GURPS® Fourth Edition

Monster Hunters™ 1

Champions

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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.

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Introduction

*Scott kicked open the double oak doors of the senator's bedroom. Senator Radnor – or rather, the **thing** wearing Senator Radnor's skin – looked up from his book.*

"It's over, skin-changer. You have three seconds to return to Hell peacefully . . . or we send you there painfully."

Danielle stepped to Scott's left, her sword scabbarded as she held a water balloon with a menacing grin. "Do me a favor – choose pain." Behind her, Everett silently guarded their rear.

*The pseudo-senator didn't break character for a moment, "I don't know who you people are, or what you think you're doing, but if you don't leave, I **will** summon security." He stood and glared, with just a hint of . . . a smile?*

*Instinctively, Scott jerked his head toward the ceiling. From the gloom above, a pair of tiny glowing eyes looked back down. Then three pairs. Then seven. Then too many to count. Scott got out, "Y'know, just **once** I wish . . ." before the ceiling turned into a flutter of wings and he had to let the roar of his assault carbine speak for him.*

You are all that stands against the forces of darkness.

Humanity doesn't believe in the wicked things that lurk in the shadows. Demons, vampires, rogue psis, werewolves, chupacabras? All real. And all very dangerous. A powerful demon can make short work of an entire police department or a squad of soldiers. Normal human beings simply *cannot* fight these things – they lack the skills, the will, and the *strength* to do so.

That's where you come in. Your team is better than the best, with something setting each of you apart – making this mission possible. Some of you can channel divine power, psionic energy, or the forces of magic. A few were born as monsters, or from a chemical vat, but are fighting on our side now. And the rest of you are just *unbelievably* well trained, from the techies to the warriors.

You'll need to be. The Enemy is always changing and never rests. You'll find yourself researching ancient burial sites one week, belly-crawling through sewers the next, and trying to eliminate a rogue angel during the middle of a church service – *without* attracting attention – the week after. Sometimes it's hard to keep the "norms" from stumbling across the truth, but letting it happen just means more food (or recruits!) for the monsters.

Make no mistake – even the best can fall, and you may die. But you'll do so knowing that, at every step, you fought back the wall of enemies who would tear out humanity's collective throat. You fight so people can walk down the street at night without fearing anything worse than a mugging. You fight so your home town stays a place to live, instead of a blighted piece of Hell. You fight because you are one of the *only* people in the world who can.

This is The Mission. The stakes are, quite literally, the fate of the world.

> *There are worse things out tonight than vampires.*
>
> *– Blade, in **Blade***

Hunter Terminology

champion: A powerful hero who uses extreme skill and/or special abilities to pursue *The Mission.* Not necessarily a paragon of virtue – just dedicated to the right side.

Enemy, The: Collective term for the *monsters* and *rogues* who endanger humanity.

hero: See *champion.*

Mission, The: 1. The act of hunting *The Enemy.* **2.** Putting the safety of humanity before your own.

monster: Any inhuman creature that threatens mankind; e.g., a demon or a vampire.

rogue: A human with access to magic or powers who uses them to harm innocent people.

sidekick: An NPC Ally of a lower point total (usually 50%).

team: A group of *champions.*

See also *Words of Magic* (p. 32).

Recommended Books

GURPS Monster Hunters 1: Champions requires only the ***GURPS Basic Set.*** This is a standalone supplement, detailing how to create and equip hunters. Future publications will cover running a game, enemies, and so on.

Several books can add *optional* detail to a ***Monster Hunters*** game. ***GURPS High-Tech*** can expand the shopping list from Chapter 6. ***GURPS Horror*** offers additional advice and enemies. Likewise, the GM can add extra complexity with rules from ***GURPS Gun Fu*** (p. 10), ***GURPS Action 1: Heroes*** (p. 19), ***GURPS Powers: Divine Favor*** (p. 42), ***GURPS Psionic Powers*** and ***GURPS Psis*** (p. 45), and ***GURPS Thaumatology*** (p. 33); recommendations are included herein. ***GURPS Loadouts: Monster Hunters*** deserves special mention: Not only is it useful for quickly equipping your champions, it was one of the inspirations for the creation of this very book!

