

Netjer Sma (0-00000, Special)

There is a sort of interesting harmony in the Cult of Sutek. While many cults have the living either serve or hunt the dead, those who follow the Nameless Serpent chose instead the life of delicate coexistence. Both sides of the Cult of Sutek recognized that there are greater dangers to the world than the Hungry Dead, things which creep through the cracks and whisper madness to anyone who is willing to listen.

In order to protect both the living and the dead, they made a blood pact to work together against those ephemeral monsters. Yet the hunters must not forget for one moment that their partners and patrons are monsters by themselves. Chaos is, after all, Sutek's agenda, and even those who worship the Red God are not protected from his desert storms.

As the followers of Sutek are warriors who fight against spirits, gods and demons, the magic granted to them by the Nameless Serpent focus just around that - becoming better warriors, and attacking beings made out of ephemera. While they lack powers which heal wounds and stop poison, they are good at what they can do - killing, and bringing chaos.

The Netjer Sma is not a single Merit. Instead, it is a collection of rites and rituals taught by the vampires of the Cult to its mortal members, making them formidable soldiers against the greater terrors of the night. But while there is no upper limit on the number of such rituals a hunter may know, there is a price they must pay... in blood. The basis for all of the Netjer Sma's rituals is a single merit called **Vitae**, which is rated from one to five.

The Merit works like a Vitae pool, yet may only hold a number of Vitae equal to its rating. Each night, just as the sun sets, the Cult of Sutek gathers together and conducts a ritual sacrifice, which its outcome is a form of "sterilized Vitae", a blessing granted by the Red God. By participating in the ritual (which require at least three vampires with Mystery Cult Initiation [Cult of Sutek] of 3 or above) the hunter refill his Vitae pool according to the merit's rating, and is not subject of Vinculum or similar effects. That Vitae may only be spent in order to activate the Netjer Sma's rituals, which require a number of Vitae equal to their dot rating.

The Netjer Sma's rituals may bought independently. But each time a mortal member of the Cult raises his dots in Mystery Cult Initiation, he gains one free ritual with a dot rating equal or lesser than the Merit's new rating. This represents his continuing studies and deeper understanding of the Nameless Serpent's secrets.

Because of the way the Endowment works, a hunter usually may not activate a ritual with a dot rating higher than their dots in Vitae. And even then, they may not use a five-dot ritual more than once per 24 hours.

There is a way to bypass that limitation, though, by gaining Vitae directly from a vampire without the ceremony. Vitae gained in this manner does not count to the pool of the Vitae Merit, and actually has no upper limit. Doing so exposes the hunter to all the consequences of drinking the blood of a vampire, from addiction to thralldom. Even then, many of Sutek's mortal followers are not averse to the risks, and some even take it further by making the transition into ghouls.

While the vampires of the Cult are quite happy to offer their own Vitae, they forbid the hunters from gaining it from other vampires, and more than once a hunter was executed for becoming the slave of a competitive cult.

Vitae (o to ooooo)

Prerequisites: Must participate in the Rite of the Red God once.

Effect: The initiate has borne witness to one of the Cult's sacrifices to the Red God, and has been granted his blessing through the blood of his undying champions. He gains a Vitae pool equal to the dots in this Merit, which can only be used to fuel rituals of the Netjer Sma.

The Invocation

When performing a given ritual of the Netjer Sma, the hunter's player uses the following mechanics...

Dice Pool: Wits + Occult + Mystery Cult Initiation

Action: Extended (1 roll per turn)

Roll Results:

Dramatic Failure: The ritual backfires on the hunter, inflicting a single point of aggravated damage.

Failure: The ritualist is having difficulty, and accumulates no successes. The player decides whether to abandon the ritual entirely or continue. If the ritualist continues, he gains the Stumbled Condition.

Success: The ritual accumulates successes. If the target number of successes is met, the ritual's effect immediately takes place.

One-Dot Rituals**Walk Upon the Sands:**

The hunter calls upon Sutek's dusty plains and mutes his steps. For 10 minutes, the hunter and his actions does not create any sound unless he decides to speak. This may be prolonged by spending a Willpower point for another 10 minutes, yet only if it is done before the time limit has passed. Else, he'll have to perform the ritual once more.

Last Blood:

By touching a weapon, the hunter may create a bond between him and the blade, discovering who was the last to hold it and when, who was the last to be killed by it, and when it happened or who was its owner. That empathic connection allows only one question per dot of Vitae, and is felt as if the weapon "speaks" in the mind of the hunter, which is usually felt like being stabbed or harmed by it.

