown of Columbus, where he set up his own workshop and lab with money from a number of fellowships and research grants. Since many of his projects include mystical components, he soon became one of Mojo World's most valuable customers. When Marshall started setting up his "Hunter Academy," he asked Justin to help out. Justin agreed in return for access to Marshall's occult library and contacts.

## Crystal, Mystical Robot

**Body:** 16

**Brain:** 13

**Nerve:** 11

**Job:** Robot Martial Artist (12)

**Gimmick:** Precognitive (14); Fearless (19)

**Weakness:** Incomplete Database (14): Crystal is limited to the knowledge in her database (which also doubles as her memory). This has the following effects:

- Crystal must make a Weakness roll before she can make any "general knowledge" type Brain roll that isn't related to her Job, Skills, or personal memory.
- Crystal can only do things outside of her programming if she's seen other people do them. If it seems unlikely that Crystal has seen the action performed, she must make a Weakness roll. If the Weakness takes effect, she can't perform the action.
- Whenever Crystal succeeds at an action-based default roll, she must make a Weakness roll. If the Weakness takes effect, she's performed the action correctly, but with useless results. **EXAMPLE:** Justin takes a sword wound to the stomach and loses consciousness. Since Crystal's the only one around, she attempts First Aid. She recently watched Marshall bandage a wound on



Courtney's arm, so the GM rules that she can attempt a default roll. The roll succeeds, but her Weakness takes effect. Crystal does the first aid properly, but she does it to Justin's arm. His stomach wound continues to bleed.

**Skills:** Fencing +2; Demonology +2; Movie Trivia +4; Math +5; Chess +5; Bowling +2; Navigation +4

**Flaws:** Acts Like A Robot -4

**Perks:** Resilient (Armor Rating 4); Cell Phone (built into her head)

**Limitations:** Limited Power Supply (must be replaced weekly)

**WWPHITM?** Kristin Kreuk

**Tag Line:** "I'm sorry, I don't understand what you mean. Could you say it again with clearer meaning and proper grammar?"

**Dumb Fact:** Is not "fully functional."

Crystal started life as a single-purpose robotic sparring partner for Justin. When he got involved with the Sentinels wannabes, he upgraded her with a human appearance, additional abilities, and artificial intelligence. The AI allows her to "learn," but since human behavior is so complex, she acts pretty strange by human standards. She can be programmed with new skills and knowledge, but this is very time consuming without a pre-existing database (such as the IMDB or Demons! Demons! Demons!), or software/hardware (like her chess program and GPS chip). Shortly after Justin completed the upgrade, Crystal started having psychic visions. At first, this was presumed to be some sort of glitch, but eventually Justin and Marshall determined that it was a side-effect of her power source (and also the source of her name), a crystal-like stone that forms in the brains of the precognitive Mewes Demons.

## Seth Lebowski, Demonic Zeppo

**Body:** 10

**Brain:** 12

**Nerve:** 9

**Job:** Stoner Dude (15); Street Musician (10)

**Gimmick:** Teleportation (14); Freeloading (12)

**Weakness:** Always Broke (12)

**Skills:** Bowling +4; Crossbow +2; Research +1; Music Trivia +5; Video Games +3

**Flaws:** Demonic Features -2; Bad Driver -4

**Perks:** Accelerated Healing (4 H.P./Night's Rest)

**Limitation:** Uncontrollable Teleportation--if Seth would really rather be somewhere else, he has to make a Nerve roll to stay where he is.

**WWPHITM?** Matthew Lillard

**Tag Line:** "Hey man, could I maybe borrow a couple bucks?"

**Dumb Fact:** Favorite Video Game: Grand Theft Auto

Seth thought he was just a normal guy until a couple years ago, when he sprouted small horns on his forehead and his hair started growing so fast he started to look like Cousin It. Then one day while he was at work wishing he home playing video games, he suddenly found himself at home playing video games. Since this resulted in the record store being open without any employees, he lost his job. Seth decided things were getting out of hand, and asked his buddy Joss for advice. Joss told him it sounded like magic, and told him to talk to the guys at Mojo World. Marshall quickly determined that Seth was a demon (or at least half-demon), but so far hasn't figured out the details. At some point, Seth offered to help Marshall out with "that whole cult thing or whatever you're starting" in return for a place to stay and help figuring out what he is.