About the Author

Jason Levine, known by the minions of evil as "Rev. Pee Kitty," has faced down the forces of darkness with naught but dice and a pencil since he was but a lad. He is the Assistant ***GURPS*** Line Editor; co-author of ***GURPS Dungeon Fantasy 10: Taverns*** and the ***GURPS Creatures of the Night*** series; and the author of ***GURPS Dungeon Fantasy 5: Allies, GURPS Psionic Powers, GURPS Psionic Campaigns, GURPS Psis,*** and ***GURPS Powers: Divine Favor.*** When not staking vampires and downing rogue witches, he collects toys, spoils his cats and dogs, and cooks for his beautiful wife.

Chapter One
Monster Hunter Templates

In retrospect, the stench made sense. Demons embody the worst qualities of life, so a pack of demonic boars would be angry, stubborn, mindless . . . and unbelievably foul. At least it had made them easy to track to this abandoned building. Everett tried not to dwell on it as he yanked his axe out of the porcine corpse and turned to cover Danielle's flank. With a fetish in one hand and sword in the other, she was screaming some demand of Chango. He didn't catch the specifics, but assumed that it worked when the Hellboar began smoking and squealing.

Everett barely heard the hoofsteps over the noise. His infrared-adapted eyes easily picked up the creature, scrambling across the far side of the room towards the large boarded-up window. "One got away from Scott!" he yelled, "I'm going after it – see if he's OK!" Not waiting for an acknowledgment, he triggered his adrenaline gland, willing energy to his legs as he ran. The room blurred by as he made it to the window a moment too late – almost close enough to touch the thing as it crashed through the boards.

Drawing his knife as he fell, Everett managed to land on the monstrous swine – cursing gravity as he felt his ankle crack against the sidewalk. Before the prey could recover, he opened up its throat, then shifted to pin it to the ground as it bled out.

*A human scream grabbed the champion's attention. Everett looked up into the face of a teenage girl as she ran over from across the street. "Oh my **god!**" she exclaimed, "What's going on? Should I call 911?" She was staring in horror at the beast's razor-sharp tusks.*

*"It's . . . an advanced case of rabies, ma'am," Everett explained, bearing down on the struggling creature as casually as possible. "It's infected a few local dogs, but we have it under control. You **are** vaccinated, right?"*

*The teenager's protests of " . . . couldn't **pay** me enough to be a dogcatcher . . ." were barely audible as she ran from the scene. Even with his broken ankle, Everett couldn't help grinning.*

Monster hunters must be larger than life! The ***Basic Set*** recommends 300-500 points for "legendary" heroes, so these templates split the difference at 400 points. The GM can run the game with fewer points, but doing so may compromise the over-the-top, cinematic feel of the game – making it less about "monster hunting" and more about "surviving monster attacks."

The simplest way to create a balanced, effective champion is to choose a *character template.* To use one, simply pay its point cost, select any options it leaves open, and write down the abilities it gives you. To further customize the PC, take up to five quirks and spend the points you get on anything you'd like (subject to GM approval). See *How to Use Character Templates* (p. B258) for details.

Each template has a different area of expertise, along with something special that sets it apart from the others: The experiment has Bioenhancement power, the techie has Quick Gadgeteer and Inventor!, etc. To preserve this uniqueness, the GM is encouraged to make templates *mandatory* – contrary to what most other ***GURPS*** supplements say! To make up for this restriction, he should let champions spend earned points to acquire *anything* on their templates, including advantages that can't normally be bought in play. The disadvantages for each template are always suggestions, however; players may substitute their own choices, subject to GM approval.

If the GM does allow players to build their own champions, the templates should still be required reading, to prevent *too* much overlap and to ensure key competencies are covered. Then, use the guidelines in Chapter 2 for character creation.

