

GURPS[®]

Fourth Edition

MONSTER HUNTERS POWER-UPS™ 1



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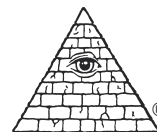
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*Beware that, when fighting monsters,
you yourself do not become a monster
. . . for when you gaze long into the abyss.
The abyss gazes also into you.*

– Friedrich W. Nietzsche

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ABOUT GURPS

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Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

INTRODUCTION

Ani flipped the switch on the prototype rifles she'd cobbled together earlier that afternoon. Dr. Frankenstein's army of monsters, crafted from the dead bits of humans, had already been awakened and was now doing its mistress' bidding. With the help of Dr. Talbot and his lover, Mr. Hyde, Ani had managed to create an energy weapon that **should** neutralize the **élan vital** animating the creatures. The rest of her team, including Cristiano, David Troi, and Nasir Alexander, were holding the line at the abandoned gold mine – keeping the monstrous creations inside until she could show up with the new weapons. Ani just hoped they **worked**. She'd settle for not exploding – not that she'd tell the rest of her team that. Not exploding was good.

Besides, they still had Plan B. Plan B always involved David throwing as many grenades as he possibly could, like some crazy Bolshevik Muppet, until whatever they were hunting stopped moving. Ani didn't really like Plan B all that much; cleanup was a hassle. But when your choice is dealing with goop in your hair or an undead army stitched together from hundreds of alchemically animated corpses, you always pick goopy hair. That's what shampoo was for after all.

Champions always need a few tricks when battling The Enemy – especially if they don't have their own supernatural powers. This supplement offers new abilities to champions who lack paranormal traits (such as the commando and techie), allowing them to kick monster butt in new and interesting ways. The GM can present these “power-ups” as rewards (special training!) or something players can look forward to purchasing with earned character points.

This supplement also offers a fully self-contained system for techies to design new gadgets to arm and equip their allies, creating a plethora of exciting options.

RECOMMENDED BOOKS

This volume requires the *GURPS Basic Set* and *GURPS Monster Hunters 1: Champions* to use fully. There are also references to *GURPS Monster Hunters 2: The Mission*, *GURPS Monster Hunters 3: The Enemy*, *GURPS Monster Hunters 4: Sidekicks*, and *GURPS Monster Hunters 5: Applied Xenology*. *GURPS Powers*, *GURPS*

Power-Ups 2: Perks, *GURPS Power-Ups 8: Limitations*, and *GURPS Martial Arts* can aid in understanding some of the power-up builds.

Those without any *GURPS Monster Hunters* supplements can still make use of these prebuilt abilities and new traits. The new gadget-design system is useful for games featuring technology.

PUBLICATION HISTORY

Some of these power-ups were inspired by “Pointless Monster Hunting” in *Pyramid* #3/83: *Alternate GURPS IV*. The two new wildcard skills for warriors originally appeared in “Born to Be Wild” in *Pyramid* #3/107: *Monster Hunters III*. The rules for techie inventions are a condensed version of “Metatronic Generators” in *Pyramid* #3/46: *Weird Science* and influenced by *Inventions, Upgrades, and Repairs* in *GURPS After the End 2: The New World*. Finally, many power-ups are built from traits described elsewhere – primarily in *GURPS High-Tech*, *GURPS Gun Fu*, and *GURPS Martial Arts*. In such cases, the traits were not reprinted, but were condensed for use in the *Monster Hunters* series. You don't need any of those supplements to use this one!

ABOUT THE AUTHOR

Christopher R. Rice has been published in *Pyramid* many times and co-wrote *GURPS Dungeon Fantasy 19: Incantation Magic* and *Dungeon Fantasy Traps*. From Portsmouth, Virginia, he's spinning words and whimsy into gold. This is his first solo work. Of course, if he's not writing about *GURPS*, he's blogging about it. Visit his site “Ravens N' Pennies” (www.ravensnpennies.com) for more *GURPS* goodies. He wishes to thank L.A., for being the wonderful, amazing, inspiring woman that she is. Not every man gets his muse personified in the flesh!

He also wishes to thank his gaming group – the Headhunters – for alpha-testing some of the power-ups, his family (especially his mother), and Elizabeth “Archangel Beth” McCoy, his Sith Editrix mentor and great teacher (She-Who-Yells-At-Missing-Commas).

Holy symbols like crosses and blessed water occasionally have an effect, but are dependent upon the personal faith of the user. Most Hunters opt for violence over faith; we're kind of like soccer fans that way.

– Larry Correia, Monster Hunter International

CHAPTER ONE

ACQUIRING POWER-UPS

*John Hyde stood over a suitcase that itself sat on a bed. He was in another crappy hotel room, this time investigating an outbreak of vampires in New Hampshire of all places. He'd packed the tools he'd need: stakes, mallets, and a large assortment of knives. Many hunters thought it was cute he "kicked it old school" – if only they knew how old his school was and how old **he** was. He'd long since separated from his better half, Jekyll, but had taken up the man's cause to hunt the monsters that preyed on humanity. Sighing, he just wished that hunting monsters didn't involve so many seedy motels and terrible road food. Tossing a Bowie knife, a carpenter's hammer, and a handful of stakes into a small messenger bag, he went to find the vampire's nest.*

A power-up is a collection of traits that enhance a champion's abilities in some way. Advantages, perks, skills, and techniques are all possible fodder for such abilities. But a power-up is more than the sum of its parts; it's also a way of representing something special about a champion. The description of the power-up that is more important than its associated traits.

The GM determines the availability of and prerequisites for each power-up. Aside from its character-point cost, a power-up might require training at a particular place or with a specific teacher, cash payment, completion of a quest or task, or any other number of other things. If you aren't sure whether your champion qualifies for a power-up, ask the GM!

STARTING WITH POWER-UPS

As the division between the traits on beginning templates and those in this supplement is arbitrary, the GM may permit champions to enter play with power-ups, provided that they meet the prerequisites. This doesn't waive any "story" prerequisites (e.g., being trained by a master monk or assigned to Groom Lake), which should still be part of the character's backstory.

As always, the GM has final say. If a background is *too* geared toward picking up multiple power-ups with disparate requirements, the GM might require Weirdness Magnet (p. B161) for such a person – and use it ruthlessly.

BUYING POWER-UPS

Champions can always spend earned points on attributes up to 20, traits on their character templates, and on their

profession's special abilities (if it has any). If the GM agrees, then champions with the points and prerequisites can also buy general power-ups and the professional power-ups noted for their line of work. The GM might still decree certain choices off-limits, for campaign balance.

Great men are forged in fire. It is the privilege of lesser men to light the flame.

– *The War Doctor,
The Day of the Doctor (2013)*

SPECIAL REQUIREMENTS

The GM may have additional requirements (beyond anything mentioned in the description) for certain power-ups in their campaign, which they need to designate. Here are a few ideas for special requirements.

Being Chosen

The power-up relies on the monster hunter being "chosen" by a higher power. The champion has special abilities because they are supposed to have them to fight evil. The ability may be the gift of spirits or similar beings. The power-up can represent extreme "plot armor" that is often enjoyed by the stars of movies or TV shows.

Medication or Drugs

The power-up requires special substances. These drugs or medications may be experimental or simply obscure. A power-up gained by taking a substance could require a cash payment (each point of the trait incurs a cost of \$1d×100), a suitable Patron, or *both*.

Innate Ability

The monster hunter has some kind of innate talent that is honed through use and practice. The GM decides if a particular champion can learn such power-ups, but those who have spent points on *Potential Advantages* (p. B33) should always have hidden talents, and this is one option for them.



The GM may require the person to spend time *maintaining* the ability, reducing the available time for *other* between-game session activities, such as learning a power-up that requires training.

Specialized Training

The monster hunter spends time between game sessions to learn the power-up. Unless keeping track of non-hunting hours, using *Improvement Through Study* (pp. B292-294), only one such power-up can be learned at a time. Optionally, the GM may declare a specific number of hours, based on its point value; e.g., 20 hours per point the power-up is worth.

Just That Good

The needs of a campaign, or exceptional effort during past adventures, may allow a monster hunter to purchase a power-up without any other requirements!

DESIGNING NEW POWER-UPS

Each new power-up designed by the GM could contain increased attributes or secondary characteristics (often with an Accessibility or similar limitation), advantages, enhancements for a trait the character already possesses, perks, and techniques. One particularly versatile perk often appears as part of a power-up.

Unique Technique: This is a perk-level Unusual Background (p. B96) that allows access to one specific unrealistic – but GM approved – technique (p. B229).

For examples of power-ups, see Chapter 2. Each entry notes exactly what traits go into it, often with footnotes explaining rules interpretations, expressly to assist the GM who is inventing power-ups. Those with large **GURPS** libraries will find further inspiration outside this work. Good resources include **GURPS Martial Arts** (notably *Style Perks*, pp. 49-52, and *Creating New Techniques*, pp. 89-95), the appropriately titled **GURPS Power-Ups** series, **GURPS Powers** (in particular *Alternative Abilities*, p. 11; *Attributes as Abilities*, p. 13; *Special Effects*, pp. 113-114; and *Special Cases*, pp. 115-119), and **GURPS Thaumatology** (especially Chapters 2 and 7).

There's more to a *good* power-up than stats, though. Bear these "three Xs" in mind:

- *eXciting.* The best power-ups are abilities about which yarns can be spun and toward which heroes will want to work. "Becoming a master marksman" is a fine general objective, but a bit lacking in color. "Learning Sharpshooter" – now *that's* an accomplishment!

- *eXclusive.* A good power-up should offer something that isn't otherwise on the table. Anybody can improve

ST, but only a privileged few can raise ST past 20 or add Striking ST. Any champion might learn the Armoury (Esoteric) skill, but Mad Genius (p. 19) exploits it in a way only techies can learn. And so on.

- *eXemplary.* A good power-up complements a hunter's role, goal, or archetype, not just their template name! What matters is that the power up offers a clear growth path that helps the player spend earned points to realize a goal, whether that's becoming a notorious monster hunter, a slayer of vampires, or a steward of humanity.

A Real Wild One

Some power-ups in this supplement modify existing techniques and perks by turning them into "wildcard" versions. When designing new power-ups, use the following guidelines for wildcard techniques and perks.

Techniques: Changing a technique into a *wildcard technique*, multiplies the original cost by x3 and uses the Hard progression as the baseline, but allows it to apply to *all* related skills. For example, Dual-Weapon Mastery (p. 7) incorporates Dual Weapon Attack!, which permits combat with dual pistols, pistol and knife, knife and sword, and so on.

Perks: A perk that normally requires specialization can be turned into a *wildcard perk*. This costs 5 points instead of 1, but permits it to function as *all* specialties of that perk. For example, Improvised Weapons! [5] allows you to use any improvised weapon, fist-load, etc. with all applicable skills. This always requires GM adjudication, as some wildcard perks can be overpowered; if so, charge more (such as 10 points), add minor drawbacks, or simply forbid it.

CHAPTER TWO

THE POWER-UPS

"Dracula's dead!" shouted Dr. Talbot as he glanced at the high window in the lab. The moon was rising, and he could feel its pull.

"According to **whom?**" Dr. Frankenstein said with a quirk of her lips and a raised eyebrow. Her breathy voice would have made any man want to do her bidding right then and there. Well, almost anyone.

"I helped Harker put a stake in his heart myself! Quincy lopped off his head, and we scattered his ashes to the four winds!"

"Yes, yes. You did everything just right. The problem was Van Helsing lied to you. He lied to **all** of you. Dracula was never a mere master vampire – he was the son of the Devil, and the Devil has decided to kick his son out of the house."

Talbot stared in stark terror as a flitting shadow loomed over the curvaceous figure of Victoria Frankenstein, as all of his fears of the last 100 years became all too real. Vlad Tepes had returned.

Do Power-Ups "Stack"?

Yes, they do – just make sure they all apply. Suppose you're a commando with Bullet With Your Name On It, Run and Gun, Sharpshooter, and Slayer's Strike 1, and your witch ally hits you with a spell boosting your eyesight and giving you Telescopic Vision 3 (Cosmic, Stacks with mundane sources). You could inflict -1 on the target's active defenses (Bullet With Your Name On It), Move and Attack while keeping your Accuracy bonus (Run and Gun), use *any* firearm with full Accuracy (Sharpshooter), *and* then attack your subject, ignoring one of their supernatural protections (Slayer's Strike)! This makes it essential that both GMs and players be aware of how such power-ups interact with one another.

Champions are the best that humanity (or inhumanity) has, so it's no wonder that their power-ups offer dazzling ranges of power, utility, or ability. The occasional footnotes and "under the hood" boxed text in the various sections are primarily for the benefit of the GM who wants to create new power-ups for their players. Players should simply write down the names of their power-ups and familiarize themselves with what they can do.

Due to the simplified nature of *GURPS Monster Hunters*, many power-ups have streamlined descriptions; their complex mechanical builds are "swept under the rug."

ENEMY KNOWLEDGE

Some power-ups require you to choose a specific monster or a knowledge skill useful for fighting a particular foe. You can find options in the *Know Thy Enemy* sections of *GURPS Monster Hunters 1: Champions*, p. 16; *GURPS Monster Hunters 5: Applied Xenology*, p. 7; *Pyramid #3/58: Urban Fantasy*, p. 24; and *Pyramid #3/73: Monster Hunters II*, pp. 28-29; plus any other sources the GM permits. Be sure to know which enemies are available in the campaign before making your selection.