Dust in the Wind:

The hunter invokes Sutek's winds of storm in order to hide and replace his scent. The hunter may either hide his scent at all, or replace it with the scent of the last person he touched. In the case the hunter didn't touched the target directly but only one of her items, he may still activate the ritual but would require to also spend a Willpower point.

Shifting Sands:

Sutek is a god of trickery and chaos, and he may force such bad luck upon his enemies. In order to activate the ritual, the hunter must first throw a bit of sand in the direction of the target. By doing so, the target suffer -2 modifier to her next roll. In case the sand hit the target in the face, that modifier turns into -3.

Mask of the Oasis:

The desert creates false sights in order to lure people to their death, and the hunters of the Serpent have learned that trick. By covering their face with sand, they may change their looks for a single hour. The illusion affects only their body and voice, not their clothes or equipment. Any attempts to detect the hunter would require a Clash of Wills, with the hunter rolling his dots in Mystery Cult Initiation and Netjer Sma as the dice pool. The hunter must see the target he wish to mask himself as, and suffer -1 modifier toward rolls meant to pierce the illusion for each day which passed since he last saw her. He may disguise himself only as a human-like being.

Tearing Through the Mists:

By calling Sutek's winds and storms, the hunter may tear the smoke and mist demons use in order to hide their presence and reveal them to all. Any entity in a state of Twilight (any frequency) in a radius of 3 meters per dot in Mystery Cult Initiation is automatically revealed. They are, however, not manifested, and may not be harmed by regular weapon as normal.

Two-Dot Rituals

Cobra's Venom

Sutek wears many forms, and by invoking his role as the Nameless Serpent, the hunter may share his gifts. After spending the Vitae, the hunter's own body transform it into a powerful poison in his spit, which he may use by licking his weapon, biting his enemy or spitting in their eye. Once the poison enters the victim, she must roll for Stamina against the hunter's Mystery Cult Initiation. In case she fails, she suffer from a -2 penalty on any Physical rolls for the next hour. When making the venom, the hunter may spend one Willpower point in order to get a +2 to the poisoning roll. In case the venom was used to coat weapon, it lasts for one hour per dot in Mystery Cult Initiation.

Dance of Storms

The hunter moves like the wind, slaying his enemies with a beautiful grace. The ritual must be performed before an attack roll, and it calls the wind to gather the hunter's attack, giving him +2 for the attack roll. By spending a Willpower point, the ritual becomes reflexive in addition to adding a +3 dice bonus.

Coat of Dust

In the desert, everything looks alike, and it is easy to get lost. By covering their body with sand, the hunter may share that feature and change himself to fit the environment. Once the ritual is performed, the hunter's color and texture change as he walks, giving him +2 to any Stealth based rolls.

Claimed by the Desert

Many secrets have been covered by the sands, never to be found again. By touching a victim, he may make one of the items she is carrying disappear. The hunter must touch the victim in order to perform the ritual, and target a specific item (that is, not just targeting a "wallet" or a "knife" without even knowing the target has one). Alternatively, if the item is not held by someone, the hunter may simply touch it without needing a roll. The item would be rediscovered later, one hour per dot in Mystery Cult Initiation.

Love of the Sands

Sutek truly loves mankind, even if he shows that in a weird way. The hunter may cover his hands with Vitae which transforms into a very delicate poison equal to high percent alcohol. Anyone touched by the hunter automatically become somewhat drunk, half in love with the hunter, gaining the Swooning Condition towards him.

Was Scepter

Sutek is a powerful god, and many lesser beings fear its power. By invoking the god's might and authority, the hunter may manifest the Red God's symbol upon his palm, chest or forehead. Any ephemeral being (such as spirit, ghost or even a strix) which sees that symbol is filled with terror and is forced to escape in any way possible, becoming Shaken. In case the being possess a vessel, she may use it to escape unless it is bound, wherein it is forced to terminate the Condition. The effect lasts for one hour.

Song of the Gods

While the hunters of Sutek are warriors, their opponents are powerful. Sometimes, they resort to more diplomatic ways to deal with a confrontation. By naming an ephemeral being and spending a Vitae point, the being feels compelled to come to the hunter as long as it does not require too much effort to do so (that is, expanding more than 1 Essence or Willpower, putting itself in danger or terminating a Manifestation Condition). The being would recognize the hunter as a diplomatic authority, and as long as he doesn't attack it would also won't act against him. The meeting would take no more than 10 minutes, in which the two may talk, and afterward the being would leave peacefully. In case the being was attacked during the meeting, it would refuse any future summons (by the same hunter, at least). The hunter using that rite may hear and see the being in Twilight state as if it was manifested.