## Locations

### The Farm

For the first few months, Marshall and the gang operated out of the back room at Mojo world, but they knew that eventually they'd have to find something a bit roomier. One day Courtney overheard her dad talking about a farm outside of town that his company had foreclosed on. The place was perfect, and with a little help from Seth (demonic squatters drive property values down considerably), Marshall was able to get the place dirt cheap (though he did have to put up Mojo World as collateral).

The farm is 20 acres, including woods, ponds, and even a stream. There are two houses on the farm. The main house has been converted into sort of a dorm for out-of-town Hunters in training.

The other house has been turned into sort of a command post, complete with a small library and a spare bedroom in case Marshall or Justin needs to stay overnight. There is also a mobile home on the property, which Marshall is currently letting Seth live in. The two barns have been set up as training rooms, a shed holds an assortment of spare weapons and equipment, and a building that was formerly a workshop of some kind has been claimed by Justin (though he hasn't moved in yet). The group hasn't figured out what to do with the grain silo yet, but think it might come in handy when they build the obstacle course.

## Mojo World

Mojo World is a small rare book and magic shop conveniently located in somewhat near downtown Columbus. While most of its income comes from selling crystals and Llewellyn Publications to trendy New Age types, the shop also has a small but reliable clientele of serious occultists. The fixtures in the store are old and makeshift, the building's barely up to code, and the sign consists of chipping hand-painted letters on the front window. This doesn't attract a lot of walk-in traffic, but Uncle Gus never thought of that as a bad thing, and Marshall tends to agree. The more exotic materials are kept in locked display cases or behind the counter, while the downright dangerous stuff is in a large safe in the office. There is a store room in the back. Marshall lives in an apartment on the second floor.

## Veroshileff Industries World HQ

At least, that's what the computer-printed sign in the front window says. Justin's office is located in small warehouse inside a relatively new industrial park. The front office contains a reception area (which serves as Justin's office) with two offices to the side. One of these has been turned into a computer lab. The other is Crystal's room, which she demanded shortly after the AI kicked in. The room is sort of a hand-me-down version of Courtney's bedroom (which Crystal once saw), complete with stereo, posters of boy bands, and a nice comfy bed (even though Crystal doesn't technically sleep). The warehouse space beyond is Justin's lab and workshop, and is filled with tools, gadgets, spare parts, and half-finished inventions. Most of the things here glow, bubble, oscillate, or make some kind of noise. A large bay door in the back leads to a loading dock.

## The Old Bag of Nails

This pub and restaurant is one of the top reasons Justin decided to move back to Columbus after graduation. They serve a variety of different dishes, but their specialties are fish and chips and anything fried. Whenever the gang decides to grab a meal, they end up here if Justin has any say in the matter.



Photo by Professor Betty

## China First

This place, located on Emslie Avenue, looks like a misbegotten combination of Chinese restaurant and sports bar. The parking lot is usually empty, except on the weekends. That's because the place is a demon bar, and most demons don't have cars. On the weekends, when some human customers actually show up, the more obviously demonic patrons are asked to use the private dining room (which can be entered through the kitchen without scaring the locals). The owners are a family of demons who didn't realize that the whole sports bar/Chinese place combo doesn't really work that well.

## Other Locations

- Courtney Priest attends an expensive private school and lives with her parents in one of the city's wealthiest subdivisions.
- Justin Veroshileff lives in a nice, new apartment complex near his office.
- Most of Seth's friends who haven't moved into the trailer with him live in a run-down old house in a bad part of town.
- There is a demon night club called Inferno-A-Go-Go in downtown Columbus. While not a regular, Seth knows a few people who work there.

## GMCs

A few GMC ideas for the campaign are given below. It's up to the GM to decide which category they fall into.

### Jo'sluag El A'ch, Demonic Club Owner

Jo'sluag El A'ch (better known as "Joe") is a Stegos Demon. He owns and operates the Inferno-A-Go-Go, an adult-themed demonic night club in downtown Columbus.

### Sion Angle, Occult Scholar

Nobody has ever determined what exactly Sion does for a living, but it involves linguistics and obscure books. Although some of these books are just ancient dirty joke collections, a sizable number contain occult knowledge. Whenever the gang needs to translate an ancient Assyrian spell or talk to someone who's read *The Diary of the Mad Greek* in the original Dutch, they consult Sion.