HOW ARE THEY SORTED?

These power-ups *don't* follow the *GURPS* custom of listing advantages in one place, perks in another, techniques in a third, and so forth. Regardless of their constituent traits, they appear in alphabetical order within each category. This is to encourage gamers to choose power-ups based on *roles* – not rolls or rules!

GENERAL POWER-UPS

The following are available to any champion. While many of them seem like supernatural abilities, they represent a champion who is highly competent, lucky, or both.

COMBAT POWER-UPS

All champions need *some* combat utility; after all, their job is to *fight* monsters. Thus, the following power-ups have no restriction by professional template. Note that some abilities work better with some traits than others and may have different costs; the differences are noted in the entry.

Dual-Weapon Fighting

6 points/skill*

Prerequisites: Any one-handed combat skill.

Buy this power-up separately for each skill. For example, Dual-Weapon Fighting (Broadsword) would let you use two katanas at once. The GM may allow you to learn weapon combinations. If so, each specific combination counts as its own power-up. For example, Dual-Weapon Fighting (Broadsword/Pistol) allows you to wield a katana in melee combat and shoot at foes with an M1911.

When armed with two suitable melee weapons, you can make a full-skill attack with both. Additional strikes due to All-Out Attack (Double) or Extra Attack can come from *either* weapon. You *cannot* combine this with Rapid Strike!

Perks: Off-Hand Weapon Training [1].

Techniques: Dual-Weapon Attack (H) Skill+0 [5].

* Costs 5 points with Ambidexterity [5], which the GM may opt to make learnable.

Dual-Weapon Mastery

20 points*

Prerequisites: At least three one-handed combat skills, *and* any of Gunslinger, Trained by a Master, or Weapon Master.

This power-up lets you use Dual-Weapon Attack (p. B230) with *any* two weapons you're capable of wielding simultaneously, regardless of skill. As a side benefit, you're fully ambidextrous and never suffer -4 for using the "off" hand.

There's no need for Dual-Weapon Fighting (pp. 7-8) if you have Dual-Weapon Mastery. Those with the former may upgrade to the latter by paying the cost difference. The GM might *require* this progression – or call for champions to acquire one, two, and finally three kinds of Dual-Weapon Fighting – and specify a minimum number of game sessions between steps.

Advantages: Ambidexterity [5].

Techniques: Dual-Weapon Attack! (H) Skill+0 [15]†.

* Costs 15 points with Ambidexterity [5], which the GM may opt to make learnable.

† This is a wildcard technique (p. 5), with triple the cost to allow it to work with all one-handed combat skills.

Duck and Cover!

20 points/level

When using *Dodge and Drop* (p. B377), you increase your step's length by one *and* add +1 to Dodge (giving you a total of +4 at level 1, +5 at level 2, and +6 at level 3). Those with Acrobatics can include an acrobatic stand when they use this power-up by rolling at Acrobatics -6; success means they land standing on their feet instead of one the ground!

Advantages: Basic Move +10 (Accessibility, Only when using a Dodge and Drop option, -20%; Only for the purposes of determining your step, -60%) [10/level] + Enhanced Defense (Dodge and Drop)* [10/level].

* Gives +1 to Dodge when using one of the options under *Dodge and Drop*, in addition to the option's usual effects.

Greater Weapon Bond

5 points/weapon

Prerequisites: Any weapon skill, *and* any of Armoury (any weapon specialty) or Connoisseur (any weapon specialty).

You own a weapon so suited to you that you enjoy +1 to skill rolls to use it (including Fast-Draw rolls), +1 to Parry with it, and +1 to its damage. This is a higher level of the Weapon Bond perk (**Champions**, p. 25); the two don't "stack,"

but you can upgrade a Weapon Bond to a Greater Weapon Bond with the GM's permission. Like that perk, this gift doesn't supply the weapon – obtain that by buying it, finding it, taking Signature Gear, etc.

There are two catches. First, if you permanently part ways with the weapon, you lose the 5 points spent on this power-up – no refunds! Second, any melee fought without the weapon in hand puts you off-kilter. You must fight *another* battle using the weapon at no bonuses before the benefits return. The GM decides what a "battle" is, but cheesy tricks like killing slow zombies and sparring with allies shouldn't count.

Advantages: Higher Purpose (Always use this weapon) [5].

The rules for losing and regaining bonuses cover the built-in Code of Honor.

Hunter Training

Variable

Prerequisite: Any combat skill.

Hunter Training halves hit location penalties for a particular combat skill and mode of attack (drop any fractions and round *up*; e.g., -7 becomes -3 and -5 becomes -2), when used against a specific hit location. You must specialize by combat skill, mode of attack, *and* target. Any combat skill is theoretically viable, but some may be more useful than others. For example, Hunter Training (Broadsword Swing at Neck) may be more useful than Hunter Training (Karate Punch at Face), while Hunter Training (Pistol Shot at Vitals) may be better still. However, to keep this power-up in check, the GM may decide that an in-game teacher is needed for someone to acquire it – and Karate Punch at Face might be all that's available.

If you use the same Hunter Training attack repeatedly on an intelligent foe, they have +1 to defend against your third and later uses. At the GM's option, the target may get this bonus if they ever *observed* you using the attack twice or more, or otherwise has cause to expect it. This never applies when fighting automatons and mindless monsters (zombies, golems, etc.).

To get the cost of this power-up, halve the absolute hit location penalty for the targeted location (round *up*), and add one.

Example: Hunter Training (Broadsword Swing at Neck) would cost 4 points since the hit location penalty for the neck is -5, which when halved and rounded up is -3. Taking the absolute value and adding one results in a cost of 4 points.

Wildcard skills are valid choices for this power-up. For example, a commando might take Hunter Training (Gun! at Vitals) and use it with everything that skill covers. The cost remains the same. *Warriors* may opt to instead pay *triple* the final cost to have their power-up encompass *all* available attack modes for all of their combat skills. For example, Hunter Training (Neck!) would cost 12 points and allow the champion to use *any* applicable skill in any fashion with the power-up, not just a specific skill, but only to target the neck.

Techniques: Targeted Attack (H) [Varies]. The warrior's version turns this technique into a *wildcard* technique, tripling the cost, but allowing more leeway in its use.

Monster Expert

6 points/level

Prerequisites: Any skill listed for a specific monster in *Know Thy Enemy* (see *Enemy Knowledge*, p. 6) at 14+.

Pick one of the following: angels, cryptid, demons, free-willed spirits, ghosts, lycanthropes, mummies, parasites, psis,

witches, vampires, zombies, or another foe available in the campaign. You get +1 to *all* rolls when dealing with that specific creature type. Moreover, once per game session, you may increase the bonus granted by Monster Expert on any pertinent non-combat roll to twice your Monster Expert level plus one (for example, Monster Expert 2 would give you a +5 to a single non-combat roll once per session).

NEW WILDCARD SKILLS

The following two wildcard skills are used by the variant warriors (p. 20), but may be useful to *any* champion who wants to mix it up.

Archery!

DX

Robin Hood, Odysseus, Arjuna, and Orion – all amateurs compared to you. This skill covers Blowpipe, Bow, Crossbow, Sling, Spear Thrower, Thrown Weapon (Dart or Spear), Zen Archery, and related Fast-Draw skills. You can also use it in place of Artillery or Gunner (Catapult) for catapult- or bow-like weapons. Make an IQ-based roll for Armoury or Connoisseur to recognize, evaluate, or repair suitable weapons. Use Archery! in place of skills such as Acrobatics and Climbing for crossing or swinging from bow-launched climbing lines, and when shooting while dangling from high places. Use the better of this skill or your movement skill to shoot from horseback, from a vehicle, etc.

Make a Per-based skill (Observation, Scrounging, etc.) when the goal is to locate spent arrows or well-shaped sling stones, or while aiming with an appropriate weapon. Archery! also allows a Per-based roll after battle to recover *and* repair one used arrow, plus one arrow per point of success.

You can even wield a bow as a melee weapon without ruining it – roll against Archery! skill to treat your bow as a baton with Reach 1, for swing or thrust crushing damage. If you have an arrow ready, you may opt to stab at Reach C for thrust-1 impaling. You may *parry* at 3 + (DX-based skill)/2; your bow has an effective DR equal to your skill level +2.

When determining how powerful a bow you can use, rely on the higher of your ST or ST-based Archery! When making an Attack, you get your bow's Acc bonus. When you Move and Attack, you do *not* get your bow's Acc bonus but may ignore its Bulk penalty. You also ignore the Bulk penalty when in close combat, allowing you to wield a bow in C range with ease. If you have Heroic Archer (*Martial Arts*, p. 45), then you ignore your Bulk penalty *and* keep your Acc bonus.

Finally, if using *Quick-Shooting Bows* (*Martial Arts*, pp. 119-120), you roll at -3, *and* as long as your skill is 16 or higher, you don't need to make a roll to Fast-Draw your arrows. If you also have Heroic Archer or Weapon Master (Bow), this drops the penalty to -1. If you have

Archery!, Heroic Archer, *and* Weapon Master (Bow), you suffer *no* penalty.

Fist!

DX

From street-fighting to T'ai Chi, you know what you're doing. Use this skill to make all unarmed attacks. This includes using weapons that can be wielded with an unarmed skill, such as brass knuckles or improvised fist loads. It replaces Boxing, Brawling, Immovable Stance, Judo, Karate, Parry Missile Weapons, Push, Sumo Wrestling, and Wrestling.

You receive a bonus equal to (relative skill level + 1), minimum of +0, to your damage (every +2 to damage translates to +1/die, if better) *and* to the final "weight" of your attack when *Parrying Heavy Weapons* (p. B376). The bonus from this wildcard applies even when you bite, use fist-loads, or other natural attacks.

When using your ST score for grappling attacks, use your ST-based Fist! skill if better. You get the improved retreat bonus when parrying, but *aren't* penalized for encumbrance or when parrying kicks or weapons.

You can roll against this skill in place of *any* physical roll made when in combat while fighting unarmed, such as Acrobatics, Climbing, Jumping, and so on. Make an IQ-based roll for Savoir-Faire (Dojo) in social situations, for Fast-Talk to use *Specious Intimidation* (p. B202), Tactics for close-in unarmed fighting, etc. Make an IQ-based roll for Pressure Points or Pressure Secrets. Make a Per-based roll for Body Language or Observation to figure out if someone is about to sucker punch you, or Detect Lies when someone is making a threat he can't back up physically. Make a Will-based roll for Intimidation if you are threatening someone with your unarmed fighting skills ("I should warn you: I can kill anyone with my thumb") or for Power Blow. You may use it instead of Forced Entry when you are attacking doors, windows, and other inanimate objects. Make an HT-based roll for Kiai.

You ignore *Hurting Yourself* (p. B379) completely. You're *always* considered armed for the purposes of *Parrying Unarmed* (p. B376) just as if your limbs were strikers (p. B88), and you can damage other unarmed attackers just as if you had a weapon! You never suffer the penalty for striking or parrying with your off hand (p. B14).

Do be aware that fighting monsters barehanded *does* put the champion at a bit of a disadvantage.

Additional levels increase the requirements for skill level by two per level (e.g., Monster Expert 2 requires an appropriate skill at 16+). You may have up to four levels of this power-up.

The GM may allow you to specialize even *further!* For example, you could have Monster Expert (Werewolves) or Monster Expert (Yetis). This gives +1 beyond the normal benefits. As an even *more* optional possibility, you can choose a specific group or specific subject! The former grants you an additional +2; the latter gives an additional +2 *and* allows you to claim the non-combat skill bonus once per *hour* instead of once per game! If the subject of your specialty is killed, you either lose the points invested, or gain half the trait's value as a more generalized Monster Expert power-up and/or Reputation – GM's choice.

Advantages: Higher Purpose (Slay Specific Monster) [5/level].
Perks: Monster Expert* [1/level].

* Gives +1 per level once per game session to noncombat rolls against a specific class of monster selected when the perk is taken.

Push-Ups Make You Bulletproof

9 points/level

Prerequisites: HT 12+ *and* Fit; or HT 11+ *and* Very Fit.

As long as you maintain a daily fitness regimen, you get +2 DR *per level* (you may have no more levels of this trait than equal to half your HT) against firearms and explosives. This requires that you spend at least one hour each day doing calisthenics, aerobic exercise, and so on, to stay in top physical shape (effectively Compulsive Exercising (6) [-10]). Your skin isn't any tougher or stranger looking; if you *do* get shot and your DR makes the difference, it just looks like a graze or miss.

Advantages: Damage Resistance 2 (Force Field, +20%; Limited, Firearms/Explosives only, -40%; No Signature, +20%; Nuisance Effect, Daily fitness regimen, -10%) [9/level]. Adding "No Signature" to DR hides the force-field effect as well as allowing potentially straight shots to seem nothing more than a graze.

Quick-Shooting

6 or 3 points

Prerequisites: Guns (any specialty) at 18+, or Gun! at 16+.

You can use a firearm that has RoF 2+ to perform a *Rapid Strike* (p. B370) at full skill, allowing you to target two different beings. You must specialize by shooting skill. This means shooters with Gun! can use this power-up for *any* firearm they possess.

Techniques: Quick-Shot (A) Skill-0 [6] without Gunslinger, or [3] with it.

*The real world
is where the monsters
are.*

– Rick Riordan,
The Lightning Thief

Run and Gun

10 or 6 points

Prerequisites: Guns (any specialty) at 12+ *and* Gunslinger; or Guns (any specialty) at 16+.