Three-Dot Rituals

Carried by the Wind

If the desert teach you anything, it is that nothing is permanent, even the spells of spirits and curses of gods. The hunter manifests his Vitae into the form of a drink, which could be used to heal all kinds of weird sicknesses and curses. When drinking that Vitae, choose a certain Condition the target is affected by. That Condition is terminated automatically.

Delayed Poison

The most cunning poisons don't kill the target directly. Instead, they let her walk away, sit down, eat her dinner and only then burst at once. By attacking a target, the hunter may spend Vitae so the damage won't show immediately. It would later be manifested up to one hour per dot in Mystery Cult Initiation. If the hunter spends a Willpower point, he can create the effect without actually using a weapon for the attack. A mere touch would be enough to do so.

Slip Through the Cracks

Sand is a special thing. No matter how much you wear and how protected you think you are, it still finds its way in. By performing this ritual, the next time the hunter performs an attack roll he may ignore the target's defense trait.

Wall of Sand

When the wind rages in the desert, the night turns to day and right turns to left. You can't see nothing, especially the enemy which sneaks toward you. By performing this ritual, people simply seem to ignore the hunter. He is not invisible, but it is as if something just blocks his existence from the minds of the victims. Unless someone intentionally seeks after the hunter himself, any attempts to notice him suffer -2 modifier for the next hour. That modifier may be turned into -4 by spending a Willpower point.

Strife in the Heavens

Sutek brings chaos both in nature and among men. By tasting the blood of two people, the hunter may create a conflict among them. Each of them says exactly the wrong thing to the other, or do just what she wasn't supposed to do. Each of the targets suffer from a -2 modifier to all Social rolls toward the other, when simply talking with her would require such roll. The effect lasts for one day, but can be prolonged into two by spending a Willpower point when the ceremony is performed. During this time, neither of the targets may use the other in the form of Allies, Contacts, Mentor or similar Social merits. While the effect may pass, grudge formed during that time may last even after the effect ends.

Storm in the Desert

Sutek's anger rage like a storm, and may fill lesser divinities with madness and despair. The character invoke Sutek's symbol, and chooses a single Condition. Any ephemeral being who see that item must roll its Rank against the hunter's Mystery Cult Initiation or fall under the Condition's effect.

Phantom Blade

By coating a blade with the necessary Vitae, the hunter may cut through spirits if they were made of flesh. The hunter may attack any being in Twilight state no matter in which frequency it is and it deals damage to it as if it was mortal. The ceremony affects only a specific weapon, and lasts for one hour per dot in Mystery Cult Initiation. That effect does not grant the ability to sense the being. The weapon may also work in the hands of another person as long as the time has not passed.

Four-Dot Rituals

What the Heart Whispers

Every breath is carried into Sutek's winds, and every prayer is heard in the Red God's storms. All the hunter has to do is listen to the whispers and discover what his target desire. Upon calling the target's full name, the hunter automatically knows one of her Aspirations, her Virtue or her Vice. The hunter may gain more details by spending one Willpower point per such desired information.

Nameless Toxin

One of the dangerous of venoms the hunters of Sutek may synthesize, this one use the Serpent's own poison in order to harm the target. The hunter must cover the weapon with Vitae, which then turns into the deadly poison. Anyone attacked by the weapon suffers an additional level of Aggravated damage. By spending a Willpower point when creating the poison, that damage rise to two levels. Such weapons may also be used to attack beings in Twilight state. The weapon may be used for a number of attacks equal to the hunter's dots in Mystery Cult.

In the Eye of the Storm

The hunter is beloved by the Red God, and enjoys his own protection. After invoking the ceremony, winds start to swirl around the hunter, protecting him from incoming damage. Thanks to the shield, the hunter still enjoys his Defense normally even from ranged attacks, and gain +2 for defense against Melee

attacks. That bonus may be changed to +4 by spending a Willpower point. The Shield last for a number of minutes equal to his rating at Mystery Cult Initiation.

Water in the Desert

There is nothing sweeter than pure water from an oasis after a long day under the burning sun. By invoking the ritual, the hunter enjoy that addicting sweetness, making others forget their former loyalists. The hunter enjoys +2 for all Social rolls for the next 24 hours (+3 by spending a Willpower point). in an addition, each time the hunter suggest the target a way to fulfill their Vice (or a similar "lower nature" equivalent) they must roll Willpower in order to avoid doing so.

