

# BITE Roles for *CRISIS*

If you don't have a copy of **BITE** to draw roles from, you can use these role summaries instead. At the beginning of the session, each player pulls a slip from the starting pile to determine their hidden role. Keep this secret, but allude to it in either your major or minor focus.

Should you be selected for the **Darkness Within**, make an additional draw from the Evil roles below. This next scene will revolve around either embracing or avoiding your dark path.

*\*The deck of initial roles to draw from are marked with an asterisk.*

## Good Roles

- \*Hunter-** Noble adventurer or craven mercenary? Each hunter has their reasons for pledging their lives to eradicating inhuman monsters. *Investigate, Stake, Talk*
- \*Medium-** The restless dead lurk all around us. In these dark nights, it can be a source of comfort to know they are watching. *Flee, Seance, Talk*
- \*Priest/ess-** The Church provides hope and counsel to a beleaguered people. When the forces of darkness seem ever-present, a Priest/ess can shine a light. *Investigate, Redeem, Talk*
- \*Villager-** Everyday folk are the soul of the community. They can also be a fierce threat when they band together. *Flee, Mob, Talk*
- \*Witch-** Medicine woman, sorcerer, wise one. The Witch can be a source of information or a fearsome foe, depending on how you treat her. *Curse, Flee, Scry, Talk*

## Evil Roles

- Beast-** Darkness breeds darkness. Where monsters go, more will follow. This one hides in the shape of a man by day, but becomes a Beast by the light of the moon. *Devour, Flee, Talk*
- Heretic-** Mad worshippers of profane gods which desire destruction. Once infiltrated into society, their darkness spreads and corrupts those around them, even in death. *Corrupt, Flee, Mob, Talk*
- Occultist-** Dark mystics with power over the door between life and death. They work their magics and whip the spirit world into a frenzy, unleashing it on their enemies. *Haunt, Flee, Talk*
- \*Vampire-** A creature of darkness, the Vampire hungers for the blood of the living. Each victim rises anew to follow that same dark path. *Bite, Flee, Talk*
- Warlock-** Masters of dark power have twisted the Witch's Way against the course of nature, bending their magic against the people it should protect. *Curse, Flee, Scry, Talk*

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