

"This might be my last report, but it's gonna be a career maker. I'm going right into the den of the monsters, I'm going to record them on their home turf. It's a great night for the media; it's a great night for." The recording ends.

Indie Newspaper reporter Eddie Ford vanished without a trace. He's been following The Razorkids, an underground band with reputation for mystery and untrackable whereabouts that may very well be the death of him. Tonight is the last night of their weeklong tour; after tonight they'll be gone, and any leads on Eddie's mysterious disappearance hit the road with their tour van. Will the cell find Eddie? If they find him, will they be too late?

COLLECTION

OF

HORRORS

THE RAZORKIDS

## A Storytelling Adventure System anthology for Hunter: The Vigil

WHITE WOLF PUBLISHING, INC.  
2075 WEST PARK PLACE  
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STONE MOUNTAIN, GA 30087

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Special thanks to our voice actors for giving up a Saturday to help us out:  
Anna Albano, Nathan Binder, David Bounds, Natasha Bryant-Raible, Priscilla Kim, Vincent Lombardo, Orrin Loria, Weston Reid, Rich Thomas, Michelle Webb



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# The Razorkids

MENTAL ••

PHYSICAL •

SOCIAL •••

## Overview

Eddie Ford is a reporter for the Alt, a local alternative paper. He has been following the story of a dark underground touring band called the Razorkids. Eddie disappeared, and a contact offers the cell a small digital recorder found in an alley near a local goth club. It indicates foul play, or any number of other possibilities. This scene presumes that the cell investigates the club, but can easily be adapted to suit as it mostly centers around one member of the band.

Wealthy patrons fund the Razorkids. The band doesn't maintain a strong web presence, their material is not in any underground record stores and no interviews with band members exist. In reality, the Razorkids serve vampires. They travel from city to city, playing their music at fetish clubs and other badly-lit venues. The music is just a front for their real business: they offer up their blood to the patrons and assist in procuring fans to be fed from. In exchange, the vampires give them trace amounts of their own blood, a highly addictive substance that offers the band eternal youth and vitality. Their souls are sold for the rock and roll dream.

Josephina "Fifi" DeVille is the bassist for the Razorkids. To say that Fifi is an addict is an understatement. She's very talented, but all the talent in the world means nothing in light of her cravings. The local vampire community denied Fifi's scheduled fix due to some brash and risky behavior, and she's not pleased. She's worried she'll begin aging again, and after fifteen years of being 21, she's not ready to give it up. In distress before the show, Fifi becomes the cell's opportunity to save Eddie.

The scene takes place outside the bar. The cell notices Fifi split suddenly in the middle of her performance, distraught and angry.

## Description

Nocturne was once called Pulse, which was once called Bound, which was once called The Cathedral, and that was all just during the last decade. No matter how many changes in name and management, Nocturne always looks like the same old ramshackle warehouse on the outside. You make your way around back, cautiously avoiding broken glass and puddles of vomit, only to see Fifi leaning against a rusted black panel van. She's all alone, and has an air about her that suggests it's intentional.

Holding a lit cigarette with a junkie's shaky hand, she looks to the moon, silently praying for the night to end. She shoots you a quick glance, pretending poorly that she didn't notice you.

## Storyteller Goals

Fifi is arguably the most innocent of the group of addicts. She is hurt, deprived and vulnerable. She offers the characters an opportunity to find Eddie and to root out the source of her abduction. She reacts poorly to threats, so this is the perfect opportunity to help empathic characters shine.

Fifi's story can give direction to a cell, opening their eyes to local vampire culture. How far this goes is up to the characters, but addicts make very compelling catalysts for action.

## Character Goals

The characters are likely to question Fifi. They probably want to know what happened to Eddie, but they might want to understand her addiction just as much. If handled well, she can direct the cell towards any number of vampires before she outlives her usefulness.

## Actions

### Getting Fifi to Sing

**Dice Pool:** Manipulation + Persuasion (hunter) versus Fifi's Wits + Socialize (dice pool 5)



**Action:** Extended and contested; each roll represents five minutes of talking

Fifi is not initially open with the information she knows, but she's terrible at keeping secrets. In her vulnerable state she has a number of triggers that can make or break her confession. This action is represented by an extended action, with each success getting the cell closer to full disclosure.

As the conversation progresses in rolls, record successes and apply modifiers to each roll as appropriate. With each success, Fifi begins opening up and giving more information.

**Hindrances:** Asking about her addiction (-3), directly mentioning vampires (-2), offering money or bribes (-2), negative statements about her history (-2), indicating possible violent acts against the vampire patrons (-3)

**Help:** Complimenting her music (+2), flirtation (+2), trash-talking the rest of the band (+3), empathize with her personal history (+3), offering vampire blood (+5), indicating assistance in distancing her from the band (+2)

#### Roll Results

**Dramatic Failure:** Fifi is not only put off, but also feels threatened by the encounter. If able, she immediately returns to the bar, and tells the band and their patrons. As soon as possible, the cell are pursued by a vampire (Colonel Gabriel DiTillo's statistics from **Hunter: The Vigil**, p. 317 work fine for this.)