### Winston Barrett, Sentinel (?)

Winston Barrett recently approached both Trevor and Marshall, telling them that he represented the "true" Sentinels' Council, and that they should work for him. Andy identified Barrett as a member of the old Council, but was unaware that any form

of the organization still existed. He warned Trevor the Barrett was one of the old hard-liners, and cautioned against becoming involved with him. When Trevor declined Barrett's offer, Winston left in a huff and hasn't been seen since.

### Carrington Carver, Conspiracy Buff

Carrington Carver, an old high school buddy of Justin's, runs an alternative newspaper called *They Walk Among Us*, where he attempts to reveal the truth about the vast Vampire-Illuminati conspiracy's mind control satellites, takeover of international finance, and other nefarious schemes. Most demons think the paper is hilarious. Despite the tinfoil hat nature of his ravings, Carver does occasionally get something right.

### The Devil Girls, Demonic Informants

Individually known as Fate and Ivy, the pair Seth refers to as "The Devil Girls" are entertainers at Inferno-A-Go-Go. Since the place caters to



Photo by Danielle Blue



demons, they usually have a good idea about anything major that's going on in local demon circles.

## Clayton Donner, Demon

As a Negithol Demon, Clayton Donner feeds off the anguish, humiliation, and shattered dreams of humans. By working as a clerk at a major retail chain, Clayton can suck down all the negative emotions he needs without actually killing anyone. Killing humans doesn't really bother Clayton, but it leads to complications. Clayton is happily married to Elizabeth Donner, who has no clue that her husband is a demon.

## Dale English, Recovering Wizard

Dale English was once on the fast track to becoming one of the most powerful wizards who ever lived. Unfortunately, in addition to providing many wacky adventures (both real and imagined), the magic drove Dale mad. After years of recovery, Dale believes that he's finally managed to control the magical power within him. Pretty much everyone hopes he's right.

## Joss Fulton, Occult Detective

Joss Fulton is a hard-boiled private detective who specializes in solving magic-related crimes. Unfortunately, it's not a particularly lucrative business in Ohio, so he earns extra cash delivering pizzas and casting the odd enchantment until he finally lands the big case that will make his career. Joss practices a form of chaos magic that is highly unorthodox (even for chaos magic).

## The Hilltop Stalker

The Hilltop Stalker is a sort of boogeyman among the Columbus monster community. Most reports agree that The Stalker is cloaked, humanoid creature who speaks in menacing tones, and has a laugh that's frightening event to demons, but other aspects of the creature's appearance and powers vary widely. The Stalker has made it very clear that the Hilltop neighborhood belongs to him and is off-limits to all other monsters.



Photo by CC Wolf

## Nat Kish, Werewolf

Not long ago, Nat Kish was bitten by what he thought was a really big dog. About a month later, he woke up one morning chained up inside a grain silo. Some dude named Seth explained to Nat that he was a werewolf, but that was cool as long as he locked himself up when the moon was full. Nat replied that he "will probably do that."

## Bobby McCay, Demon Hunter

Bobby McCay hates demons. A lot. He has made it his mission in life to eliminate as many demons as he can before they drag him, kicking and screaming, to Hell (which he's pretty sure is a lot like Detroit). Bobby is not a team player and prefers to work alone, but does work with the Josie gang from time to time.

## Jake Miller, Picking Time Bomb

A few years ago, Jake was selected for a special assignment called "The Program," but the program was disbanded before he was deployed. Recently,

he started having medical problems, which resulted in him being discharged from the Army.

## Phil The Vampire

Phil used to be a salesman at a local paper company. Just when it seemed like things were finally lookin' up for ol' Phil, he was attacked by a vampire on his way home from working late one night. Unemployed, living in an abandoned crypt, and possessed of an uncontrollable thirst for human blood, Phil's finding it harder and harder to maintain his usual optimistic, go-get-'em attitude.

## Steve the Lobster Boy

Steve the Lobster Boy is a demon with a lobster-like head and claws. He goes by "Steve" because his real name is unpronounceable in human language and he's a fan of Steve McQueen movies. He hates it when people call him "Lobster Boy."

## Chris Strouse, Possible Mind Control Victim

Chris Strouse is a successful comic book artist, but recently something strange has been happening to him. A few months ago, Chris started experiencing "lost time." Then his credit card bills came in and, he discovered a number of large charges to a bunch of stores he's never heard of. Chris started checking out these places, most of which are magic shops. The people at the most of the stores remembered Chris, and in a few cases even recalled what he had purchased (though Chris didn't necessarily know what they were). Chris has no idea what he did with the expensive baubles after buying them or why he bought them in the first place.

