

Wolves in Sheep's Clothing

Some agents of the UNNATURAL can pass as mundane. A player can even control a character that is such an agent.

Sometimes these agents are created out of nothing by the UNNATURAL to serve them. Sometimes a mundane individual will be co-opted to fill the role. Not all such agents are willing, and not all will follow the agenda of the power precisely.

Such a player should pass notes to the GM when he wishes to exercise an UNNATURAL power, and the GM makes the roll as he would if the power was being used by an NPC. Often the agent will seem out of touch with reality (which he is), but it is no simple task to identify such an agent definitively.

If an agent of this type is unmasked (or suspicion amongst his peers is heavy enough to impede his ability to act as an agent), and the agent was once a mundane individual, then the power will usually retreat from the host. He will retain all memories of his actions, but many of them will seem bizarre and out of character. No insight into the UNNATURAL is retained in such cases. Individuals 'cured' of UNNATURAL presence in this way never become agents of any UNNATURAL power again.

Agents with no previous existence who are unmasked simply cease to exist.