**Failure:** Fifi grows defensive. No progress is made this roll.

**Success:** The cell achieves more successes than Fifi. Add successes to the cell's total. Each success gives new information (one fact per success).

**Exceptional Success:** The cell establishes rapport with the girl and makes great headway. Add successes to the total, as above. In addition, Fifi specifically releases the name of the vampire she was spurned by inside.

#### Fifi's Information:

- She tells the cell that she is having a bad night, that she couldn't play and the band wasn't at all sympathetic.
- She says that she met Eddie, who attempted to interview each of the band members the night before.
- She says she is an addict, and she doesn't know what to do about it. Withdrawal is why she could not play tonight.
- The band's patrons provide her fix. It's difficult to come by, and they are notorious for withholding doses.
- She was deprived of her fix for giving out private information about the patrons.
- She tells the group that Eddie might be in danger because he dug a little too much into information that should have been left alone.
- The band will always side with their patrons over her, as the patrons guarantee their fix.
- The band, she tells them, probably had something to do with whatever happened to Eddie.
- The patrons drink blood, and feed them blood. (She gets uncomfortable at divulging this; the next roll is at a -3 penalty.)



- Eddie is alive, she says, but the patrons want him for something. She advises the cell to leave well enough alone.

- She confesses at this point that the blood keeps them from aging, and makes them almost immortal. She loathes this fact deep down, but is far too addicted to change her mind now.

- She explains that the patrons have plans to turn Eddie into one of them.

Further discussion will just reveal any remaining facts about her past; without an exceptional success, she will not reveal any private information about the patrons.

## Consequences

If Fifi gets too upset, she'll rush inside and tell the vampires about her questioners. The vampires (unsurprisingly) won't take kindly to this. If the players attained six or more successes by this point, the vampires will be inclined to kill Fifi for her transgression. This is also likely to expedite Eddie's death or transformation into a vampire.

Slowly, Fifi reveals more information about Eddie, and the cell may be prompted to investigate. With a little ingenuity and luck, they should have little problem finding the wealthy vampire patrons inside and verifying their supernatural natures.

If the investigation goes past the vampires, it turns out that Eddie is captive in the dressing room. The group of vampires intends to turn Eddie into one of them. If Eddie is saved, he can make an excellent addition to Network Zero.

If Fifi is coached properly, she will leave the band. Kept away from vampire influence, she can make a full recovery. She can potentially end up becoming a relatively famous figure, and will admit to owing the cell her life. This results in a solid friendship (represented by a free dot in the Allies Merit).

## Josephina "Fifi" DeVille, Spurned Addict

**Quotes:** "You got a light? Thanks. Yeah, the reporter guy? I met him. Weird guy, voice like a chick's. I think he gives the band a little more credit than they're worth."

"Devon is a fucking poseur. He knows I'm all the art the band's got; he's just latching on to the rockstar lifestyle. Maybe someone should tell him that sleeping in the third seat of a van when you can't afford the Super 8 isn't what rockstars do."

"So what? I'm an addict. A fucking junkie. Maybe I like it, did you ever think of that, huh? You think you've got me pinned down, you think you know me. You don't fucking know me. And I promise you, you don't want to. Why don't you leave now before you get in over your head?"

**Virtue:** Faith. Somewhere deep down, Fifi is confident there's a greater force in the world that'll protect her. In the end, this is sometimes damaging to her as a person, because she pushes off personal accountability in light of her faith.

**Vice:** Gluttony. Fifi has a very addictive personality, and it shows. She'll lash out when she's denied what she wants, but she'll do or say anything to get it.

**Background:** Josephina lived a troubled life. She grew up in a little redneck village overlooking the Okefenokee Swamp, where a tough-as-nails Baptist father beat her into rebellion. He was the only parent in a house with four boys and one girl, and Josephina was basically treated as a runty fifth brother. Running away with her stoner boyfriend Devon at the ripe age of fifteen, the two started a few bands here and there across the country, none of which lasted for long.

She and Devon were usually a step away from starvation, and one step ahead of the law. They burglarized, they conned and they did whatever





they could to support blossoming alcoholism and the occasional need for food. One night in Seattle, they met Claudia Antonina, a vampire who would change their lives forever. She brought them in, cleaned them, fed them and paid them for their untrained musical styling. She explained to them the power of her blood to freeze them in time, to “immortalize their rock and roll.” They were addicted before they knew it, and were encouraged to find a band of likeminded individuals to serve Claudia’s network of leeches.

They were shipped to one city after the next, feeding from whomever Claudia directed them to, and in turn giving their own blood and assisting with the vampires’ hunting. Every city, they had a different band name. They were never allowed to gain fame; they were commanded to turn down every possible label representation.

After a decade of this morbid service, this terrible addiction, Devon and Fifi broke up and attempted to split the band. Claudia would have nothing of the sort. She killed their first drummer before the band’s eyes, demanding their obedience. The two stayed romantically separate, but maintained the band at Claudia’s insistence. After fifteen years of stasis, the band is slowly collapsing due to infighting and the pains of addiction. At any time, any member might accidentally kill another in a fit of rage.