When using a specific Gun specialty, you ignore the penalty when making a Move and Attack. Moreover, you keep your Aim if

you aimed the previous turn and can retreat normally despite having made a Move and Attack, although you only get +1 to active defenses when you do so. This reduction does come with a special benefit: you may retreat against a ranged attack as long as the attacker is within two yards of you even though this is normally not possible. You may also parry attacks normally *if* using a firearm to parry *or* parrying a firearm in close combat and receive +1 to do so. You may also perform a ranged Rapid Strike if you can normally do so (e.g., you have the Quick-Shooting power-up).

Commandos may choose Gun! as their specialty for this power-up. When combined with Gunslinger, this power-up allows them to keep the skill bonus from their weapon's Accuracy *and* ignore their weapon's Bulk penalty.

The GM may permit archer-variant warriors (p. 20) to buy this power-up for use with Archery! (p. 8), allowing it to be used with bows, crossbows, slingshots, etc.

Perks: Unique Technique (Run and Gun) [1].

Techniques: Run and Gun (H) Skill+0 [9] without Gunslinger, or [5] with it.

UNDER THE HOOD: RUN AND GUN

Under the *GURPS Martial Arts* technique-design rules, Run and Gun (above) is a Move and Attack with these modifications:

Benefit: Acrobatic Movement. You ignore the penalty for acrobatic movements. -2.

Benefit: Can Rapid Strike. Ignore the usual restriction on making Rapid Strikes. -1.

Benefit: Enhanced Grip. Ignore the Bulk penalty for a specialty of Guns when making an attack. -1.

Benefit: Equilibrium. You can parry attacks normally against firearms or when using a firearm to parry (such as using Pistol-Fist) after using a Move and Attack and do so at +1. -1.

Benefit: Moving Target. You can *Retreat* (p. B377) after using Move and Attack, but only at +1 instead of the normal +3. To compensate, you can *Retreat* against ranged firearm attacks as long as the attacker is within two yards of you. -1.

Benefit: Practiced Movement. You ignore the penalty for doing two actions at once when using a Move and Attack. -1.

Benefit: Steady Shot. Retain Accuracy on aimed shots. -1.

This makes the default skill-8. Gunslinger halving the penalties is effectively a feature of this technique. This technique is Hard because it has several instances of bending the rules along with cinematic mobility and gunplay.

Perk-A-Lating While You're Playing

Those with wildcard skills get enhanced access to perks relating to their skill's specialty. This is explicit for commandos using gun fu perks (*Champions*, p. 10), but implicit for other templates. Those with wildcards should have freer access to perks that are related to their wildcard skill even if the GM wouldn't allow them in other instances.

Slayer's Strike

26 points/level

Prerequisites: Any skill listed for a specific monster in *Know Thy Enemy* (see *Enemy Knowledge*, p. 6) at 16+; and any of Extraordinary Luck, Gunslinger, Trained by a Master, or Weapon Master.

Once per game session, while fighting a supernatural being, you may choose to ignore a particular non-Damage Resistance protective trait that you're aware your target has; this knowledge may require a skill roll. For example, you could shoot a vampire with a gun and tell the GM you're ignoring his Injury Tolerance (Unliving) or Supernatural Durability for that *one* attack.

Successfully bypassing the protective trait requires you to win a Quick Contest against the better of your target's HT or Will vs. the best of your Perception, your *best* targeting sense (Vision, for humans), or a Per-based weapon or unarmed skill. The GM may also allow appropriate skills from *Know Thy Enemy*, but require you to make Per-based rolls. At levels 2 and 3, your target takes a further -1 or -2 in the Quick Contest to resist this effect. Your roll takes normal range penalties (p. B550) if a ranged attack; better get close!

Win or lose, you make your subsequent attack roll normally. Victory means you ignore the trait you specified. Winning by 10 or more results in an increase in your critical-success range when you actually deliver the strike! At level 1, if your effective skill level is 17 or greater, you critically succeed on a 7 or less. At level 2, this increases to 18 for effective skill and critical success on an 8 or less. Level 3 raises this to 19 and a critical hit on a 9 or less! You may have up to three levels of this power-up.

Slayer's Strike may be used a number of times in a session equal to its level. The desperate may sacrifice unspent character points or use destiny points to gain additional uses of this power-up. Each point spent garners them another use, even if they have already reached their maximum allotment for the game session.

Advantages: Affliction 1 (Accessibility, Supernatural beings only, -40%; Based on Perception, Own Roll, +20%; Character-point powered*, ×1/5 cost; Fixed Duration, -0%; Follow-Up, Universal, +50%; Malediction 2, +150%; Nuisance Effect, Actual time is for one attack only, -5%; Nuisance Effect, Target rolls against the *better* of HT or Will, -20%; Reduced Duration 1/60, -35%; Variable Enhancement 150 (Accessibility, Only Negated Advantage enhancements that reduce unnatural fortitude, -50%), +750%) [20/level] + Slaying Point 1 [5/level]†. *Notes:*

Perk: Enhanced Critical‡ (Slayer's Strike) [1/level].

* See *GURPS Power-Ups 8: Limitations*, p. 9.

† Slaying points refresh each game session, and they can only be used to activate this power-up.

‡ See p. 10. This version trades a specific skill for *any* skill as long as you critically succeed on your roll for Slayer's Strike. It stacks with Enhanced Critical if you already have it for the weapon you are using with Slayer's Strike, but has the normal maximum critical success range.

Tough Guy

10 points/level

Prerequisites: HT 12+ or High Pain Threshold.

You are rough, tough, and of the right stuff. At level 1, if you should fall unconscious for some reason, divide all times by 60 to determine how long you *stay* unconscious (e.g., a drug that should knock you out for an hour lasts only a minute). At level 2, you get +5 to rolls to avoid unconsciousness – whether caused by injury, drugs, or supernatural abilities. At level 3, you get +5 to HT rolls made for survival at -HP or below, and on any HT roll where failure means instant death. At level 4, you are *immune* to slowing down when you have less than 1/3 your HP left; for example, you *never* halve your Move and Dodge scores for being at 1/3 HP or less. You still risk collapsing at 0 HP or less. Level 5 gives the same advantage, but for less than full FP as well.

Advantages: Recovery [10]. Level 2 adds Hard to Subdue 5 [10]. Level 3 adds Hard to Kill 5 [10]. Level 4 adds Injury Tolerance (Unstoppable)* [10]. Level 5 adds Fatigue Included, +100%, to Injury Tolerance, for 10 points.

* This new variation of Injury Tolerance lets you ignore the usual penalties for having less than 1/3 HP left.

UTILITY POWER-UPS

Not everything is about combat! Utility power-ups run the gamut from abilities that let champions heal to those that can help them find their target in the first place.

Archetype (Lens)

60 or 45 points

Pick one of the lenses from *Motivational Lenses* (*Champions*, pp. 6-8); this need not be your *current* lens, but the GM may require it. Whenever you are acting within the confines of your motivational lens, you may choose to benefit from *any* trait listed on that lens as well as Luck. In the latter case, treat your Luck as one level higher if you already have this trait; this has no effect on Ridiculous Luck. Alternatively, you may trade that effect in order to gain up to 3 destiny points for the session (which disappear at the end if left unused) and spend them however you wish – as long as it pertains to your archetype. While you may swap to having destiny points at any point in the game that the GM permits, once you've done so, you cannot access the Luck and traits part of this power-up for the rest of the game session. Destiny points gained from this power-up are separate from any that you actually possess – templates that have destiny points can get more destiny points when using this (up to 6 points total).

Some of these lenses are a better deal than others: Champions interested in Operative!, Accidental Hero!, and Philanthropist! would be better suited to simply spending more points on Patron, Luck/Destiny, and Wealth, respectively.

Advantages: Lens!* [60] if the lens is not the one you took as a part of your occupational template, or [45] if it is.

* This treats a single motivational lens worth 15 points or less as if it were a wildcard advantage, allowing the hero to have *any* trait that makes sense for that lens; cost is quadruple the lens cost, or triple if the lens is one that the character already has.

Dead Horses Do Tell Tales

7 points for level 1, plus 4 points for each additional level

Prerequisites: IQ and Intelligence Analysis at 12+.

Each level of this power-up buys off the cumulative -4 when trying to get information from the same source repeatedly (see *Beating a Dead Horse, The Mission*, p. 6); this cannot net you a bonus to your roll, however. Moreover, your query doesn't have to be *significantly* different, just *mostly* different. The GM decides what counts, but should be lenient. All champions may take up to two levels of this power-up – and sleuths may have up to four levels.

Perks: Rules Exemption (Repeated Questioning's hard limit) [1] + Unique Technique (Repeated Questioning) [1].

Techniques: Repeated Questioning (H) Skill+0 [5]. Additional levels buy off another -4 for 4 points.

Duct-Tape Bandage

14, 21, or 28 points

Prerequisites: Any of Esoteric Medicine or First Aid at 18+, Medic! at 14+, or Physician at 16+.

You're used to working with whatever is at hand when it comes to patching up yourself or others. When using your chosen skill, you ignore up to -5 worth of penalties due to lack of equipment (for example, improvised gear gives *no* penalty and *no* gear gives a mere -5!) and up to -5 in penalties due to haste (see *Time Spent*, p. B346). Furthermore, you add 1 to the HP you restore. At level 2, you ignore up to -8 worth of penalties due to lack of equipment and up to another -8 due to haste, and restore +2 to HP. At level 3, you ignore up to -10 worth of penalties due to lack of equipment and up to another -10 due to haste, and restore +3 to HP. High-quality gear, if available, still adds its normal bonus.

Those with Medic! (*Champions*, p. 30) should specialize in that skill. They can ignore penalties for haste and lack of gear when performing *any* medical activity!

Perks: Efficient (chosen skill) [1] + Hands of a Healer 1* [1] + Unique Technique (Improvised Gear (chosen skill)) [1] + Unique Technique (Speed Bandaging) [1]. Additional levels increase Hands of a Healer to 2 [2] or 3 [3].

Techniques: Improvised Gear (First Aid) (H) Skill-5 [6] + Speed Bandaging (H) Skill-7 [4]. Improvised Gear improved to Skill-2 [9] at level 2 and Skill+0 [11] at level 3. Speed Bandaging improved to Skill-4 [7] at level 2 and Skill-0 [11] at level 3.

* This perk gives those you heal an additional HP *per level* when using *First Aid* (p. B195).

NEW UTILITY PERK

To represent champions who are unfathomably good at a specific skill, use this new perk, which comes in levels.

Enhanced Critical†

Prerequisites: Skill at 19+ for level 1, skill at 21+ for level 2, or skill at 23+ for level 3; plus Gunslinger for Gun specialties, Trained by a Master for unarmed skills, or Weapon Master for weapon skills.

Where most people's critical success range is capped at a 6 or less if effective skill is 16+, yours is not. Each level of this perk increases this range by one, *if* your effective skill is at least 10 higher. For example, two levels of Enhanced Critical would let you critically succeed on an 8 or less, if your effective skill was at least 18+.

Taking this for a wildcard skill increases the cost to 5/level just as if it were a wildcard perk (p. 5), but applies to *all* uses of that particular trait.

The GM may wish to restrict the number of skills this perk can be bought for (e.g. three skills at most) or put a cap on the maximum number of levels that can be bought (e.g., five levels at most, whether that's three levels for one skill and two for another or five perks for five different skills). Regardless of allowed levels, critical-success range cannot increase beyond 9.

I Got That!

2 points/level

Prerequisites: Any of Gizmos 1+, Patron (Modest budget or higher), or Wealth (Comfortable or higher).

You have a lot of random stuff stashed in various places; can rapidly make useful items out of spare parts; or can shake down Contacts, Allies, or Patrons to get basic equipment with nothing more than time and conversation. With 1d-3 hours (minimum of 1 hour) of effort, you can get your hands on *any* equipment available at your TL (including stuff normally off limits because of its LC, supernatural gear that normally can't be bought, and so on), whose total value is equal to (\$2,000 × level of this trait). For example, if you had I Got That! 5, you could get up to \$10,000 in gear. Those with Patron can use their starting budget (*Champions*, p. 53) instead, if better. Remember to account for Wealth if you have that trait and are not using a Patron for access to gear.

Alternately, you can spend a minute in your headquarters (or your lab, a facility run by your organization, etc.) to get the same amount of gear. You have this gear for as long as you need it – usually a single hunt or job – after which you *must* "return" it (except for expendable elements, such as bullets).

For items that are damaged, you need to pay to repair them (per the rules on p. B484) before returning them. If the gear needs minor repairs, then 5% of its cost is required. A major repair is 1d×10% of the cost. These are paid normally.

If you *don't* return nonexpendable items, for whatever reason, you lose levels in this trait equal to (cost of gear / \$2,000), minimum of one level. You may optionally pay cash out of your pocket equal to its cost instead. If necessary for the plot, the GM might permit you to exchange other gear you already have. If so, treat the value of the item that you want to exchange as *half* its cost for this purpose.

This power-up is appropriate for anyone who might have reason to accumulate stuff or who would have no difficulty requisitioning it in a hurry – immortal inhumans living in the same city for generations, inventors with labs full of spare parts, or employees of large organizations that don't sweat the paperwork on cheap stuff.

This is cheaper than Gizmo, but less versatile. Champions must either spend time talking to contacts or be at home, rather than pull out items on the fly.

Advantages: Gear Stash [2/level]*.

