

**"I, Hunter", a shortstory and a Monster for  
your Chronicle**



## I, Hunter

A Hunters life is short and dangerous.

*You might have had other goals but if you feel the reckoning, can you really look away and leave people in dangers they can't understand?*

A male figure is sitting, hunched at a desk typing on a keyboard. A variety of tomes and a copy of Mary Shelleys Frankensteins Monster opened right next to him.

*No you can't. You must make sure to leave the people sane, while those that heed the call keep the dangers at bay. Only we have the fortitude to deal with this knowledge.*

Thomas looks at his phone. No messages or notifications. Of course not, ever since he choose the Hunt and bought this house out in the woods he lived a life of recluse.

He writes a book currently. Seemingly some type of fiction about a Scientist able to create Monsters from dead and rotten animal parts.

He made sure to include hints, some tell-tale signs for his fellow Inquisitors, that none of this is Fiction.

The book tells about a Wolpertinger, a being from German Folklore carrying traits of various animals. In the folklore those traits can be different sometimes.

Some Wolpertingers are reported to have the body of a squirrel, sometimes their bodies are those of a hare. Both tellings are true.

In this story Wolpertingers can have any variety of animal parts.

Those beings are stitched together from dead animals, reanimated by Scientists that don't care about the outcome and just want to test their Alchemical Knowledge that carries the secret to life.

Dangerous hubris, that often fires back and leaves more than just their creator in peril.

One of those destroyed Thomas' car about two weeks ago and he had to investigate.

He hunted down this Wolpertinger, but when he tried to find out where it came from it lead him to discover the Identity of Bertram Henkel, a young Frankenstein.

It wasn't easy but after destroying the Wolpertinger, Thomas had to go further. He discovered how this person worked, his experiment was being funded by a Bio-Lab in this region.

But with enough forgery and manipulation of various databases the Hunter was able to make sure that Bertram wouldn't keep getting any funding.

That's where his story ends in the book.

In reality, the Hunt wasn't over. An old crush of his worked at the same lab. A different section, tasked with developing new medicine.

They had one date, 16 years ago. But Thomas didn't show up back then, wrecked with nervousness he didn't go and stayed home. It still wrecks him with guilt. Never will he let opportunities pass again.

He didn't want to court her again, but he had to make sure that she was safe from Henkel and his creations. So he hacked into the lab again, but this time he was discovered.

All that forgery and hacking to cut off Bertram didn't carry any issues. But for something as simple as accessing a few cameras and reading a few mails. That's what got him discovered.

Thomas groans. He has to take a break from writing.

He pulls up an anonymously send E-Mail. It's an attempt at extortion asking him to pay 1.000.000 Euros. A ridiculous amount.

Incidentally just the amount Bertram needs to continue his research.

Of course the Hunter won't pay. Instead he found out that Bertram was at it again, in a forest not far, someone was gathering animal parts, the Newspapers told him.

This night Thomas will have to move out again. Maybe not to confront his Quarry but rather to stake the forest and gather more Info.

He walks up to his weapon cabinet and takes out a heavy handgun, almost too heavy for him to get used to and a rosary, technically not a weapon, but he knows that faith will keep him safe.

Sure he is a man of science. But out there with those beings, it's not science he has to conduct, but faith that he is meant to save people.

An old SUV is parked outside and he knows just where to go.

The forest is dark but he can see well enough, probably better than anyone can see him. He sneaks through the forest, making sure to not create too much noise.

Suddenly two voices can be heard, engaged in a short and whispering conversation. Too quiet to make out words, but enough to detect a direction to move to.

Excited Thomas steps forward and a loud crack can be heard, followed by a shot. It missed him and he jumps into a large blanket of bushes nearby, the perfect hiding spot.

"Perfect for everyone", the Hunter thinks, as he sees the pair hiding in the same blanket of bushes. It's Bertram and someone else.

His heart stands still for a moment. "Why? A god no.", he thinks. The second voice belonged to Anna, Thomas crush from 16 years ago.

They can't see him anymore, but he sees them. Their faces are tense, but there's something else there, a fear that is not directed to the Hunter.

An impression Thomas knows too well, Bertram and Anna are being hunted themselves.

A large black shape jumps Bertram and Thomas shoots at it, hitting it directly and pushing it off. "I'll keep you safe, but you have to talk to me.", he shouts as he runs to them.

He brandishes the rosary and recites his prayers. The black shape stays put. Getting near it, it looks like a Wolpertinger, a lot larger than the other one he killed back then.

Bertram aims at Thomas and a shot is fired. Anna shot Bertram, from very close through his head.