Campaign Types

Before character creation starts, the group needs to decide what the campaign will be like. This allows the GM to figure out if any templates (pp. 9-21) or lenses (pp. 6-9) should be excluded or made mandatory. Be careful not to exclude more than necessary – variety can make a game fun! For example, the rotating roster from *Buffy the Vampire Slayer* has included (at different times) at least one warrior/chosen one, a sage/operative, a witch/accidental hero, an inhuman/atoner, an experiment/soldier, an inhuman/accidental hero, a warrior/avenger, an inhuman/criminal, *and* some sidekicks . . . all worked into the "students fighting monsters" theme.

All of the following suggestions have one thing in common: The world is unaware of the monsters living in its shadows, and it's in the PCs' best interests to keep it that way. A small part of the government might know – as might a few key members of the military, a corporation or two, and a slew of homeless people and psychics – but no one will ever see it on the news.

The need for secrecy is a fundamental part of a ***Monster Hunters*** game; it keeps the public from panicking and keeps the champions from solving every problem by calling in the local SWAT team or National Guard.

Extermination for Sale: The PCs take care of monsters for a living, relying on a website, small Yellow Pages ad, or word of mouth for their referrals. Any template fits, though a sleuth is especially useful for dealing with customers. The dominant lens is hired gun (at least *one* PC should have it), but avenger/atoner, chosen one, and criminal all fit as well, and other lenses can represent friends who help out the team.

Local Guardians: The PCs, who all live or work in the same city, protect the ignorant townsfolk from evil creatures. The group will need to balance research, hunting, and combat. Aside from that, nearly any mix of templates and lenses can work, though an all-inhuman party will have difficulty fitting in. A member of the clergy or law enforcement will hear many strange rumors.

Research Grant: The PCs are ostensibly a scientific research team, working on a technological or biological breakthrough. If the former, the litmus test for the tech is how well it destroys evil creatures; if the latter, the research involves analyzing bits and pieces of monsters. (Not that the granters are necessarily aware of this!) At least one techie is needed, and commandos, experiments, and psis fit the theme, but other character types can be "research aides." A well-funded grant makes the lead researcher a philanthropist (the granter provides Wealth; it is not a Patron); otherwise, any lens fits.

Road Trip: The PCs look for signs of monsters in strange news stories from across the nation, then head out to the area to take care of business. Template advice is the same as for *Local Guardians,* above, but a sleuth will be especially useful for investigation and recon. Any lens fits, though law enforcement will need at least 10-point Legal Enforcement Powers, and an operative or soldier only fits if the organization allows this level of personal initiative.

Shadow Wars: The PCs are a part of society's underbelly, either living peacefully among one group of monsters (which usually means most, if not all, of the party will *be* that type of monster) or homeless and dealing with all *sorts* of creatures. This campaign can be more political, as the dark factions maneuver against each other. Experiments, inhumans, and psis are all sufficiently "monstrous"; other champions will likely have to be sponsored to be grudgingly accepted. Any lens can fit – those with a Patron should consider whether it's a "normal" group or one of the shadow factions.

Strike Team: The PCs are trained and equipped by an organization for rapid penetration and destruction of enemy lairs. Their Patron will usually do basic research ahead of time, leaving the champions to focus on hunting and killing without being caught or noticed. Commandos, experiments, inhumans, psis, warriors, and witches are especially appropriate. Lenses will generally be operative or soldier, though a clergy or criminal strike team *is* possible.

Motivational Lenses

In game terms, a lens is merely another choice to make as part of using a template (pp. 9-21). But in thematic terms, deciding *why* your champion does what he does is every bit as important as deciding what cool abilities and training he has – if not more so! This is why these lenses are presented first; the reasons behind your acceptance of The Mission, and the situation that you currently find yourself in, play a bigger role in shaping the campaign than any other choices. If the GM is planning a particular type of game (see above), he is likely to restrict players to a subset of these choices, or even require everyone to take one specific lens.

Each lens contains a mix of advantages and disadvantages; some also have appropriate skills. These add up to 15 points: 30 points of advantages and/or skills, along with a single -15-point disadvantage (see *Why We Fight,* p. 7, for explanations). Many lenses also attach extra advantage or disadvantage *options* to your template. In all cases, these options cannot replace any mandatory traits! They are meant to be added to the any of the "X points chosen from among . . ." lists in each template.