* A new form of Modular Abilities; see below for details. Unlike most Modular Abilities, this is not an exotic advantage; it represents those who are unusually prepared, packrats, etc.

It's Just a Scratch

12, 25, or 32 points

Prerequisites: HT 12+.

You may activate this power-up after you've gotten hurt *and* are in a non-combat situation (at least for the moment). For the next 10 minutes, you recover 1 HP per minute – modified as usual for *High HP and Healing* (p. B424), if applicable. Alternatively, for those 10 minutes, you can recover 1 FP per minute. You cannot do both! You must choose one or the other to recover each time that you rely on this trait. The second level extends this to 30 minutes, while the third extends it to an hour (the maximum level). In either case, you can only activate this ability once every hour of real time.

Advantages: Regeneration (Fast; Accessibility, Non-combat only, -20%; Maximum Duration, 10 minutes, -50%; Restores either FP or HP, +20%; Takes Recharge, 1 hour (Game Time, +0%), -30%) [12]. Level 2 increases Maximum Duration to 30 minutes, for 13 points, while level 3 increases it to 1 hour, for a further 7 points.

Oh great! Great! Guy shows up looking like a mime from hell and you lose him, right out in the open. Well, at least he didn't do that "walking against the wind" shit. I hate that.

– Sgt. Albrecht,
in *The Crow* (1994)

Walking Against the Wind

13, 24, or 35 points

Prerequisites: Stealth 16+ for level 1, Stealth 19+ for level 2, or Stealth 22+ for level 3.

You're extremely adept at vanishing during combat. When using the rules for *Disappearing* (*The Mission*, p. 22), you ignore -5 worth of penalties *and* increase your Basic Move by two for the purposes of reaching concealment and determining when you reappear. Level 2 lets you ignore the penalty completely and increases your Basic Move by four. Level 3 gives you +4 to Stealth for this purpose and increases your Basic Move by six.

Advantages: Basic Move +2 (Accessibility, Disappearing only, -40%) [6/level].

Perks: Unique Technique (Disappear) [1]. Level 3 adds Technique Mastery (Disappear) [1].

Techniques: Disappear (H) Stealth-5 [6] at level 1, Stealth-3 [8] at level 2, *or* Stealth-1 [10] at level 3.

UNDER THE HOOD: GEAR STASH AND SOCIAL NETWORKING

Costs for Gear Stash (above) and Social Networking (p. 16) were arrived at by modifying Modular Abilities and then treating them as if they were new traits.

Gear Stash: Cosmic Power (Focus-Limited, Only items you could logically have, -10%; Immediate Preparation Required, 1 hour *or* Immediate Preparation Required, 1 minute (Accessibility, Only at the character's headquarters, -25%), -40%; Trait-Limited, Trading character points for equipment only, -30%) [2/level]. *Note:* While a limitation cannot normally be limited by a second limitation, it's fair in this instance. Losing points from your ability if you don't return the item is effectively a 0-point feature for *Trading Points for Money* (p. B26).

Social Networking: Cosmic Power 5 (Active, +20%; Immediate Preparation Required, 10 minutes, -45%; Increased Immunity, Cumulative -2 lasting one hour, -10%; Requires IQ roll for full power, -5%; Social Only, +0%; Trait-Limited, Contacts only, -40%) [10/level]. *Notes:* Since there are about 30 advantages that are considered social traits, having access to only one (however flexible) is worth -40%, per *GURPS Powers*, p. 99. Active is borrowed from Alternate Form and allows you to do other social activities while you are networking. Increased Immunity means you take penalties for repeated attempts; basing this on real time instead of game time is effectively a feature.

PROFESSIONAL POWER-UPS

Every *Monster Hunters* template is effectively its own "Unusual Background," allowing access to traits that others may not purchase, or at levels that others may not have. Thus, the GM may rule that the following power-ups are only available to those with the appropriate template.

COMMANDO POWER-UPS

Commandos are typically the combat monsters (but not combat *monsters* – those are inhumans!) of any group of champions. Their power-ups focus primarily on gunplay and ranged combat. Commandos have access to everything on their template plus the following:

- Enhanced Tracking (Multiple Lock-Ons, +20%) [6/level], with *no* upper limit.
- Extra Attack 1 (Multi-Strike, +20%) [30].
- Gizmos 1-6 (Accessibility, Firearms, -20%) [4/level]. This works like Gizmos, except the gear must be a gun, a silencer, etc. For consumables, each Gizmo can give a single reload or parts enough for one repair or modification – in any case, the value cannot exceed \$200 modified by Wealth.
- Very Rapid Healing [15]. The GM may wish to allow the optional variant described below.
- Blind Fighting (p. B180), Breaking Blow (Guns) (p. B182), Flying Leap (p. B196), Invisibility Art (p. B202), and Zen Marksmanship (*GURPS Gun Fu*, p. 24, if using this supplement) without requiring any other prerequisites.

Commando Perks

These perks are useful for the gun-toting commando. A ‡ means the perk comes in levels, like an advantage.

Bullet With Your Name On It‡

Once per game session, you may declare that you are using this perk while taking an Aim maneuver. If you do so, instead of the usual benefits of aiming (including those from Gunslinger), you give your target -1 to their active defenses against your aimed attack for every level of this perk. This can be combined with a normal Aim maneuver in consecutive turns after the first spent aiming.

Example: David is using an Acc 5, 5.56mm assault rifle (*Champions*, p. 62) and has Gunslinger and Bullet With Your Name On It 2. Without aiming, he gets +3 (half his weapon's Acc) to his attack rolls thanks to Gunslinger. If he aims for one turn, he can either get the full Acc of his weapon as a bonus *or* give his target -2 to their defenses (using Bullet With Your Name On It). If he aims for two turns, he can get both benefits. Aiming for additional turns allows him to get a total of +6 to hit after three seconds and +7 after four seconds, in addition to the -2 penalty to his target's defenses.

Semiautomatic Bullet‡

You may use this power-up a number of times per game session equal to its level. It allows you to declare that one

of your bullets has one of the payload options listed under *Special Ammo* (*Champions*, p. 63).

Gun Fu Mastery

30 points

Prerequisites: Gun! at 21+ and Gunslinger.

Anyone with Gun! can roll against their skill to pistol-whip a target, but *you* can *also* use it to parry melee attacks at 3 + (Gun! / 2), or slap away guns used against you in melee combat. Treat this as a *fencing* parry (p. B376).

Roll against your Gun! skill to strike with a firearm. Treat pistols and any Bulk -4 weapon and smaller as brass knuckles (p. B271), and most rifles and any Bulk -5 weapon or larger as a baton at Reach 1, for swing or thrust crushing damage. In all cases, add +1/die and treat your firearm as if it were a striker (p. B88) when parrying. Furthermore, if anyone actually attacks a weapon you're wielding or have on your person, you increase its DR by 4 (most firearms have an innate DR of 4 to begin with). None of these options will unready your weapon.

Advantages: Crushing Striker (Cosmic, Any firearm wielded, +100%; Cosmic, Fencing Parry, +50%) [13] + Damage Resistance 4 (Partial, Firearms, -20%) [16].

Perks: Pistol-Fist (Gun!) [1].

Optional Rule: Very Rapid Healing

Instead of Very Rapid Healing providing two HP, it might feel more plausible to allow this advantage to increase HP restored from any source by a full multiple, as explained in *High HP and Healing* (p. B424). For example, someone with HP 21 and Very Rapid Healing would heal three times as fast! The GM may also decide to make Very Rapid Healing a *leveled* advantage. The first level costs 15 points; each additional level costs 10 points and increases the multiple provided by high HP by one. Two or three levels suit *Monster Hunter* games, instead of or in addition to Regeneration.

Ready Steady

25 or 5 points

Whenever you take any maneuver, you may *also* perform any action that's considered a Ready maneuver (p. B366), either before or after it. Thus, you could use your extra Ready to draw a firearm or sheath a sword, while also readying or attacking with another weapon.

Advantages: Extra Attack (Readying only, +0%) [25], or 5 points to add For Attack or Readying, +20% to Extra Attack if the character already has the advantage. The GM might allow a +100% version that gives both a Ready and an Attack, *or* allows the PC to trade *any* Attack (gained from maneuvers, spells, advantages, etc.) for an additional Ready maneuver.

SOMEBODY GIMME SOMETHING TO SHOOT!

All the champions have their own niche, but the commando's (and warrior's) is combat. While competent in other areas, they're specialized for emptying magazines into monsters until they stop moving, and then empty *another* magazine to make sure. This can lead to the commando trying to solve every problem with force. While this isn't necessarily *bad*, players who choose not to play a commando can easily receive less spotlight time. Given how long a single **GURPS** combat can take, this may cause some (well-justified) grouching from others. To encourage the combat-focused champions to *not* turn everything into a bloodbath, the GM may want to give commandos or warriors access to a special rule, allowing them to use their combat abilities in non-combat fashions, but in a way that won't take the focus from their non-combat companions.

It's a Very Distinctive (Sound/Monster/Etc.): Whenever you could plausibly use one of your combat skills to assist another PC in some way, the GM should let you roll it. This gives a modifier to the final total: +2 per critical success, +1 per success, -1 per failure, and -2 per critical failure.

Example: Nasir Alexander is the team's commando. Give him something to shoot, and it'll be dead – or wishing it was dead. While his team investigates the old Nazi stronghold that Dr. Frankenstein has rifled through in search of the spells used by Thule sorcerers, Nasir waits. Nasir's player decides he wants to use Gun! to help the other PCs. Doing a couple of trick draws and tossing his firearm in the air, the GM decides Nasir knocks *something* loose in the lights above. Could it be the clue the team needs?

Sharpshooter

20 points

Prerequisites: Gun! at 19+, Perception 16+ (or Perception with Acute Vision is 16+), and Gunslinger.

Unlike most gunslingers, you *do not* halve the final Accuracy for automatic fire or using a two-handed weapon. When you take a Move and Attack maneuver, you still halve the Accuracy, but ignore the Bulk penalty of your weapon.

Advantages: Adds the new special enhancement Sharpshooter, +80% to Gunslinger [20].

SAGE POWER-UPS

Commandos and warriors are the brawn of a team, but sages are the brains. Being able to destroy a small army of vampires is useful – assuming you know where the vampires are and what hurts them. Sages have access to everything on their template plus the following:

- IQ [20/level], with *no* upper limit. Optionally, add Super-Attribute (+25%) for IQs past 20, to allow you to use your higher level for defaults (p. B173).
- Higher Purpose (Acquire Knowledge) up to 3 [5/level], giving up to +3 to *any* roll made to bargain for books, decipher runes, communicate with sphinxes, etc.
- Wild Talent [20/level], with *no* upper limit.

Magical Expert

16 or 24 points

Prerequisites: Speed Reading at 16+, Thaumatology at 17+, and at least one Ritual Mastery.

You're so practiced at casting the spells covered by your Ritual Mastery, or reading from a grimoire, that you're treated as if you have Ritual Adept when either condition is met. The downside: this completely replaces the bonus you'd normally get in such circumstances. At level 2, if you have both Ritual Mastery *and* an appropriate grimoire,

then you get the reduced casting times as well as the bonus to skill.

The GM should *carefully* consider this power-up, as it can threaten the witch's niche. For a group without a witch, this makes the sage a more attractive option.

Advantages: Ritual Adept (Limited Scope, Ritual Mastery or a grimoire at hand, -30%; Nuisance Effect, Replaces the usual benefits of Ritual Mastery or grimoires, -30%) [16]. Level 2 reduces the value of the Nuisance Effect to (-10%), and allows it to be ignored in certain circumstances, for 8 points.

Master Linguist

19 points/level

Prerequisites: IQ 16+ and Eidetic Memory.

You are considered to have Accented comprehension in any language you theoretically could have studied. An expenditure of Wild Talent or Serendipity ensures this even if you lack the normal prerequisites for the language (reduce your comprehension by a level if you lack prerequisites). Language Talent raises this to *Native* comprehension! The exceptions are inhuman tongues (**Champions**, p. 24) and any other language the GM feels you couldn't *possibly* have learned.

You understand a number of languages equal to your level in this power-up (in addition to any ones you know by having the appropriate Language trait). Each time you use this power-up, you can choose a different combination of languages. Thus, with Master Linguist 1, you can comprehend any *one* additional language at a time. With Master Linguist 2, you could translate between any *two* languages *and* any language you know. And so on.

Advantages: Cosmic Power 4 (Languages Only, -50%; Limited, No Special Languages, -5%) [19/level].

Sage Perks

Sages gain access to the following perks, plus any that are available to Ritual Path magic casters.

Fight Smarter, Not Harder

Your knowledge of The Enemy gives you an advantage in combat against creatures within your specialty. Choose one knowledge skill listed under *Know Thy Enemy* (see *Enemy Knowledge*, p. 6). If your skill is at level 15, the monster's attack and defense rolls are at -1 against you, because you can predict its behavior. At skill 20, their rolls are at -2.

Monsters with IQ 6+ may roll a Quick Contest of Perception against your skill after their attack misses due to this perk. If they win, they suffer no penalty for the remainder of the combat! Otherwise, you continue to enjoy the bonus, but your opponents may roll again every turn.

Knowledge Is The Best Defense

Prerequisites: Lore!.

Choose a monster type listed under *Know Thy Enemy* (see *Enemy Knowledge*, p. 6). When making resistance rolls against abilities used by that type of monster, you can replace an attribute roll with a Lore! roll based on that attribute, if that would be better.