Thomas focuses, still brandishing his rosary towards the beast. It's a giant rabbit like creature with the wings of a swan and fangs as large as his hand.

He deliberately stops praying in the hopes that the beast attacks him, and it does, he strikes it with the rosary, but the beast is faster, biting him once in the leg.

Anna looks horridly at the fight as Thomas, a person she hasn't seen in 16 years is first bitten in the leg. Shortly after the Swan-Hare jumps Thomas' throat and Anna knows she has to run.

She doesn't look back right now, but she knows: I, the Hunter, because if you feel the reckoning, can you really look away and leave people in dangers they can't understand?

## Bertram the young Frankenstein

Human hubris can have no end and for people as talented as Bertram Henkel this is true especially.

Bertram is an employed biological researcher, but his real fascination is the alchemy of the days of old.

Unhappy with modern Chemistry he tried to emulate what the old Alchemists where said to be able to create and he actually succeeded finding the same Secrets of Life as Frankenstein.

Unlike Frankenstein however Bertram focuses on creating Wolpertingers, stitched together animals, as opposed to human-like creatures.

Furthermore, he didn't and can't leave it at one creation. Every monster he creates is exactly that in his eyes: A Monster. Not fit to carry the moniker of "living being".

So he strives to improve his formular of life to fulfill his desire of creating a "worthy living being".

He feels guilt and regret for his actions, but he simply feels unable to stop.

### Statistics

**General Difficulty:** 3/4

**Standard Dice Pools:** Physical 3, Social 4, Mental 8

**Secondary Attribute:** Health 4, Willpower 6

**Exceptional Dice Pools:** Firearms 5, Science (Alchemy) 12, Persuasion 6

**Notes/ Other Traits:** Bertram can create Wolpertingers and Frankenstein's Monsters (stitched together humans).

At Danger 1-3 Bertream will only ever create Wolpertingers and at Danger 4-5 he might create Frankenstein's Monsters.

His creations are not under his control, however he can reason with them even if they don't speak his language.

To be able to control a creation he needs to succeed at a Persuasion Test Difficulty of 4-Danger for a Wolpertinger, at Danger 3 all Wolpertingers will listen to him.

And Persuasion test at 6-Danger for a Frankenstein's Monster.

The Stats for a Wolpertinger are:

**Standard Dice Pools:** Physical 2+Danger, Social 1, Mental 3

**Secondary Attribute:** Health 3+(Danger/2 round up), Willpower 2

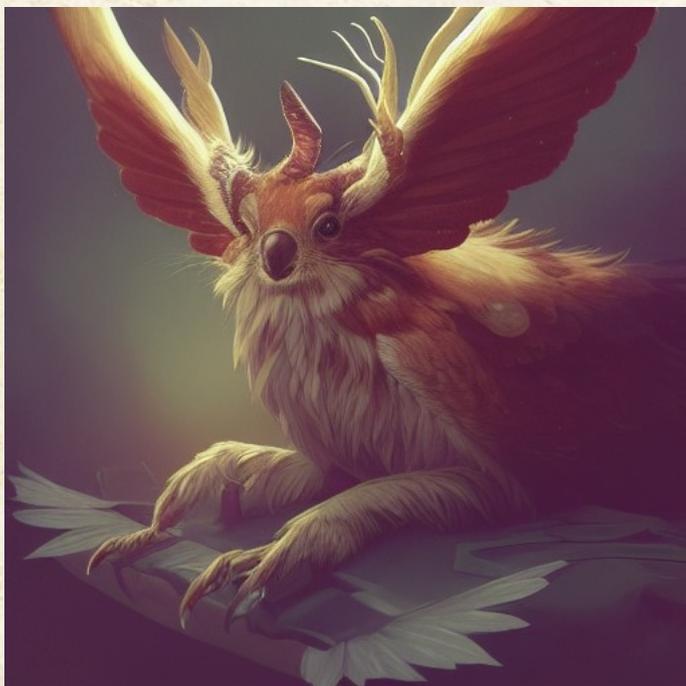
**Exceptional Dice Pools:** Brawl 3+Danger, Awareness 6, Stealth 8

The Stats for a Frankenstein's Monster are:

**Standard Dice Pools:** Physical 7, Social 1, Mental 6

**Secondary Attribute:** Health 3+Danger (Resilient, Vulnerability Fire), Willpower 5

**Exceptional Dice Pools:** Brawl 10, Persuasion 4, Awareness 8, Stealth 6



## Credits

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Made for the Month of Darkness for the Day 1 prompt. "I, Hunter".

Thanks to everyone that enjoys the World of Darkness.

Please enjoy the Pen&Paper RPG and tell your friends that we have Black-jack and Hookers (even if that's a lie).