Shadow of Duat

The gods are mighty beings, yet above them rise a power even greater. Some may call it Ma'at, others Fate. But the point is the same, and as the chosen of their god, they may use his name in order to bend Fate against their enemies. By burning a piece of clothing or some of their target's blood or hair, the hunter may lay a terrible Curse upon his enemy. Clash of Wills is used in this case, using the hunter's Mystery Cult Initiation's rating or the ritual's dots for it, what is lower. In case the hunter wins, the target suffer from a Curse chosen by the hunter as if she was a under the effect of a Relic (see Mummy: the Curse). Each such Curse is meant to be bought as a separate Ritual, although by Storyteller's permission the hunter may need only buy it once and be able to change it at will. The Curse last for 24 hours, but may be prolonged by spending Willpower. The ceremony may affect spirits by using their anchor (or possessed vessel) as a focus for the ritual.

Red Bindings

Lesser gods must feed in order to survive, and their food is the laugh and tears of common men- and by controlling that food you control the spirit. By invoking Sutek's sign and decreeing a certain situation, the hunter is able to curse the being's Essence. For one day per dot in Mystery Cult Initiation, the spirit may not gain nourishment in other way than the one decreed by the hunter. The regular ways of feeding simply don't work anymore, which may even force the spirit to starve.

Spirit Trap

The sign of Sutek could be used in many ways, including trapping spirits in a cage like songbirds. In order to perform the ritual, the hunter must draw the sign of Sutek on the ground using his Vitae. Once an ephemeral being, either manifested or in a state of Twilight, enters, it is trapped and can not move. In case it was in a Twilight state, it would be forced to manifest. In case it possessed a target, it would be forced out of its vessel. In case of a Claimed, the being and the host won't be able to move. In addition, as long as the being is trapped in the sign, it may not use its Influences and suffers a -2 penalty to all rolls (-3 by spending Willpower while drawing the sign). The Sign is in effect for a number of hours equal to the hunter's dots in Mystery Cult Initiation.

Memory of the Desert

The sands may cover many hideous crimes, but they never forget. By activating that power, a red aura covers the hunter and anyone in a range of [Mystery Cult] meters of him. Anyone in the range which is not a member in the Cult of Sutek suffers from a Breaking Point and must roll for Integrity or the equivalent as she relieve those moments. In case the target lacks an Integrity equivalent trait, she instead suffer from the Shaken Condition.

Five-Dot Rituals

Bleed the Gods

In order to truly destroy a spirit, you must also destroy its very Essence. By covering a weapon with Vitae, each time the weapon deal damage to a spirit it also drains one point of Essence or equivalent. The weapon may attack spirits normally, and may be used for a number of attacks equal to the hunter's dots in Mystery Cult Initiation.

Sutek's Arrow

Sometimes, there is no weapon nearby, and biting is a messy thing. By manifesting the Nameless Serpent in their body, the hunter may spit the poison as if he was shooting a bow. The poison is the same as the Nameless Toxin, although the hunter may choose a lesser version of poison.

Red Blade of Heavens

Sometimes, calling Sutek is not enough. Sometimes, the hunter must become Sutek himself, channeling the Red God's own power in order to punish those who defy his will. While activating the ritual, the hunter's eyes turn red, and his chosen weapon starts glowing with a crimson light. Any attack performed by the hunter during that time ignores defense, both mundane or supernatural. While activating that power, the hunter may not use any other rites even if he has enough Vitae for them. That power lasts for a scene.

Walk Among Ghosts

Sometimes, in order to fight a demon, you must do so in its own turf. By activating that ritual, the hunter turn ephemeral, entering a state of Twilight. The hunter may change his Frequency at will, and the power itself lasts for a scene. That state does not allow the hunter to cross the Gauntlet or similar barriers between worlds.

Typhonic Rage

The anger of Sutek is so great, that a mere misfortune is not enough, and only blood would satisfy his wrath. In order to activate the ceremony, the hunter must first touch the target. For the rest of the day, each time the target fails a roll, it automatically turns into a Dramatic Failure without gaining a Beat from it. In addition, the target is unable to score an Exceptional Success on a roll.

Look from the Serpent's Eye

The Red God's sign can not only tame gods, but curse them. By activating the sign, the character chooses a specific item or phenomena, and roll for Clash of Wills using the Mystery Cult rating. If successful, that item or phenomena is treated as the being's Bane for the rest of the Scene.

Open the Seven Gates

The powers of Sutek are so great and his storms are so powerful, that they can even shake the foundation between worlds. The hunter may create a tear in the worlds for another dimension, or force it to close. The power must open a gate for a specific realm which could be naturally connected to the mortal world (so no, you can't jump to the A'aru and say "hi!" to the gods). Beings that normally can't travel between worlds may not cross that gate. The gate would stay open for only a scene, and then close - or it would be locked for an additional scene.