If a template *and* lens both add the same skill, combine the points if possible. Spend any leftover points on the template's or lens' *other* skills, either to add new choices or to improve existing ones.

Accidental Hero

15 points

You stumbled onto this fight accidentally, and only survived due to fast reflexes, quick learning, and a dash of luck. Since then, you've gotten some experience, knowledge, and training under your belt, and can now hunt with the best of 'em.

Advantages: 30 points chosen from among DX +1 [20], IQ +1 [20], HT +1 [10], Common Sense [10], Danger Sense [15], Wild Talent 1 [20], or upgrade Luck [15] to Ridiculous Luck [30] for 15 points. • Add any traits not chosen here to your template's advantage options.

Disadvantages: *One* of Compulsive Thrill-Seeking (9) [-15], Divine Curse (Monster Magnet) [-15], Duty (12 or less; Extremely Hazardous) [-15], Enemies (Monster of the week; 9 or less; Unknown) [-15], or Sense of Duty (Humanity) [-15]. • Add Unluckiness [-10] and Weirdness Magnet [-15] to your template's disadvantage options.

Avenger/Atoner

15 points

Monsters killed your loved ones. It may have happened while you weren't there, or you were present but unable to stop them. Either way, you've dedicated your life to hunting them down. While you'll seek out any type of monster, you live to slay the kind who took everything from you.

A variant, intended for inhumans, is the *atoner.* Here, you *were* one of the monsters preying on humanity, before you renounced the ways of evil. Now you hunt those you formerly stood beside!

Advantages: Will +1 [5]; Fearlessness 2 [4]; *and* Higher Purpose (Hunt one type of monster) [5].

Why We Fight

These motivational lenses each include a -15-point disadvantage that reflects why the champion is willing to fight and risk his life for The Mission. Each lens has been assigned the most appropriate options, but if a player feels that his hunter would be motivated for different reasons, he may swap his lens' mandatory disadvantage for a different one from this list.

• Compulsive Thrill-Seeking (9) [-15] is a Compulsive Behavior (p. B128) for adrenaline junkies. You must make a self-control roll when presented with a potentially dangerous (but not suicidal) situation; e.g., BASE jumping or monster hunting. Failure means you must participate, though you may first equip and prepare yourself. If nothing presents itself on a given day, roll to avoid seeking something out on your own! This is worth -10 points, modified to -15 for the lower self-control number (p. B120).

• Divine Curse (Monster Magnet) [-15] fits those targeted by Fate. Any monster near your town will eventually run into you or your friends, or otherwise cause havoc in your life. This is not a conscious enmity, however – just a dangerous coincidence!

• Duty (12 or less; Extremely Hazardous) [-15] reflects an *external* obligation. You fight because that's your job description, whether you work for money or a more esoteric reason.

• Enemies (Monster of the week; 9 or less; Unknown) [-15] means the monsters are aware of and come after you! If the frequency comes up, you will be attacked by a small group (or a single powerful foe) that you've yet to tangle with; each time will usually require new tactics.

• Fanaticism (The Mission) [-15] can accompany a wide range of motivations – regardless of the exact reason, you are committed to defeating these creatures. You can act freely, come up with careful plans, and even make tactical retreats, but you can *never* choose to ignore or give up on a monster. You may only take Fanaticism once, for a single cause!

• Greed (12) [-15] can lead to a lot of things besides slaying monsters, but if that's what pays best, you're in! You only have to hunt if the money's good, but you're also fairly easy to bribe into other actions.

• Obsession (Rid the world of monsters) (9) [-15] fits a hero who takes it personally. You can perform other actions, but must make a self-control roll to engage in any activity that might interfere with slaying a known foe.

• Sense of Duty (Humanity) [-15] only obligates you to go after the truly dangerous opponents – those who threaten mankind. Of course, it *also* requires you to act like a saint. If you have this, you *cannot* take a second Sense of Duty!

Disadvantages: *One* of Enemies (Monster of the week; 9 or less; Unknown) [-15], Fanaticism (The Mission) [-15], Obsession (Rid the world of monsters) (9) [-15], or Sense of Duty (Humanity) [-15]. • Add Guilt Complex [-5], Nightmares [-5*], No Sense of Humor [-10], and On the Edge [-15*] to your template's disadvantage options.

