

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 temporarily retreats from the host. The character will appear to snap out of a confusing trance, and redouble efforts to convince those around him that he is normal. No individual touched by the taint of the UNNATURAL is ever 'cured'- they merely bide their time until they are trusted again.

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

