

"It's not okay to kill people." She shook her head, and sighed in frustration as she rearranged cans and boxes from the pantry.

"They're killers, Erica." The other woman leaned against the stucco support pillar separating the livingroom from the kitchen. She crossed her arms, bunching her matte burnt sienna leather jacket.

"Yes. They're bad, because they kill people. I'm glad we agree." She snapped, and knocked an open box off the shelf. When it struck the linoleum floor, it burst open and sprayed white potato flakes like shrapnel all across the kitchen. She turned to the other woman, little streaks of eyeliner ran down her cheeks.

"If we don't kill them, they'll kill again. Do you want to be the one who tells the victims' families that it wasn't okay to stop them?" She pushed from the pillar and grabbed a broom from the corner, walking it over to Erica.

"There are other ways. It's a civilized society. We have avenues. Evidence. Law. Justice." She looked down to the broom, then back up. "Thanks for the help. Shelly will freak out if she sees this shit all over the floor."

"I'm not sweeping it." She said, holding out the broom. "You made this mess. It's not okay for me to intervene in your mistakes. Shelly will have to deal with it."

"Jesus, Monica. Are you really drawing a comparison between vigilantism and sweeping up dehydrated mashed potatoes?" She snatched the broom from Monica's hand, and swept the white flakes.

"No. I just don't want to sweep up the god damned potatoes. Besides, you know what happens when we hear the calling, and we don't answer." Monica returned to the corner, then knelt before Erica with a dust pan. "It's worse. It's always worse."

Erica swept, paused for a pregnant five seconds. She swept again. "That doesn't make it alright. This isn't bringing clean needles to addicts, Monica. This is playing judge, jury, and executioner."

"No. It's not." She backed up the dustpan to help Erica get every last bit. "We're not judges. We're not juries. We know these people are guilty. The universe tells us. And we know if we don't execute, the world's worse for it."

"We're killing people, because they killed people. We're doing it because killing people is wrong. Killing people is wrong. So, we're wrong. But somehow, we can't be held accountable because the universe bullies us into murder?" She brought the dustpan to the trash, and dumped it.

Monica took a deep breath in, and stepped a few inches before Erica. "I know. It's fucking awful. It's not okay. Nothing's okay. But this thing we have? We save lives. We protect families." She looked to Erica's shoulder, to her blue sun dress. She pinched some of the remaining potato flakes from the fabric, and put them between her lips. She winced, and cleaned her lip with her tongue.

"Why'd you do that?" Erica grinned at Monica's disgust.

Monica shrugged. "I don't know." She stepped forward and put her arms around Erica. Erica fell into Monica, and sobbed.

Fury: The Scourge

Where then does wisdom come from? Where does understanding dwell? It is hidden from the eyes of every living thing, concealed even from the birds in the sky. Destruction and Death say,

"Only a rumor of it has reached our ears."

- The Book of Job, 28:20-22

Introduction

You were wronged. You were wronged, and you snapped. Your husband cheated, and you smashed him and his mistress's head in with a brick. You lost the election, so you built a smear campaign that left your opponent ready for suicide. He made you look like a fool in front of everyone, and it cost you that promotion, so you uncovered a curse to make his fucking teeth fall out. Your sense of vengeance overcame you so thoroughly that something noticed.

Something noticed, and now the universe deigns you a spirit of vengeance.

You are the reason bad things happen to "good" people. You are a Fury.

Fury is a game about classical morality, modern morality, and trying to find lessons and balance in each. It's about being tasked with something beyond your understanding, and beyond your sensibilities. It's about having a responsibility you never asked for, and reconciling what you believe with what you're handed. It's about exploring just when it's okay to judge other people. Furies are inspired by the Erinyes of Greek mythology, the Norse Norns, the Roman Dirae, the Japanese Onryo, and other classical spirits of vengeance. They're charged by the universe with righting wrongs by scourge, by pain, and by fire.

Ambiguity Or A Lack Thereof

Furies know their marks, and know their guilt. They fundamentally understand the mark has sinned, and know the sin. This doesn't mean the "sin" is inherently something the Fury feels or believes is wrong.