Fifi sees this. She wants out.

**Description:** Fifi’s demeanor suggests that she has the weight of the world on her shoulders. She exists with a perpetual slump, refusing to make eye contact. Half-melted eye makeup flows down her pasty white cheeks a little bit more every time she moves her face. Her hair is long, chemically blonde and meticulously curled all the way down. Her hands shake with anger and withdrawal, and she looks like she might scream or pass out at any second. She’s wearing a worn-out beige t-shirt declaring “Bay-Bee” with a stylized yellow hot rod, shredded along the shoulder where her guitar strap would rest.

**Storytelling Hints:** She wants out. She wants out of her addiction. She wants out of her band. At this desperate point, she even wants out of her life. She takes every action as if it has no consequence, and doesn’t care if she or others hurt for it. She’s not beyond redemption however; if presented with a viable alternative, she will cling to it. Through her actions, remind the cell of her lack of forethought and self-preservation. She says every word like it might be her last, and doesn’t care one bit about that fact.

# HUNTER

## THE VIGIL

Name: Josephina DeVille  
Concept: Spurned Addict

Virtue: Faith  
Vice: Gluttony

Profession:  
Compact:  
Conspiracy:

Intelligence ●●●●●	Strength ●●●●●	Presence ●●●●●
Wits ●●●●●	Dexterity ●●●●●	Manipulation ●●●●●
Resolve ●●●●●	Stamina ●●●●●	Composure ●●●●●

### SKILLS

<input type="checkbox"/> Academics ●●●●●
<input type="checkbox"/> Computer ●●●●●
<input type="checkbox"/> Crafts ●●●●●
<input type="checkbox"/> Occult ●●●●●
<input type="checkbox"/> Politics ●●●●●
<input type="checkbox"/> Larceny ●●●●●
<input type="checkbox"/> Stealth ●●●●●
Expression
<input type="checkbox"/> (Bass Guitar) ●●●●●
<input type="checkbox"/> Intimidation ●●●●●
<input type="checkbox"/> Persuasion ●●●●●
<input type="checkbox"/> Socialize ●●●●●
<input type="checkbox"/> Streetwise ●●●●●
Subterfuge
<input type="checkbox"/> (Little White Lies) ●●●●●
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### MERITS

Barfly ●●●●●
Allies
(“The Scene”) ●●●●●
Resources ●●●●●
Striking Looks ●●●●●
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### FLAWS

### HEALTH

●●●●●●●●●●●●●●  
□□□□□□□□□□□□

### WILLPOWER

●●●●●●●●●●●●●●  
□□□□□□□□□□□□

### TACTICS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Morality 5  
Size 5  
Speed 10  
Defense 3  
Initiative Mod 5  
Armor \_\_\_\_\_

### NOTES

**Derangements:** Narcissism (Morality 6)  
**Dread Powers:** Unholy Attribute (Strength) 2



## Audio Prop

This is Eddie Ford with The Alt; I'm following the trail of the mysterious underground rockers, The Razorkids. The Razorkids are perpetually on tour, funded by small groups of rich patrons. Why would they want to fund a mediocre group of goth kids is beyond the casual observer, but I've decided to look further.

I made efforts to interview the band; none of the members were forthcoming. The headman Devon has a strong rockstar complex, but was blown out of his mind when I made efforts to talk to him. The drummer Cassidy is a nice girl, dumb as a bag of bricks or maybe she's hiding something. Fifi is the bassist, she's the only one doing this for the art. When I approached her, she told me she had better not answer any questions without her publicist present. Next I noticed, she was on stage doing a sound check. The other member's name is Jen. I think it's a guy, I think. It plays synthesizers and tries to look weird on stage. It succeeds in one of those two things, but fails miserably at answering questions, instead sticking its tongue out and hissing at any sign of human contact. They have two other members, but those two just dance from what I can tell. I talked to them, they said they were just hired for the tour, they know nothing about the band.

The patrons are even worse at answering questions. I can't even remember what most of them said, all I know is that they weren't too forthcoming. They're all younger, entrepreneur-types. They don't look like they belong at a place like Nocturne, and they don't have ridiculous names like Jive Ferret. They just call each other "Gary," and "Stephanie." One is called Baxter, but I think that's his real name.

Strangest thing though, I was trying to sneak into the dressing room to try to force some questions, and there was Devon with his head in Stephanie's lap, sucking on her thigh. It wasn't oral, it wasn't anything seductive, it's almost like he were actually eating her leg, I'm pretty sure there was blood involved. But she seemed to be loving it. The bodyguards threw me out right around then. Sick shit.

I'm not giving up that easily, though. They're hiding something, and I'm going to uncover it. I followed them out, I heard one of them call another a "Priscus," whatever that means. Remind me to Google it later.

This might be my last report, but it's gonna be a career maker. I'm going right into the den of the monsters, I'm going to record them on their home turf. It's a great night for the media; it's a great night for...

To listen to the audio prop of Eddie Ford's report on the Razorkids double click the poster.

Once you start the recording you will not be able to stop it until it reaches the end without closing the pdf.