Precision Strike

Prerequisites: Lore!.

Choose a monster type listed under *Know Thy Enemy* (see *Enemy Knowledge*, p. 6). When making attacks against a specific weak spot for a monster of that class, you get your relative skill level in Lore! as a bonus to offset the hit-location penalty if you make a successful Lore! skill roll.

Example: A sage with IQ 16 and Lore!-20 has a relative skill level of +4 and Precision Strike (Vampires). A Lore! roll lets the hunter recall that a vampire's head must be removed to kill them, while the perk offsets up to -5 in hit-location penalties to target that specific area.

Sage Advice

Prerequisites: Lore!.

Your words of wisdom are particularly helpful to your fellow hunters. Choose one knowledge skill listed under *Know Thy Enemy* (see *Enemy Knowledge*, p. 6). When you use that trait as a complementary skill to aid a teammate's actions, instead of the usual bonus, the teammate gets *half* of your margin of success (round down, minimum 1). On a critical success, add your *full* margin of success to the teammate's roll!

Speed Researcher

6 points/level

Prerequisites: Lore!.

When performing any of the tasks listed under *Research (The Mission)*, pp. 6-7), you can *ignore* up to -5 worth of penalties due to haste (*Time Spent*, p. B346). Level 2 means you find what you need right away, letting you ignore -10 worth of haste penalties!

Perks: Efficient (Lore!) [1]; Unique Technique (Speed Researching) [1].

Techniques: Speed Researching (H) Skill-5 [4] at level 1 or Skill+0 [10] at level 2.

Sage Variants

The variants of sage from *Applied Xenology*, pp. 9-10, bring more versatility to the template. The GM may consider allowing those sage lenses to choose from other appropriate power-ups. For example, the handy sage might get access to techie (pp. 17-20) power-ups, while the slayer sage might get access to commando (pp. 13-14) or warrior (pp. 20-22) power-ups.

SLEUTH POWER-UPS

Sleuths have access to everything on their template plus the following:

- Charisma [5/level], with *no* upper limit. If the GM finds this excessive, a limit of Charisma 6-8 isn't particularly stingy. Charisma doesn't add to any wildcard skill use for skills that would normally receive a bonus. It *does* give a bonus to Influence rolls! A GM who *wants* Charisma to improve wildcard skill rolls may require adding Cosmic, +50% [+2.5/level] to the trait (multiply by number of levels and *then* round up), permitting it to be included in Fortune-Telling, Leadership, Panhandling, or Public Speaking activities.

- High Manual Dexterity 1-6 [5/level].

- Higher Purpose (Veracity) 1-3 [5/level]. Each level gives +1 to deduction rolls to confirm a hunch, *any* roll you make after a successful Sensitive or Empathy roll, IQ rolls for Intuition, and so on.

- Social Chameleon [5].

Deductive Mastery

20 points

Prerequisites: Photographic Memory, *and* IQ 16+ or Perception 18+.

You are *exceptionally* good at reading people, places, and things. Use the rules for Psychometry (p. B78), except that you read days as minutes, and years as hours. Your ability is not a psychic power; you are just very observant. You can use this trait on people, places, or things. Make an IQ or Perception roll normally if you can see, hear, and smell your subject; roll at -3 if you can't use one of smell, hearing, or vision. If you can't use two of these senses, roll at -6. If all three are blocked – or if the GM rules that there are no clues to be found – your ability *doesn't work*. If you can taste or touch your subject (and *want* to), you get +1 per additional sense used.

This ability lets you identify mundane or trivial things such as what your target had for breakfast this morning or how many cats they own (and their breeds). It does not allow you to know their heart's deepest desire or that they murdered their parents 20 years ago. This ability may provide additional clues, but never so much information as to short-circuit an adventure.

Advantages: Psychometry (Active, -20%; Based on IQ or Perception, Own Roll, +40%; Cosmic, Works on the Living, +50%; Hypersensory, -50%; Short-Range, -20%) [20].

I Have a Friend

10 points/level

Prerequisites: Area Knowledge at 16+; any Influence skill at 16+; or Reaction Bonus +4 or more.

You have an easy time locating new friends and contacts. Each level gives you access to 5 points' worth of Contacts (p. B44); see below for worked examples. Each time you access this power-up, you may choose a new Contact.

To find the desired person, you first you make an IQ roll and spend 10 minutes talking to the right people, "calling a guy," etc. You may substitute an appropriate Area Knowledge or Influence skill for IQ, if better. If you fail your IQ or skill roll or forgo it, you can still use this ability, but you get only 2 points per level for your Contact instead. Repeated rolls suffer a cumulative -2 unless an hour of *real* time has passed.

Next, if the Contact has an Appearance roll, make it to see if the person will help you. If the Appearance roll fails, this ability is inaccessible for the game session; to avoid this, set the Frequency of Appearance to Constantly (p. B36) when you design the Contact.

If you like a particular Contact, you may purchase them at 1/5 cost. Doing so allows you to access that person at any time, even when you are using this ability!

Advantages: Social Networking [10/level]*.

* A new form of Modular Abilities; see p. 12 for details. Unlike most Modular Abilities, this is not an exotic advantage; it represents a combination of social grace, panache, timing, and luck.

A FRIEND INDEED

A few examples of useful folks you might get in touch with because of I Have a Friend.

Godly Friend: Contact!* (Priest, bokor, nun, etc.; Mystic Skills-12, 15, 18, or 21; Constantly; Supernatural; Somewhat Reliable) [24, 36, 48, or 60]. This assumes the contact is genuinely imbued with divine power. If this is not the case, pick a single skill (e.g., Religious Ritual or Theology) and reduce the cost to 4, 8, 12, or 16 points.

Gun Friend: Contact (Gun Dealer; Armoury (Small Arms)-12, 15, 18, or 21; Constantly; Somewhat Reliable) [4, 8, 12, or 16]. If can get you access to silver bullets, holy napalm flamethrowers, etc., the cost is 8, 12, 16, or 20 points.

Magic Friend: Contact!* (Witch, sage, etc.; Magic Skills-12, 15, 18, or 21; Constantly; Supernatural; Somewhat Reliable) [24, 36, 48, or 60]. This assumes the Contact has access to a variety of magical skills, mystical facilities, or Ritual Adept. If not, pick a single skill (e.g., Path of Matter or Thaumatology) and reduce the cost to 4, 8, 12, or 16 points.

Occult-Research Friend: Contact (Occult Researcher; Research-12, 15, 18, or 21; Constantly; Supernatural; Somewhat Reliable) [8, 12, 16, or 20].

Occult-Store Friend: Contact (Occult Merchant; Occultism-12, 15, 18, or 21; Constantly; Supernatural; Somewhat Reliable) [8, 12, 16, or 20].

* A wildcard Contact effectively triples the cost, but allows them access to a single wildcard skill or effectively makes a single person a Contact Group.

Fixer

11 points

Prerequisites: Talker!

Once per game session, when you buy gear – including gear for other team members – you may opt to acquire equipment that is *better* or *cheaper*. The power-up can be used for requisitioned or personally purchased gear. Pick one of the following.

- The item is *better* than what you had anticipated. You can increase one major aspect of the item by +1 (e.g., increase HT) or by 50% for a minor aspect (e.g., boost HP, DR, or operating time by 50%).

- Your item costs less. The reduction in cost depends on how picky you are about what you get: 10% for a broad group of items (e.g., guns and ammo), 20% for a large group (e.g., ammo), 30% for a small group (e.g., silver ammo or rifle ammo), 40% for a specific class (e.g., silver rifle ammo), or by 50% for a specific item (e.g., silver .223 rifle ammo). If you're purchasing multiple items of the same kind (e.g., silver .223 rifle ammo), you want to use the last option! For items worth more than campaign starting money, *halve* the discount.

You may apply this power-up retroactively, with the GM's consent. Pick one of the above options, apply it to the equipment in question, and come up with a suitable reason for the improvement. If the item hadn't been used yet, perhaps "it was always like that." If the group has a techie, then upgrading the equipment was trivial for that person. In the case of paying less for the gear, the power-up's user receives a windfall or rebate of the appropriate amount of cash.

Advantages: Cosmic Power 1 (Cosmic, Acquired perk can be used retroactively, +100%; Limited Use, 1/game session, -50%; Social Only, +0%; Trait-Limited, Better (Gear) or Cheaper (Gear) perks only, -40%) [11].

Remarkably Unremarkable

5 points/level

Prerequisites: Craftiness 3+, Shadowing at 19+, Stealth at 19+, and either Detective! at 17+ or Talker! at 17+.

While this power-up is active, you're just another face in the crowd. Each level of Remarkably Unremarkable gives a penalty for others to recognize you in a lineup, photographs, or videos; IQ rolls to recall specifics about you; attempts to gather facts mundanely; and so on. It also gives a penalty to discern your emotional state or when trying to guess what you might do. In all cases, this includes *mundane* uses of Body Language, Criminology, Detect Lies, Intelligence Analysis, Interrogation, Psychology, Tactics, Strategy, and any non-supernatural ability that discerns emotions or predicts your actions (e.g., Empathy or Deductive Mastery).

The GM may include *any* use of an Influence skill if the GM thinks understanding the subject's emotional state would be important for the skill in question.

The higher the penalty, the harder it is for someone to recall who you are or to read your emotions. Remarkably Unremarkable 10 means no one *ever* remembers who you are or can discern your current emotional state when this power-up is active. These effects persist even after you turn your power-up off. For example, if your ability was on while you eluded the police, and you later turned it off, the police take your trait's full penalty to rolls to recall you. If you came across them again without it active, they'd remember *that* new encounter normally, but not what you did before.

This is not a supernatural ability! Instead, it's careful, even paranoid attention to everything you say or do, who sees you, and so on, until it becomes instinctive. This power-up requires 2d days of shredding non-vital documents, staying out of the public eye, carefully coaching your emotions while looking into a mirror, etc. to become active. Once active, you remain Remarkably Unremarkable until you spend *another* 2d days, relaxing what has become second nature to you.

A champion *created* with Remarkably Unremarkable may declare it's "on" from the first game session, but someone who purchases it in play requires the usual time to activate it. The player can toggle it between game sessions, if enough game time elapses. If there *isn't* enough time, the GM may count time spent in play toward turning it off or on *if* the player roleplays this!

Champions with this ability may declare anyone present when he begins turning it on to be unaffected by *that* use of the ability. They may change this with later uses.

Advantages: Obscure (Memory*; Defensive, +50%; Extended, Emotions, Mundane Predictions, +40%; No Area Effect, -50%; Onset, 2d days†, -40%; Selective Effect, +20%; Stealthy, +100%) [4.4/level].

* Not technically a sense, but still appropriate for use with Obscure.

† Normally, Onset is for attacks. But at -40% for a week to switch the ability off or on, it's balanced with respect to Always On at -50%. Since a week is seven days, converting the static amount to 2d is effectively a feature.

Sleuth Perks

The GM may allow *any* perk from **GURPS Power-Ups 2: Perks** for any template skill (including wildcard skills) as long as the perks are related to investigation, recon, or social manipulation. Social perks that require specialization by skill give access to *all* appropriate applications of the perk when the sleuth selects Talker! as the specialization. For example, a sleuth could take Influence Shtick (Talker!), letting the person use any of the listed options in **Power-Ups 2**, p. 15, with Talker!

The following perk is also available.

Fancy Meeting You Here!

You may declare that a given NPC or small group is someone you did a favor for once and who wants to help you. (The GM may modify or veto choices that don't make sense.) Roll

3d after using this perk: On 7 or more, it disappears from your character sheet. On 6 or less, you may immediately use unspent character points to buy the person or group as a Contact at the usual cost, *minus* one. If you intend to do this sort of thing often, consider buying the I Have a Friend power-up (p. 16) instead!

The synth-muscle can only amplify my punch so much.

– Jim Bernheimer, *Confessions of a D-List Supervillain*

TECHIE POWER-UPS

Techies have access to everything on their template plus the following:

- Techies treat Versatile (p. B96) as a *leveled* trait. They may buy up to four levels [5/level], giving them a bonus to the listed tasks or skills equal to its level.
- Gizmos [5/level], with *no* upper limit.
- Equipment Bond [1/item] or Weapon Bond [1/item] for any piece of gear the techie spends time fiddling with by trying to customize it at least once during each game session, if only as background "fidgeting." Further, techies do not lose their bonds if an item is lost or destroyed, but can instead transfer the perk to new items either by paying half the base cost of the item they wish to transfer their bond to *or* by spending a week of game time making it "just right." Techies who want to do this instantly should take the Goldilocks Gear power-up (p. 18).
- High Manual Dexterity 1-6 [5/level].
- Ridiculous Luck [60].

The GM may allow some of the commando or warrior power-ups intended for weaponry. This allows techies with beam weapons, plasma projectors, etc. with "Accessibility, Only for psychotronics" (-60%) to be extra-effective with the weird weapons they make.

Bogon Stabilizer

50 points

Any time you *successfully* repair or build a machine, make a note of your margin of success. (If you don't possess the necessary skill, you may still roll against your IQ for this, as long as it is *your* gear.) When the machine is forced to make a HT roll (or Malfunction roll if it has one) for any reason, add *half* your noted margin of success to its roll. This doesn't stack with any previous bonus you may have given it. You *may* choose to use a weekly maintenance roll to determine the item's subsequent HT bonus – though you must state this before performing maintenance and must accept the new roll.