Take for example the adulterer. Adultery is a classical sin that reaches far beyond the beliefs of any one culture or religion. But what of the touring musician, for example? She loves her husband dearly, and he loves her. But she only sees him for three months out of the year. The two of them have an agreement to find comfort when and where they can. Is that wrong? Very

few would say yes. However, a Fury's wisdom only identifies the musician, and that she's guilty of adultery.

On the other hand, some sins are not so ambiguous. Sometimes, a Fury's target eats his neighbors. Some Furies morbidly relish these moments, since they can act with little remorse. Others hate these marks, because it weakens their ability to sympathize. Every lashing, every scourging, brings a Fury one step closer to embracing righteousness, and for many Furies, that inevitability is the most frightening truth of their condition.

Sometimes, But Never Always

The universe is fickle. Millions suffer each day, but only a scant few sins ring true to the Furies. This isn't about severity; mass murderers often go unnoticed by these forces. As far as the Furies can tell, this wisdom comes randomly. It usually relates to sins in a given Fury's geographical area, but not always. When the calling comes, a Fury must be ready. The universe does not like wait.

Eschewing Fate

What happens when a Fury decides to stand up against her wisdom, and defy this primordial justice? Every single Fury, without exception, will stand against this tide at least once. She'll refuse to punish someone who, in her mind, is innocent of any wrong. Or maybe she'll bring punishment, only to realize that the universe is not sated; that it wants more suffering for the crime committed.

The universe does not like defiance. Fate lashes back like a rubber band pulled hard enough to snap. A Fury refusing justice sees tragedy surround the situation. Small infractions could mean terrible luck for good people. Larger infractions can mean unfortunate deaths of bystanders. The greatest acts of defiance end in natural disasters. Most Furies have to weigh these possibilities

with every act of judgment they enact. Most only defy their urges in the direst circumstances. Some study these disasters, and fight to curb their harm. Some build networks to “trade” in their assignments, since the universe only cares that justice was served, not who served it. Some will even manipulate circumstances around the criminals, so the criminals ultimately bring justice to themselves (sometimes through law enforcement, sometimes by zealous allies wronged) and keep the Fury’s hands clean.

What Do You Do?

In a game of Fury, you make hard choices. You enact balance. You find the (not so happy) medium between what the universe wants, and what you want. A huge part of popular fiction is looking at authority, at orders, and deciding when it’s wise to listen to them. This is the main internal conflict of Fury.

Also, you have to wonder, should you go beyond your calling? If you’re a spirit of vengeance, and you’re often tasked with specific targets, why should you not use your power for the good of humanity? Why should you not root out corruption? This comes down to those ripples. When a Fury engages a problem, there are always unintended consequences. Sometimes, it’s worth whatever consequences. But would you really step in when the banker forecloses on an innocent person for the bottom line? What if it means the family in that house might not live to see another home? You’re the karmic nuclear option.

On a less philosophical level, you punish. You engage the beasts that cause the World of Darkness to be so dark. You hunt the judged. You act as the jury and executioner. Sometimes, this means killing. Sometimes, it means putting the judged before mortal authorities. Sometimes, it means bringing them before those they’ve harmed for classic, eye-for-an-eye retribution.

Enterprising Furies act in advance. With a little research, they can find who will be tried by the universe's whims. If they intervene, if they make things better before things get worse, they can avoid cataclysmic results. If they make a person confess and face justice, it could very well save their life. This puts Furies in the role of investigators, and accusers.

True Names

Sometimes, you have to deal with "independent contracts". This is to say, when a Fury's true name is uttered, and a call is made for vengeance, the Fury appears and must abide. In classical Greek drama (Orestes), the Furies were called "The Kindly Ones" because it was unwise to call their names, for fear of drawing their attention. In Fury, this is where that myth came from.

A Chorus of Furies

A Chorus of Furies is tied by mutual duty. Sometimes, a Fury will be tasked with something she's not well-suited for. Sometimes, she'll be tasked with something she finds abhorrent. It's good to have a network for this reason. Sometimes, it's also good to have a listener who can understand. When the weight of the universe is on your shoulder, taking a bit of that burden elsewhere is invaluable.

