# Hunt Name

Flavor text. Do not include any rules in the flavor text, it should just be a simple narrative for the Hunt.

## Status

Tell other players whether your Hunt is an early draft or whether it has been play tested several times and is complete. If there are specific problems you want players to help you solve, this is a good place to mention them.

## Setup

<Replace this text with the graphics for your mini map.

**Entrance**: <Your text>.

**Clock**: Start X, End Y.

**Encounter Deck**: X Level-1 and Y Level-2 Encounter Cards.

**Vampire Day Activation Deck**: X Level-1, Y Level-2 and Z Level-3.

**Vampire Night Activation Deck**: X Level-1, Y Level-2 and Z Level-3.

**Pete and the Extractor**: <Your text>.

**Dashboard**: <Your text>.

**Standalone Play**: <Your text>.

## Special Rules

Add any Hunt Specific Rules to this section.

## Objectives

**Hunters’ Primary Objective**: <Your text>.

**Hunters’ Secondary Objectives**: <Your text>.

**Turned Hunters’ Primary Objective**: <Your text>.

**Turned Hunters’ Secondary Objectives**: <Your text>.

## Downtime

Describe all rewards here. Edit the following sections so they fit your needs.

**Transformation Cost**: -X Focus.

**Training**: There is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

**Equipment**: The Hunters can use their Focus to purchase Equipment normally.