Your personal gear is considered to be maintained *without* rolling if your skill is 16 or higher; the default bonus is equal to (Skill - 16), minimum of +1. For other gear that you want to impart this bonus on, or for your own gear if your skill is less than 16, you must spend at least a minute per week maintaining the item.

Advantages: Affliction 1 (Advantage, HT +1, Margin-Based (Accessibility, Half-margin, -40%), +180%; Based on IQ, Own Roll, +20%; Based on HT or Malfunction, Gear Maintained, +20%; Extended Duration, Permanent, +150%; Machines only, -20%; Malfunction* +1, Margin-Based (Accessibility, Half-margin, -40%), +18%; Melee Attack, Reach C, Cannot Parry, -35%) [44].

Perk: Intuitive Repairman! [5]†; No Nuisance Rolls (Maintaining own gear) [1].

* This allows you to *increase* the Malfunction (p. B279) of items that have it; gear with a Malfunction of 19 or higher *doesn't* malfunction!

† Uses the rules for wildcard perks (p. 5), extending the perk to all of a techie's gear instead of a specific piece.

Goldilocks Gear

23 points/level

You can quickly fiddle with a weapon or piece of equipment to make it “just right” for yourself or an ally. This requires no roll, just one minute of time. Afterward, you or your ally gains +1 to all skill rolls to use it. For gear you use yourself, this lasts as long as you choose; for others, this lasts for 1d+1 hours. The total pieces of “boosted” gear that each individual may have are equal to the level of the trait. This is items *per person*, not total.

Example: Artemis St. Claire has four levels of Goldilocks Gear and is handing out tools of breaking and entering for an assault on a vampire's castle lair. She tweaked four items for herself, and another four went to her cousin, Luna, but time constraints mean just a steam-powered grappling hook apiece for everybody else.

Advantages: Cosmic Power (Immediate Preparation Required, 1 minute, -30%; Trait-Limited, Equipment Bond or Weapon Bond only, -40%) [3/level] + Affliction (Advantage, Equipment Bond, +10%; Advantage, Weapon Bond, +2%*; Cannot Affect Self, -50%; Contact Agent, -30%; Cumulative (Cannot accumulate bonds more than level, -50%), +150%; Extended Duration, 100x, +80%; Immediate Preparation Required, 1 minute, -30%; Melee Attack, Reach C, Cannot Parry, -35%) [20/level].

* This is an alternate enhancement to Advantage, Equipment Bond, thus reducing the cost by 1/5.

I Don't Need a Manual

7 or 11 points

Prerequisites: IQ 18+ or Science!.

Whenever you encounter unfamiliar technology, you can spend a minute examining it and make an IQ+5 roll with the penalties listed below. Level 2 lets you roll against IQ+10 instead of IQ+5.

Modifiers: -1 per for a TL below yours, -3 for two TLs, -5 for three TLs, and so on; -1 to -3 for technology that's different from yours (e.g., nano- or steam-tech); -5 per TL above your native level; -5 for technology that's vastly different from yours (e.g., organic-based tech); -10 or more for technology that is radically different from yours (e.g., technology based on energy “waveforms”); +2 for technology you're already

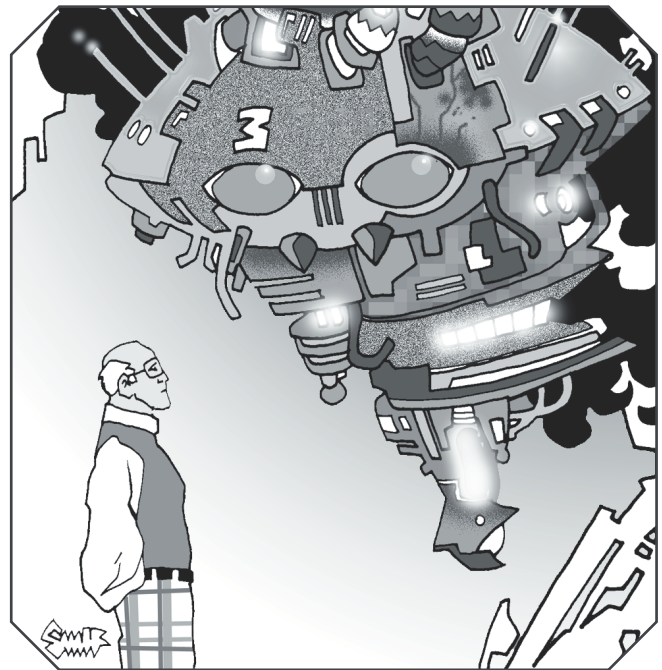
familiar with; +5 if you've used this ability on such technology before.

Success means you understand how to operate it and incur *no* penalty to use it (such as a familiarity penalty or penalty for equipment of a different TL). You still suffer the normal default penalty to skill rolls if you don't have the necessary skill to utilize the machine; this power-up won't give you Piloting (High-Performance Spacecraft), but you could instead try with Piloting (Aerospace) if you had that.

You may optionally ignore the time requirement, and instead roll against just your IQ. Success means you take *half* the usage penalties. Those with the Machine Intuition power-up (p. 19) reduce these penalties normally.

Advantages: Psychometry (Accessibility, Only to understand how technology functions, -20%; Active Only, -20%; Mundane, -30%; Reliable 5 (Accessibility, Only when taking the full amount of time, -20%) +20%; Weakened Immediate Preparation Required*, 1 minute, -15%) [7]. Level 2 increases Reliable to 10 (+40%) for 4 points. *Feature:* Switches penalties for time to penalties for tech level.

* As for Preparation Required, but the ability must be used immediately; it cannot be saved for later. Additionally, if the time is not taken, then the effectiveness of the ability is reduced (see the description for specifics).



Improviser

5 points/level

Prerequisites: Gizmos 1+ and Quick Gadgeteer.

You're *brilliant* at improvising items in the field. Whenever you roll vs. any skill to cobble together a single-use Gizmo, and whenever you use Inventor! to adapt one item into another, each level of this power-up (maximum five levels) lets you ignore -2 of the penalty for the final item value. For instance, Improviser 4 helps you to ignore up to -8 in penalties, allowing for an item up to \$6,000,000 with no penalty!

POWERING UP SIDEKICKS

GURPS Monster Hunters 4: Sidekicks offers templates for “junior hunters.” The GM must decide if sidekicks are allowed to purchase power-ups, if they are only available to full-fledged champions, or if they fall somewhere between. Here are several possibilities.

- *No Power-Ups.* Power-ups are reserved for 400-point professions intended for PCs. The templates in *Sidekicks* describe lesser individuals; while enjoying some protection from the Powers That Be, they don't garner the abilities of full-fledged champions.

- *Obvious Choice.* Each sidekick template gives access to the power-ups of the 400-point profession matched with it in *Niche Substitution (Sidekicks, p. 5)*. If there are several distinct options *on the template*, use the power-ups for the chosen role; e.g., the occultist template gives access to sage power-ups. If multiple 400-point templates are associated with a 200-point one, the player must select *one* of these to gain for the rest of their hunter's career; e.g., a scout picks either commando or sleuth power-ups (not both).

- *Custom Choice.* The GM invents all-new power-ups, or picks a few from those for similar professions, to give each 200-point template a unique set.

- *Modest Freedom of Choice.* If multiple 400-point professions are associated with a particular sidekick template, then the player can choose power-ups from any

of them. For instance, a whitecoat might pursue either sleuth or techie power-ups since the sleuth and techie roles correspond to the whitecoat template. For sidekick templates that correlate with only a single full-fledged profession, the GM may permit the player to select one other set of power-ups to choose from. For example, the gunman might get to pick from commando and warrior power-ups, since they are both combat related.

- *Total Freedom of Choice.* The player picks a set of power-ups that their sidekick can pursue, which must have some backstory justification. If the GM agrees it's plausible, the sidekick can have it! For the most part, this should look like the *Modest Freedom of Choice* option – but if the assistant's backstory includes a major incident that changed their course in life, the player may include *non-obvious* power-ups. For example, a crippling injury forces a fighter out of a melee-combat role, but they still could gain some combat ranged power-ups, or an occult-research librarian takes up weapons after losing a friend to werewolves, which may require also purchasing some level of Unusual Background.

Whatever the GM's call, the decision on what set of power-ups a junior hunter may shop from is made at character creation and fixed thereafter. Choose wisely! Avoid locking your sidekick into a list of power-ups with prerequisites you have no hope of acquiring.

Advantages: Quick Gadgeteer [50] acquires a variant of the Reliable enhancement: Level 1 adds Reliable 2, +10% for 5 points. Level 2 adds Reliable 4, +20% for 10 points. Level 3 adds Reliable 6, +30% for 15 points. Level 4 adds Reliable 8, +40% for 20 points. Level 5 adds Reliable 10, +50% for 25 points. Extending Reliable to several different skill rolls instead of just attribute rolls, but limiting its bonus to offsetting cost penalties, is a special effect.

Machine Intuition

19 points for level 1, plus 6 points per each additional level

Prerequisites: Quick Gadgeteer.

You ignore penalties from *Familiarity* (p. B169) for skills that rely on machines, technology, science, etc. Furthermore, each level of this trait lets you ignore -1 in skill penalties when dealing with low- or ultra-tech devices. This functions *all* the time. More than five levels of this trait are overkill unless the GM is constantly using weird technology, sending the party through time, etc.

Perks: Cross-Trained! [5]*; Unique Technique (Anachronistic Training) [1]; Unique Technique (Ultra-Tech Training) [1].

Techniques: Anachronistic Training! (H) Skill+1 [6]; Ultra-Tech Training! (H) Skill+1 [6]. Additional levels increase both techniques by a level [+6].

* See p. 5 for an explanation of wildcard perks.

Mad Genius

50 or 75 points

Prerequisites: Inventor! at 18+ and Quick Gadgeteer.

As long your effective Inventor! skill is 3 or higher, you don't need to actually make a roll to use it; you simply succeed. You must still roll to determine how many bugs your invention has, but any failure is treated as ordinary success giving 1d/2 minor bugs. At the second level, you ignore this as well!

Advantages: Quick Gadgeteer [50] acquires an enhancement: Cosmic, No Die Roll Required, +100% for 50 points. Level 2 adds Cosmic, No Bugs, +50% for 25 points.

Speed Inventor

6 or 12 points

Prerequisites: Inventor!.

When performing any of the tasks listed for the Inventor! wildcard skill (*Champions*, pp. 29-30), you can ignore up to -5 worth of penalties due to haste (*Time Spent*, p. B346). Level 2 lets you ignore -10 worth of penalties and effectively allows you to instantly come up with a Concept roll.

Perks: Efficient (Inventor!) [1]; Unique Technique (Speed Inventing) [1].

Techniques: Speed Inventing (H) Skill-5 [4] at level 1 or Skill+0 [10] at level 2.

Techie Perks

Techies will also want to stock up on Equipment Bonds and Weapon Bonds for cheap improvements to their favorite gear.

Insider Glance

You can intuitively tell what's wrong with certain machines or systems. Halve all haste penalties (p. B346), round down, when diagnosing a problem (only); this lets you make an instant diagnosis at only -5 to skill! When you take this perk, you must specialize in Armoury, Electronics Repair, or Mechanic – for example, Insider Glance (Mechanic) would affect the use of *all* Mechanic specialties.

Psychotronic Gunner

Pick a particular skill that covers psychotronic weapons. When using that skill, you may roll against the better of your DX, weapon skill, IQ, IQ-based weapon skill, or Science!. This *only* applies to uses with the chosen skill and only with psychotronic weapons you've made.

The Hook Up

Prerequisites: Serendipity or Area Knowledge (any) at 16+.

Spend 1d×5 minutes and make a Perception roll, or an appropriate Per-based skill roll, to find electrical outlets,

Wi-Fi, Ethernet ports, phone jacks, etc., with a penalty equal to the connection's current distance from you (use standard range penalties, p. B550) *plus* 10. Alternatively, the player may use the *Long-Distance Modifiers* (p. B241) *plus* 5. For example, if the nearest phone jack is 100 yards from the champion, the penalty is 0 (-10 + 10).

Success means you find exactly what you need; critical success gives you more than you were looking for or some additional benefit. Failure wastes an hour *or* gives -2 on rolls to use what you find, while critical failure means you think you've found what you're looking for, but it's tainted somehow (e.g., bad wiring or slow connection speeds). For example, you could use this perk to find a standard Internet connection on a success, a gigabit connection on a critical success, or a connection with 56k speeds that's *also* been tapped by the master vampire you're hunting on a critical failure.

WARRIOR POWER-UPS

Warriors have access to everything on their template plus the following:

- Extra Attack (Multi-Strike, +20%) up to 2 [30/level].
- HP up to 1.5×ST.
- ST up to 25.
- Enhanced Time Sense (Combat, -20%) [36]; if replacing Combat Reflexes [15], pay only an additional 21 points.

FIST AND BOW

Warriors are effectively melee-oriented meat shields, leaving most ranged attacks to the commando, but that doesn't have to be the case. The following two new lenses allow for a warrior (*Champions*, pp. 19-20) who doesn't need a weapon to do damage or who can shoot a vampire in the heart with a bow from a hundred feet.

Archery Warrior

You prefer muscle-powered ranged weapons to getting up close and personal.