On a mechanical bent, the Chorus is a core part of the game. Three Furies together wield greater power than one alone; their Scourges complement one another. Different combinations of Scourges interact in different ways, and this makes each game unique. As part of crafting your Chorus, you'll build these interactions, these signature Scourges. For example, if you had a Chorus who had a Fire Scourge, a Hunting Scourge, and a Knowledge Scourge, everyone in the Chorus may be possessed of a mystical bow that, if you know a person's name and location, you can fire a flaming arrow into them no matter where in the world they are. The flaming arrow

remains ethereal, and causes uncomfortability, but most importantly gives the Furies a beacon to pursue the hunted.

Flails

In their act of retribution, one item stands out, sometimes a murder weapon, sometimes a personal item. This is the Flail. It's the seat of their vengeance. Certain mortals know of the Furies. They seek out Flails for use in powerful magics. We call these sorcerers "Reapers".

Scourges

In Fury, a Scourge is an implement of punishment. Essentially, these are supernatural powers a Fury uses to bring forth justice. Different types of Furies have access to different Scourges, depending on how they became Furies.

The Four Schemas

As characters, Furies will be divided by how they initially took retribution. Did they seek otherworldly forces? Did they murder? Did they destroy reputation? Did they steal something they felt didn't belong to someone? These can be divided into four basic Schemas.

Defalcators: These Furies took something to even the score. This could be literal or figurative. Perhaps a parent kidnapped a child after judges awarded custody to the other, abusive parent. Their Scourges would all center on taking. As Furies, they could take skill from a victim, for instance, or they could literally manifest anything that they know to be stolen, taking it back from its thief.

Defamer: They destroy people and dynasties. They punish socially. They are your corporate whistleblowers, they're your activist paparazzi. Their Scourges are all about accusation and

building the case. They can become remarkably charming in order to convince witnesses to testify. They can convince key conspirators to betray their friends.

Numinous: They sought beyond the natural in order to bring justice. In life, they were witches, they were superstitious people, they were whomever might look beyond the expected with a bit of faith in order to get the job done. Their Scourges would center on the mystical implications of justice. They might see the trail of evidence literally. They could divine if a criminal was possessed or urged by a spirit.

Manslayers: These Furies decided to end a human life directly in the name of justice. They're the most obvious, the most self-explanatory of the Furies. Their conflict is that they came into this through violence, and their only choice is to continue. Their Scourges curse (or bless) them with the brutality that brought them into this mess. They become efficient hunters and killers.

The God-Machine

The God-Machine and Furies have a strange relationship. Furies are never tasked with destroying an agent of the Machine. This can be a massive frustration for a Fury, since those agents often are responsible for heinous atrocities, and the Furies' hands are tied. The Furies will sometimes be sent against vampires, werewolves, whatever else in the **World of Darkness**, but the God-Machine remains untouchable.

From a cosmological perspective, this is because of a "deal". The source of Justice is (as it is in classical Greek legend) older than time, older than anything. However, it is aware. And it understands that sometimes, there are consequences. Fucking with the Machine could have consequences that are far worse for all of humanity.

A choir of angels follows the Furies, and with certain powers, they can be summoned forth.

Some believe they're the source of Furies' Scourges.

On Rules

This document assumes you're using the basic rules from the **Storytelling System Rulebook**, second edition.

Character Creation

Follow all the standard steps for character creation in the **Storytelling System Rulebook**.

Then, Furies have additional traits that define their condition. As well, this document provides some additional Merits you may choose during character creation.

Merits

Fury characters receive ten dots of Merits, not seven.

Vehemence

Vehemence is a trait all Furies have. It rates from one to ten dots. Furies receive their first dot upon their first calling. During character creation, additional dots cost five Merit dots.