## Parker Thomas, Evil Lawyer

Parker Thomas is a human lawyer, but hopes that he won't stay that way for long. He's heard all about Stagram & Wolf, and hopes to eventually land a job at their Cleveland office. If the Josie

gang ends up on Stagram & Wolf's radar, and Parker finds out about it, he will no doubt become a thorn in their side.

## Other GMCs

- The Arch City O.G.R.E.s (Marshall's gaming group).
- G.B. Codell, Alchemist (Mojo World customer)
- Bert Ernest, Intern (Justin's Lab Assistant)
- Andy Jarvis, Incredible Bystander (one of Marshall's gaming buddies)
- Geoffrey Johnston, Neighbor (lives across the street from The Farm)
- Brandon Meers, Football Star (Courtney's boyfriend)
- Aaron Presley, Mojo World Clerk
- Bill and Sarah Priest, Yuppie Scum (Courtney's parents)
- Jason Whismier, Biologist (One of Justin's friends from high school)
- Amy, Laurie, Meghan, and Theresa, Hunters In Training
- Benji, Moondog, and Zack Stoner Dudes (friends of Seth)
- Dani, Moki, and Teri, Cheerleaders (at Courtney's high school)



Photo by Prof. Folieto



# Appendix 2: SAMPLE MONSTER STATS

## Deathwork Demon

**Body:** 13  
**Brain:** 11  
**Nerve:** 15  
**Job:** Warrior (13)  
**Gimmick:** Any  
**Weakness:** Code of Honor (16)  
**Skills:** Hunting +1; Jousting +2  
**Perks:** Immune to decapitation, unaffected by alcohol  
**Limitations:** Demonic Appearance -5

## Shyarl Demon

**Body:** 18  
**Brain:** 5  
**Nerve:** 16  
**Job:** Brute (14)  
**Gimmick:** Paralyzing Mucous (13): Roll Gimmick vs. victim's Body to hit them with the mucous. If the demon wins, the victim is paralyzed for a number of rounds equal to the difference of the rolls.  
**Weakness:** Demonic Appearance (18)  
**Perks:** Natural Armor (Rating 4), Natural Weapon (Teeth, DB +2)

## Ghost

**Body:** 0  
**Brain:** 10  
**Nerve:** 15  
**Job:** Restless Spirit (13)  
**Gimmick:** Incorporeal (18)  
**Weakness:** Incorporeal (18)  
**Perks:** Immune to all physical attacks.

## Troll

**Body:** 18  
**Brain:** 8  
**Nerve:** 16  
**Job:** Monster (13)  
**Gimmick:** None  
**Weakness:** Demonic Appearance (16)  
**Skills:** Hammer +2  
**Perks:** Resilient (Armor Rating 2)



Photo by Clevergirl



# Vampire

**Body:** 17

**Brain:** 10

**Nerve:** 13

**Job:** Any (Use Thug (8) for vamps that are just cannon fodder)

**Gimmick:** Hard to Kill (10)

**Weakness:** Any

**Skills:** Heightened Senses +2

**Flaws:** Any

**Perks:** Doesn't Have To Breathe, Mind Casts No Reflection, Immune to Disease, Accelerated Healing (2 H.P./Night's Rest), Resilient (Armor Rating 1), Natural Weapon (Teeth, Damage Bonus +1, Must be in Vamp Face)

**Limitations:** Supernatural Compulsion (Invitation); Vulnerabilities: Wood +3; Fire +2 (Ignores Hard to Kill); Sunlight +5 (Ignores Hard to Kill); Christian Holy Objects +1

**Neutral Traits:** No Reflection, Sterile, Vamp Face, No Soul, Body is Dead (Room temperature, no pulse or heartbeat, etc), Must Drink Blood.

# Werewolf (Wolf Form)

**Body:** 15

**Brain:** 8

**Nerve:** 18

**Job:** Big Honkin' Wolf (15)

**Gimmick:** None

**Weakness:** None

**Perks:** Resilient (Armor Rating 5), Natural Weapons (Teeth, DB +4; Claws, DB +2)

**Limitations:** Vulnerability (+10 damage from silver weapons).

# Zombie

**Body:** 12

**Brain:** 0

**Nerve:** 20

**Job:** Mindless Servant (14)

**Gimmick:** Hard To Kill (15, must be decapitated)

**Weakness:** None



Photo by Veggiefrog

# Appendix 3: SAMPLE SPELLS

## Trance Spell

**DN:** 5  
**Casting Time:** 25 Minutes  
**Incantations:** None  
**Gestures:** Easy (caster must meditate)  
**Ingredients:** Common (sand and incense)  
**Yum Yum Cost:** 2  
**Effects:** This spell places the caster in a waking trance that allow here to see a spell's mystical trace signature.