Advantages: Replace Weapon Master (All) [45] with Weapon Master (Archery! weapons) [30], spend 14 of the remaining points on Archery! (p. 8), and spend the last point on an advantage. ● Add Arm ST 1-5 [5/level], Enhanced Tracking (Multiple Lock-Ons, +20%) [6/level], and Heroic Archer [20] to the list of options. ● Increase the maximum amount of Perception purchasable to +6. ● Remove all melee-only options, such as Enhanced Parry and Improvised Weapons.

Disadvantages: Add Delusion ("I never miss!") [-5] to the options.

Wildcard Skills: Replace Blade! with Archery! (p. 8). ● Spend points as directed from advantages, from the ranged package in primary skills, and from background skills to increase Archery! (p. 8) skill level to 18 [72].

Primary Skills: Choose *one* skill from the two lists of hand-to-hand skills, and spend the 4 points from the other list on Archery! ● Spend the 6 points for the ranged package on Archery!

Secondary Skills: Add Zen Archery (IQ/VH) IQ-1 [4]-9 to the list of options in the second list.

Fist and Foot Warrior

Rather than relying on weapons, you *are* the weapon.

Advantages: Replace Weapon Master (All) [45] with Trained by a Master [30], and spend 4 points in Fist! (p. 8). ● Add Claws (Blunt) [3] and Improvised Weapon (Fist!) [1] to the list of required advantages. ● Spend the remaining 7 points on the second list of options. ● Add Striker (Crushing; Limb, -20%) [4/limb] to the list of possible options. ● Replace melee weapon-related options such as Enhanced Parry (Blade!) with Enhanced Parry (Fist!).

Disadvantages: Add Vow (Use No Weapons) [-15] to the options.

Wildcard Skills: Replace Blade! with Fist! (p. 8). ● Spend points as directed from advantages and from primary skills to increase skill level to 17 [60].

Primary Skills: Spend the 8 points for the second and third lists of options on Fist!

Secondary Skills: Add any cinematic martial-arts skills the GM permits in the campaign.

Blurred Attack

9 points/level

Prerequisites: Blade! at 20+, Combat Reflexes, and Danger Sense; or Blade! at 17+ and Enhanced Time Sense.

Whenever you attack with Blade!, your target suffers -1 per level (up to four levels) to their rolls to defend against it, just as if you had performed a Deceptive Attack (p. B369). Furthermore, once per game session, per level, *before* your target rolls their defense against your attack, you may declare that you *also* performed a Feint and further penalize their defense rolls by *one-half* your margin. For example, if you succeed by 4, you give them a further -2 to their rolls to defend.

Starting at level 2, if your Basic Speed exceeds that of your target, you may use your first turn of the combat to Feint at +1 per level after the first (up to +3). The attack that follows is at +1 to damage per level after the first (again, up to +3). This works only once per combat.

Advantages: Serendipity (Aspected, Only for declaring you performed a Deceptive Attack, -80%) [3/level].

Perks: Unique Technique (Blurred Attack) [1]. Additional levels add both Sneaky Strike* (Attack) [1/level] and Sneaky Strike* (Damage) [1/level].

Techniques: Blurred Attack (Blade!) (H) Skill+0 [5]. Additional levels add a further -4, giving another -1 to the target's active defenses, for +4 points per level.

* This perk gives a bonus equal to its level (up to +3) to Feint or damage on the attack immediately following a Feint against your target as long as your Basic Speed is higher than theirs. Both effects stack with other abilities.

One With Your Weapon

19 points/level

Prerequisites: Blade! and Weapon Master.

Each level of this trait gives you +1/die to damage rolls when you make any attack with the Blade! skill. Every level also gives you -2 on your rolls for the purposes of *Parrying Heavy Weapons* (p. B376).

Advantages: Striking ST 1 (Cosmic, +1/die instead of usual effects, +300%; Limited, Blade! attacks, -40%) [18/level].

Perks: Steel in Hand* [1/level].

* Gives -2 on breakage rolls for any weapon wielded with a particular skill per level.

Quicksilver Strike

12 points*

Prerequisites: Combat skill at 20+, and either Trained by a Master or Weapon Master.

When you perform a Move and Attack maneuver (p. B366) in melee combat, you use your full skill and ignore the skill cap of 9. You also ignore the -2 for doing more than one thing at once, can make any active defense, can retreat, can use Rapid Strike (p. B370), and can use either Acrobatics or Jumping as part of your move. This takes its toll; each

use of this power-up requires 1 FP. Quicksilver Strike works with Blade!, though the GM may allow it for other skills if desired.

Perks: Unique Technique (Quicksilver Strike) [1].

Techniques: Quicksilver Strike (Blade!) (H) Skill+0 [11].

* You may optionally take this as a power-up that works for *all* combat skills, but the cost becomes 34 points. "Greater Quicksilver Strike" makes a deadly and highly mobile warrior!

UNDER THE HOOD: QUICKSILVER STRIKE

Under the *GURPS Martial Arts* technique-design rules, Quicksilver Strike (above) is a Move and Attack with these modifications.

Benefit: *Acrobatic Movement.* You ignore the penalty for acrobatic movements. -2.

Benefit: *Can Rapid Strike.* Ignore the usual restriction on making Rapid Strikes. -1.

Benefit: *Equilibrium.* You can parry attacks normally after using a Move and Attack. -1.

Benefit: *Full Skill.* Ignore the skill penalty when making an attack. -4.

Benefit: *Moving Target.* You can *Retreat* (p. B377) after using Move and Attack. -1.

Benefit: *No Skill Cap.* Ignore the skill cap when making an attack. -1.

Benefit: *Practiced Movement.* You ignore the penalty for doing two things at once when using a Move and Attack. -1.

Drawback: *Fatiguing.* Use of this technique costs 1 FP. +1.

This makes the default skill-10. This technique is Hard because it allows for several instances of bending the rules along with sheer cinematic mobility and agility.

Warrior Perks

Warriors already have it tough when compared to a commando with the right ammunition to bypass supernatural defenses. Here are a few perks to give them a competitive edge.

Blade Fencer

Prerequisites: Weapon Master (specific weapon) and Melee Weapon skill at 18+.

When wielding a weapon covered by your skill, you may treat it as if it were one class better for the purposes of parrying; e.g., "unbalanced" becomes "normal" and "normal" becomes "fencing." It has no effect on fencing weapons or weapons that cannot parry in the first place, but removes -1 worth of penalties inherent to the weapon, such as those from knives. The GM may allow multiple levels of this perk, giving you a cumulative bonus, but this requires an additional skill level prerequisite of +3 per increase.

For example, two levels this perk would let you wield a scythe like a fencing weapon, but would require Two-Handed Axe/Mace (or Blade!) at 24.

Equilibrist

Prerequisites: Melee Weapon skill at 12+.

Each level of this perk gives you +2 to ST for the purposes of determining if a weapon becomes unready (p. B270) after you attack with it. You must specialize by skill. This perk comes in levels, but each level increases the prerequisite skill required by one. For example, if you had Blade!-16, you could take five levels of this perk, giving you +10 to ST to see if your weapon becomes unready on top of the ST 17 warriors start with!

Esoteric Material Bond

Prerequisites: Occultism at 14+; either Weapon Master and Weapon Bond or Trained by a Master; plus others (see below).

You've created a mystical resonance in or physically applied a specific substance to your weapon, giving it the ability to count as an item The Enemy is vulnerable to. All attacks must be physical; you treat your hands or a melee weapon, and strike your opponent in such a way as to enable the justification for the power-up's effects. If you've smeared wolfsbane on your gloves, then attacking with a dagger or a kick won't get the enhancement. If you've channeled chi into your attacks, any melee blow might suffice, with or without a weapon, gloves, etc.

Each equivalence requires its own perk (and the GM may invent others). The version of this perk for unarmed attacks does not require Armoury skill.

Dryadic Fusion: These attacks count as wooden weapons. *Prerequisite:* Armoury (appropriate for weapon) and combat skill 12+.

Touch of Iron: These attacks count as iron weapons. *Prerequisite:* Armoury (appropriate for weapon) and combat skill 13+.

Silver Soul: These attacks count as silver weapons. *Prerequisite:* Armoury (appropriate for weapon) and combat skill 14+.

Flame Heart: These attacks count as fire, though damage doesn't become burning. *Prerequisite:* Armoury (appropriate for weapon) and combat skill 15+.

Sun Binding: These attacks count as sunlight. *Prerequisite:* Armoury (appropriate for weapon) and combat skill 16+.

Magical Echo: These attacks count as magical weapons. *Prerequisite:* Armoury (appropriate for weapon) and combat skill 17+.

Blessed: These attacks count as holy weapons. *Prerequisite:* Armoury (appropriate for weapon) and combat skill 18+.

Whenever you acquire a new Esoteric Material Bond, you must spend hours equal to the weapon's weight preparing it in order to utilize this perk. (For unarmed attacks, treat your "weapon" as if it weighed ST/10 lbs.) If you have multiple Esoteric Material Bond perks, each one takes its own amount of time to prepare it. The GM can rule that some perks don't "stack" on a given weapon; check first before purchasing two or more such perks for the same armament! If you lose the weapon you're bonded with, you lose the perk as well.

Make It Work

Prerequisites: Blade! at 16+.

Pick a particular melee weapon skill *not* covered by Blade! Some GMs may permit you to choose Cloak, Shield, or Thrown Weapon (any bladed).

All uses of the chosen skill now default to Blade! at full skill. The GM may wish to limit warriors to one or two specialties of Make It Work for balance, or to keep skill lists from expanding outrageously. This may be generalized to other wildcard skills if the GM wishes.

Weapon Specialist

10 points/level

Prerequisites: Weapon skill at 18+ (for level 1), Weapon skill at 21+ (for level 2), or Weapon Skill at 24+ (for level 3).

Pick a specific weapon (e.g., katana or quarterstaff). Each level of this power-up gives you +1 to hit and +1 to Parry with it. Furthermore, if your effective skill level is 17 or greater, you critically succeed on 7 or less. At level 2, this increases to 18+, allowing for critical success on 8 or less. Level 3 (the maximum) raises this to 19+, with a critical hit on 9 or less!

Advantages: Blessed (Weapon Specialist) [10/level].



APPENDIX

TECHIE

INVENTIONS

Ani was working on her fifth pot of coffee and expected to enter the Fourth Dimension at any moment. The Fourth Dimension beings were polite and had great tea, but simply could not keep tenses straight, which made teatime conversations awkward and interesting. Her hands worked feverishly, twisting bundles of wires and cords as she fused alchemy, magic, and technology into a monster of her own. The weapons she was creating looked like they belonged on the set of a steampunk movie, but brass and copper fittings helped to protect against accidental exposure to the *élan vital* that she had sublimated within the coils of the projector casing. After negatively charging the alchemical mixture, she achieved a 7⁷ power-output increase, which was highly effective against Victoria's creatures, since they literally ran on the stuff. The weapon's EV-Pulse it emitted stripped away the positively charged alchemical energies, causing the creatures to shut down. At least, that was the plan. She gulped down another cup of coffee and continued her work.

Techies with appropriate skills can create or modify equipment without making any rolls, if they spend the cash for said item or modification. With the GM's permission, this can include items that would not normally be for sale. If they do make a skill roll, success reduces the price by 20%, but failure means it costs 10% more (you wasted time and materials!). Critical success reduces cost by 30%, and critical failure *increases* cost by 20%. Use whatever skill suits the item (Armoury, Electronics Repair, etc.).

The following rules assume someone with Quick Gadgeteer (e.g., a techie), and have been calibrated for that advantage.

KIT-BASHING

Sometimes monster hunters just need to "make do" – they don't have batteries that fit the Oslo-Beacon Indicator/Detector Mk VI, but they might have a way to rig something up. The gadgeteer must have access to either a broken version of the gadget or a device with similar properties that they can cannibalize. They *might* be able to use parts from non-related gear. Designing entirely new devices is possible, but should use the rules for *Gadgeteering* (pp. B475-477) or the ones below, which are meant to simulate the common "MacGyvering" trope where industrious

sorts use parts of other gadgets to repair broken ones or improvise new devices. Use the following rules for putting something together in a hurry.

Salvaging Components

Start by noting the cost of any devices the gadgeteer is willing to cannibalize to create the device. This is the *Base Component Value* (BCV). The *effective* BCV of the equipment as "parts" is adjusted based on how appropriate it is to the creation in question. The GM always has the final say as to which category the equipment falls in.

Unrelated (e.g., a set of clothes when fixing a firearm): 0.1x value.

EXAMPLE: ISOLATION TANK

Ani Harrington is trapped by a pack of werewolves in a school gym with her teammate, Cristiano (a psychic). Cristiano is becoming tired and soon might not be able to keep the doors shut with his telekinesis. To sharpen his abilities and buy time for their teammates to find them, she decides to create a sensory deprivation tank. She finds a small inflatable pool (\$50), 250 lbs. of road salt (\$50), a dozen rolls of duct tape (\$24), and some swimming goggles (\$10). She'll also need a large amount of water to fill the pool (which is essentially free and from the tap) and something to create white noise. She uses her cell phone and waterproof ear buds (\$100) along with a hastily downloaded "white noise" app.

The GM rules that an isolation tank has a Base Design Cost of \$2,500, and Ani only has \$234. But since *all* of the items she's found make sense as components, the GM rules they count as *two* times as much for a total BCV of \$468. Ani makes her Scrounging roll by 6 and finds enough other useful parts to increase that value by 30%. Her final BCV is thus \$608. Dividing the BCV by the BDC and cross-referencing the quotient on the *Creating Devices* table reveals a penalty of -8 to Inventor! skill. She opts to take another -3 to her skill to reduce the creation time by 30%; she needs 1d×14 minutes to assemble the isolation tank. Once successfully assembled, the GM rules that Ani can make an Inventor! roll to act as a complementary bonus to all of Cristiano's use of psychic abilities *and* increase his FP recovery by 1 FP per five minutes.