Vehemence gives access to Rage, the force of primordial vengeance within every Fury. Rage may be spent to bring about a number of effects:

- A point of Rage may be spent to increase a Scourge dice pool by one die.
- Any time a Fury takes lethal or aggravated damage, she may spend a point of Rage to recover a spent Willpower point, up to the limit of the damage taken. This can bring her Willpower points above her dots, but unspent points are lost at the end of the scene.
- A point of Rage may be spent to gain a Door in a Social Maneuvering attempt. She may gain additional Doors in one Maneuver equal to her Vehemence dots.

- A point of Rage may be spent to reflexively ignore 1 aggravated damage, 2 lethal damage, or 5 bashing damage. This isn't truly ignored or shrugged off; the damage simply has no effect on the Fury's body. The force of vengeance within her animates her regardless of the harm.
- Some Scourges require Rage to activate or to fuel greater effects.

Vehemence and Rage

Vehemence Dots			Rage Total	Rage Per Turn
1	5	1		
2	6	2		
3	8	3		
4	11	4		
5	15	5		
6	20	6		
7	26	7		
8	33	8		
9	41	9		
10	50	10		

Flail and Schema

During character creation, you must determine your Fury's initial act of vengeance. That story determines her Flail and her Schema. Her Schema gives her an additional Attribute dot, you choose one of two.

Defalcators: Wits or Dexterity

Defamers: Presence or Manipulation

Numinous: Resolve or Intelligence

Manslayer: Composure or Strength

Additionally, each Schema gives your character a Creed, essentially a type of vengeance for which she has particular sympathy. This acts as an additional Vice. When enacting vengeance in accordance with her Creed, you achieve exceptional success on three successes instead of five. This includes any rolls to pursue that vengeance, to remove blockades from such vengeance, and any Scourge activation rolls.

Scourges

At character creation, distribute five dots in Scourges. No Scourge may go above three dots at this time. At least two of the dots must be in a Scourge with Schema affinity.

Additional Merits

These Merits are available to Fury characters.

Potent Flail (• to •••••)

Effect: Your character's Flail stores a great deal of power, beyond just her will to enact vengeance. It stores Rage points equal to your dots in this Merit. Your character may access them as if they were in her normal Rage pool, so long as the Flail touches her person.

Scar (•)

Effect: Vengeance takes its toll on the Furies. Almost everything a Fury does risks her Integrity. This Merit allows her to compartmentalize little bits of her actions, to weather the storm on her mental well-being. Take this Merit when your character hits an Integrity breaking point. The action she committed, or the thing she experienced to break ceases to affect her. She can do or experience that thing time again without concern. You purchase this Merit before making a roll.

Drawback: Further rolls to resist Integrity loss suffer a cumulative -1 penalty for each Scar Merit you've purchased.

Wicked Flail (• to •••••)

Effect: Your character's Flail carries with it the pain and anguish it caused during your character's initial act of vengeance. Anyone it touches feels that pain, that torture. Each day, it can drain Willpower points equal to your dots in this Merit. Each such Willpower takes one turn to drain. A victim of this ability gains the Shaken Condition, or another appropriate Condition determined when purchasing this Merit. It will not affect your character.

Schemas

Here will be Schemas.

Scourges

Scourges are ranked from one dot to five dots. A single dot allows your character to access the Scourge's ability. Additional dots improve upon that ability.

Buying additional dots in a Scourge costs 2 Experiences if your character's Schema aligns with its affinity. Otherwise, dots cost 3 Experiences. Unless otherwise noted, Scourges require an instant action to activate.

Agony (• to •••••)

Schema Affinities: Manslayers and Defamers

Dice Pool: Presence + Intimidation - the victim's Resolve

The Scourge of Agony is among the most recognized gifts of the Furies. Agony requires the Fury touch her victim. Upon activating Agony, the victim suffers immense, crippling pain. All his actions must be taken at a penalty equal to your dots in Agony. Additionally, he gains the Broken

Condition so long as any of the penalty remains. He may spend Willpower to remove the penalty on a one-for-one basis. This pain lasts until the Broken Condition is resolved, or until the victim spends enough Willpower to remove the penalties. Spending Willpower does not count as resolving the Condition for a Beat.

Relentlessness (• to •••••)

Schema Affinities: Manslayers and Defalcators

Dice Pool: Stamina + Resolve