## Demon Summoning Spell

**DN:** 3  
**Casting Time:** 25 Minutes  
**Incantations:** Easy  
**Gestures:** Easy  
**Ingredients:** Common  
**Yum Yum Cost:** 2  
**Effects:** This is the typical type of demon summoning spell that dabblers in the occult who have no idea what they're doing tend to get their hands on. Some demons will require more powerful summoning spells.

## Invitation Revoking Spell

**DN:** 1  
**Casting Time:** 1 Round  
**Incantations:** Average (a bit of Latin)  
**Gestures:** Easy (sprinkling the ingredients)  
**Ingredients:** Common (holy water, a cross, some herbs)  
**Yum Yum Cost:** 1  
**Effects:** This spell revokes a vampire's invitation to a place.

## Light Spell

**DN:** 4  
**Casting Time:** 1 Round  
**Incantations:** Easy (Fiat Lux)  
**Gestures:** Easy (Caster smashes a bottle containing the ingredients)  
**Ingredients:** Common (but unknown)  
**Yum Yum Cost:** 2  
**Effects:** This spell illuminates the area.

## Locator Spell

**DN:** 5  
**Casting Time:** 5 Rounds  
**Incantations:** Easy  
**Gestures:** Easy (usually involves sprinkling ingredients)  
**Ingredients:** Common  
**Yum Yum Cost:** 2  
**Effects:** There are two basic varieties of locator spells. The first causes glowing dots to appear on a map. The other leads the caster to the target with a glowing ball of light, psychic connection, or some other method.

## Telekinesis

**DN:** 4  
**Casting Time:** 1 Round  
**Incantation:** None  
**Gestures:** Caster must be able to see item to be moved  
**Ingredients:** None  
**Yum Yum Cost:** 5  
**Effects:** This spell allows the caster to levitate an object. If the caster wants to pick up very large objects or perform precise actions using telekinesis, the DN may be increased. If the character wants to attack someone with a telekinetically controlled object, subtract the DN from her roll and use the result as a Resisted Roll against the target's Body roll.

## Supplication To Apollo

**DN:** 13  
**Casting Time:** 1 Hour, 15 Minutes  
**Incantations:** Difficult  
**Gestures:** Trial of Will  
**Ingredients:** Very Rare (including an Urn of Apollo)  
**Yum Yum Cost:** 15  
**Effects:** This spell brings a person back from the dead.

# GLOSSARY

**Big Bad:** The major villain of a season.

**Black Hat:** A bad guy.

**Creature Feature (aka Monster of the Week):** A monster or demon who shows up for a single episode, usually to get killed.

**Rite of Torment:** A test the old Sentinels Council put Hunters through at the age of 18.

**Demon:** A type of monster, usually a humanoid from another dimension.

**Demon Dimension (aka Hell Dimension):** A dimension controlled by demons. Not a fun place to hang out.

**Dust:** To kill a vampire

**Five by Five:** Good

**Furry:** Derogatory term for a werewolf.

**Game Face:** Vamp Face

**Go Wild Bunch:** to become very violent.

**Hellhole:** A point of mystical convergence.

**Non-Human Belligerent (aka NHB):** Military for "monster."

**Keyser Sozed:** Tricked

**Little Bad:** Minor recurring bad guy who causes trouble before the Big Bad shows up.

**Quiescent:** A girl who could be called as the Hunter.

**Powers:** God-like forces of good.

**Josie Gang:** A group of people mixed up in the weirdness of the Zoverse.

**Scully:** To attempt to give a rational, scientific explanation for a supernatural occurrence.

**Sire:** The vampire responsible for another vampire's creation. Can also be used to refer to anyone in the Sire's "line."

**Hunter (formerly "Hunter, The"):** A young woman with special powers and a sacred duty to kick monster butt.

**Talisman:** An object imbued with magical power.

**Sentinel:** A person who trains a Hunter and helps her in her duties.

**Wiggins:** The Creeps

**White Hat:** A good guy

**White Knight:** A powerful good guy, like Zoe or Saint.

**Zeppo:** A seemingly useless member of a Josie Gang.



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