Barely Related (e.g., handcuffs when fixing a firearm, as both use metal bits): 0.5× value.

Junk (e.g., paper clips and computer casings): \$1 per 10 lbs. of random assorted items. Junk’s inherent randomness makes it bulky and worth little, but also versatile!

Related (e.g., a beam weapon when fixing a firearm, as both use triggers, sights, etc.): Full value.

Very Closely Related (e.g., a completely different firearm when fixing a firearm): 2× value.

Same Thing (e.g., the exact parts and more for the firearm you’re trying to fix): 4× value.

The gadgeteer may roll Scrounging to gather more parts. A successful roll enhances the BCV by 5% per point by which the person succeeded; critical success *triples* this additional amount. Failure means a loss of 1d×5% of the BCV, while critical failure results in a full 50% loss!

Designing and Repairing Devices

If the gadgeteer is creating or repairing a device that already exists, then use the dollar cost listed for it. If modifying a device to do something similar to what it already does (e.g., rigging a portable ultrasound to work as ground-penetrating radar), then treat the cost as the more expensive of the two, *plus* 1d×5%. This is the *Base Device Cost* (BDC).

Creating Devices

Once the cost of the available components (BCV) and of the desired gear (BDC) is figured out, divide BCV by BDC (round down to the nearest tenth) and consult the following table.

BCV/BDC	Base Skill Penalty	BCV/BDC	Base Skill Penalty
0.1 or less	-9	0.9	-1
0.2	-8	1.0	0
0.3	-7	1.1	+1
0.4	-6	1.2	+2
0.5	-5	1.3	+3
0.6	-4	1.4	+4
0.7	-3	1.5 or more	+5
0.8	-2		

Once you have the Base Skill Penalty, add any of the following modifiers that apply.

- Device is from a different TL: -5 per TL higher than the gadgeteer’s or -1 for a TL lower than theirs, -3 for two TLs lower, -5 for three TLs lower, and so on.
- Device violates the laws of physics, but is *not* psychotronic: -10*.
- Device violates the laws of physics, but is psychotronic: -5*.
- Device uses different principles than the techie is used to (e.g., a biotech gadget): -1 to -10.
- Have a working model of the device and are creating a duplicate (this always applies for items that can be bought at any store): +2.
- *Time Spent* modifiers (p. B346).

Values marked with an asterisk (*) can be reduced using *Weird Science (The Mission, p. 25)*. People with

Gadgeteer *halve* all penalties and *ignore* the first step of difference for higher-TL devices.

After figuring out the total penalty, make a skill roll against an appropriate skill (typically Electronics Repair, Mechanic, or Inventor!). Success means the techie now has a working device. Critical success results in a device that’s as good as the real thing and won’t break down (see below)! Failure means the gadgeteer can try again at -2 or salvage it for parts, but reducing the BCV by 20%. Critical failure results in a non-functioning device that cannot be salvaged for parts (explosions optional).

Durability

Kit-bashed devices have HT equal to the *lowest* HT of its components used *minus* two (they’re fragile!); this increases by +1 if the majority of its components came from equipment of good quality, or +2 if fine quality. Critical success on the roll to create a device results in gear so good that it isn’t subject to these rules! The techie can optionally roll on the *Random Side Effects Table* (p. B479) to increase the effective HT by +1. This can be done *twice* per device (or up to however many times the GM is comfortable with). The side effects occur every time the device is used.

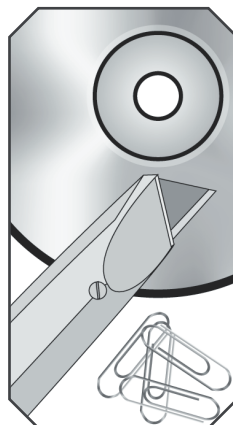
Whenever a kit-bashed device is used, make a HT roll; failure results in -1 to HT, or -2 on a critical failure. Success means the device works without any problems, and critical success *increases* HT by 1.

A “use” depends on what the device is meant to do. For example, each shot from a hastily assembled plasma weapon is an obvious “use,” while a pair of night-vision goggles could have a “use” designated as the length of its battery life. Uses might also be measured in more dramatic ways, such as “until the end of the alien blitzkrieg” or “until the group is in the next cavern.” Regardless, the GM decides what each “use” is.

When a kit-bashed device reaches HT 0, it falls apart and cannot be salvaged for components. Optionally, an appropriate skill roll can be made, modified by (device’s HT - 10), to restore 1 point of HT on a success and another point per *five* points of margin of success, to a maximum of its original HT.

Required Kit-Bashing Time

Look up the BDC on the table below to determine the time required to kit-bash gear. If the gadgeteer took a penalty to the skill for *Time Spent*, reduce the amount of time needed appropriately. Those who do not have Quick Gadgeteer treat seconds as minutes, minutes as hours, hours as days, and so on.



BDC	Time
Up to \$10	1d×30 seconds
Up to \$100	2d minutes
Up to \$1,000	1d×10 minutes
Up to \$10,000	1d×20 minutes
Up to \$100,000	1d×30 minutes
Up to \$1,000,000	1d hours
Up to \$2,000,000	2d hours
Up to \$3,000,000	3d hours
+\$1,000,000	+1d hours

NEW DESIGNS

If the GM cannot find the device they're looking for in a gear catalog (e.g., *GURPS High-Tech* or *GURPS Ultra-Tech*) and doesn't want to just "make it up," they could use the following guidelines. These devices utilize the same gadgeteering rules used for other equipment. Weapons designed with these rules are often non-conventional in nature (e.g., beams over bullets).

It's up to the GM to allow techies to start with gadgets designed with this system. If so, use the calculated cost as per normal gear.

EFFECTS

Design the new gear as if it were an ability based on advantages with appropriate enhancements and limitations. This determines its cost (see below) and what it can do. Weapon-based devices must have Limited Use (p. B112) to represent their shot capacity. The GM assigns appropriate point values for effects that cannot be easily replicated with advantages. If a device mitigates a disadvantage (e.g., an advanced prosthetic) or causes a disadvantage when worn (e.g., psi-neutralizing cuffs), then use the absolute value of the disadvantage and treat the mitigating effect as an advantage for the purposes of creating the gadget.

For weapons, Bulk can be worsened as a limitation worth -5% per -2. Minimum ST is based on weight (see *Weight*, below), but *additional* Minimum ST is a limitation worth -5% per +3 ST required; each +3 ST multiplies final weight by 1.5. Add another -5%, if it needs a weapon rest or bipod, or -10% if it has to be mounted (see p. B270). Such limitations are applied to the underlying advantage, not its final cost.

SIZE AND OTHER TRAITS

Size sets a device's weight, cost, and power consumption; for weapons, it also determines Bulk and Minimum ST.

Cost

Using the table below, deciding on the gear's size, then multiply the point cost of the gear's abilities (as determined under *Effect*, above) by the listed dollar amount. Reduce final cost by 1/5 if the device is usable only once. This cost is for

prototype equipment. If the GM decides the gear could be mass-produced, reduce this cost by a factor of 10.

Device Size	Cost in Dollars
Tiny (SM -8 to -9)	\$3,500 × point cost
Mini (SM -6 to -7)	\$3,000 × point cost
Small (SM -4 to -5)	\$2,500 × point cost
Portable (SM -3 to -2)	\$2,000 × point cost
Semi-portable (SM +1 to 0)	\$1,500 × point cost
Large (SM +2 or more)	\$1,000 × point cost

Bruce Banner: Well, if he could do that, he could achieve heavy ion fusion at any reactor on the planet.

Tony Stark: Finally, someone who speaks English.

Steve Rogers: Is that what just happened?

– *The Avengers*

Weight

A device's size sets the weight, though the GM might decide that certain features make the item heavier or lighter. Bulk and Minimum ST matter only to weapons; be sure to include modifiers from any relevant limitations.

Device Size	Weight	Bulk	Minimum ST
Tiny	0.03 lb.	-1	1
Mini	0.3 lb.	-3	2
Small	3 lbs.	-5	4
Portable	30 lbs.	-7	9
Semi-portable	300 lbs.	-9	18
Large*	3,000 lbs. or more	–	–

* Large devices are vehicle mounted or emplacements.

EXAMPLE: EV PULSE RIFLE

Ani Harrington wants to create a portable weapon that uses the newly discovered EV waves. Her player decides this is an Innate Attack that does "energetically corrosive" damage. As an advantage, it is built as Corrosion Attack

3d (Extra Bulk 1, -5%; Extra Minimum ST +3, -5%; Limited Use, 4 uses (12 shots), Fast Reload, -10%; Rapid Fire, RoF 3, +50%) [39]. As a Small device, it has the following statistics.

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost
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BEAM WEAPONS (Rifle) (DX-4 or other Beam Weapons at -4)

9^	EV-Wave Rifle	3d cor	3	10/100	3 lbs.	3	12/2xB	9	-6	1	\$97,500
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TECH NAMES

For the GM seeking to create gadgets and tech on the fly, the following table might be helpful. The GM still needs to define what the gadget *does*, but can draw inspiration from its name.

Roll 1d to determine the column and then roll 1d, 1d to determine part of the new item's name; do this two or

three times. Reroll results that seem too odd, and switch results around to get something that sounds suitably tech-ish! For instance, rolls of 1 and 1, 2; then 3 and 5, 3; and then 6 and 3, 1 would generate the name "Bio-Regenerative Deflector." Such a device might remove explosives or create an anti-personnel trap.

Roll	1	2-3	4	5	6
1-2, 1	Anti-	Atomic	Aura	Axe	Agitator
1-2, 2	Bio-	Catalytic	Barrier	Blade	Apparatus
1-2, 3	Cryo-	Dimensional	Beam	Blaster	Array
1-2, 4	Cyber-	Dynamic	Broadcast	Bomb	Chamber
1-2, 5	Electro-	Explosive	Cloak	Carbine	Coil
1-2, 6	Hyper-	Genetic	Displacement	Crusher	Controller
3-4, 1	Inter-	Gravitational	Echo	Cutter	Deflector
3-4, 2	Mono-	Magnetic	Energy	Detonator	Encoder
3-4, 3	Nano-	Mesmeric	Fabric	Gauntlet	Generator
3-4, 4	Null-	Metallic	Fluid	Grenade	Manipulator
3-4, 5	Omni-	Nuclear	Matrix	Hammer	Motivator
3-4, 6	Psi-	Plasma	Particle	Lance	Probe
5-6, 1	Semi-	Protonic	Radiation	Mangler	Processor
5-6, 2	Sub-	Refractive	Sequence	Pistol	Reactor
5-6, 3	Super-	Regenerative	Singularity	Projector	Rejuvenator
5-6, 4	Tele-	Sonic	Structure	Rod	Scanner
5-6, 5	Trans-	Spatial	Vortex	Smasher	Scope
5-6, 6	Ultra-	Thermal	Pulse	Torch	Transmitter

Power/Shots

A non-weapon device can function for 24 hours at a time and requires a battery (or power cell) based on its size. For gear of any sizes except Tiny, quarter the default duration for TL7 gear, halve it for TL8 gear, use the listed duration for TL9 gear, and doubles it for TL10 gear. Tiny devices *require* TL9 technology to create and have no equivalent TL8 power requirement.

Size	Battery
Tiny	2 AA cells
Mini	1 tiny battery <i>or</i> 2 A cells
Small	1 extra-small battery <i>or</i> 2 B cells
Portable	3 small batteries <i>or</i> 2 C cells
Semi-portable	1 large battery <i>or</i> 2 D cells <i>or</i> external power
Large	1 very large battery <i>or</i> 1 E cell <i>or</i> external power

For weapons, shots are equal to the number of uses per day of the weapon's Limited Use limitation × the weapon's RoF. Thus, an experimental ray gun, with Limited Use 10 and RoF 2, has 20 shots per power cell. The GM may allow a "self-powered" weapon, but this doubles the *final* cost. Such weapons recharge at a rate of one shot per second of non-use.

For "power hogs" that halve the operating duration or number of shots, add a Cost Factor of -0.2 CF; if it quarters final time, add -0.4 CF; and so on. Minimum duration is one second or one shot.

Durability

All devices have HT 10 and DR 4 by default.

Size	HP	Size	HP
Tiny	2	Portable	13
Mini	3	Semi-portable	27
Small	6	Large	58

If a device's weight differs from default (given in *Weight*, p. 25), determine HP normally (p. B557). If a device is especially rugged (+1 HT and double HP), add +1 CF; for triple HP and +2 HT, add +4 CF; for quadruple HP and +3 HT, add +9 CF; further improvements are impossible. Weight for rugged items increases by 20% per step. If the device is one of a kind and cannot be repaired, add -1 CF.

*Tony Stark was able to build this
in a cave! With a box of scraps!*

– Obadiah Stane, in Iron Man

MODIFIERS

To the devices that they create, techies can add cutting-edge or disguised from *Champions*, p. 54. The techie also may roll on the *Random Side Effects Table* (p. B479) for -0.2 CF.

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Remember that; you can only kill the Firstborn if you use both metals. They're too fae for silver alone, and too strong for iron. Anybody that tells you different is lying.

*– Seanan McGuire,
An Artificial Night*

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