Skills: Choose the 16-point package appropriate to your template:

1. *Inhuman.* Spend 8 points for +2 to one of your racial knowledge skills *or* +1 to two of them. • Spend 8 points for +2 to one combat skill *or* +1 to two of them.
2. *Sage.* Spend 12 points for +1 to Lore! • Spend 4 points for +1 to one combat skill.
3. *All Others.* Spend 12 points on skills from *Know Thy Enemy* (p. 16) that apply to your preferred foe. • Spend 4 points for +1 to one combat skill.

Chosen One

15 points

Fate has marked you as one of humanity's saviors – a key player in the ongoing battle against the monsters. While it's good to have The Powers That Be watching your back, it also makes it harder to slack off – whether due to dedication or a metaphysical bullseye on your back.

Advantages: Destiny [15]. • Another 15 points chosen from among Charisma 1-3 [5/level], Daredevil [15], Fearlessness [2/level] *or* Unfazeable [15], Prophetic Dreams (p. 23) [5], Reputation +2, +3, *or* +4 (Chosen; Other hunters) [5, 7, *or* 10], or Serendipity 1 [15]. • Add any traits not chosen here to your template's advantage options.

Disadvantages: *One* of Divine Curse (Monster Magnet) [-15], Enemies (Monster of the week; 9 or less; Unknown) [-15], Fanaticism (The Mission) [-15], or Sense of Duty (Humanity) [-15]. • Add Overconfidence [-5*] and Weirdness Magnet [-15] to your template's disadvantage options.

Clergy

15 points

You have the support of a religious organization behind you. This lens represents the mundane benefits of clerical support, *not* holy powers! (But it *does* mesh well with the crusader template on pp. 10-11.) Take Duty if you work directly for the clergy as a monster hunter, or a different disadvantage if they sponsor your activities unofficially.

Advantages: 25 points chosen from among Clerical Investment [5], Contact Group (City priests, local congregation, etc.; Skill-12, 15, *or* 18; 9 or less; Somewhat Reliable) [5, 10, *or* 15], Contacts (Local priest, Vatican administrator, etc.; Skill-12, 15, *or* 18; 9 or less; Usually Reliable) [2, 4, *or* 6], Legal Immunity [5 to 20], or Patron (Church, holy order, etc.) [10 or 20]. • Add any traits not chosen here to your template's advantage options.

Disadvantages: *One* of Divine Curse (Monster Magnet) [-15], Duty (12 or less; Extremely Hazardous) [-15], Fanaticism (The Mission) [-15], or Sense of Duty (Humanity) [-15]. • Add Disciplines of Faith [Varies] and Sense of Duty [Varies] to your template's disadvantage options.

Skills*: Research (A) IQ-1 [1] *and* Religious Ritual (Abrahamic, Shamanic, *or* Voodoo) and Theology (same), both (H) IQ-1 [2].

* Crusaders may instead spend 5 points to improve or add any primary or secondary skills.

Criminal

15 points

Your extralegal activities require you to spend your time in back alleys and the shadows . . . which is exactly where certain *other* things like to hide! Your mix of contacts and street smarts helps you fight these monsters – whether you do so for personal reasons, self-defense, or because it pays well.

Advantages: 20 points chosen from among Per +1 or +2 [5/level], Allies (Trusted crew, gang members, etc.; Built on 25%; 9, 12, *or* 15 or less) [1, 2, *or* 3], Contact Group (Gang, mob, etc.; Skill-12, 15, *or* 18; 9 or less; Somewhat Reliable) [5, 10, *or* 15], Contacts (Fence, mafioso, etc.; Skill-12, 15, *or* 18; 12 or less; Somewhat Reliable) [2, 4, *or* 6], Danger Sense [15], or Zeroed [10]. ● Add any traits not chosen here to your template's advantage options.

Disadvantages: *One* of Compulsive Thrill-Seeking (9) [-15], Enemies (Monster of the week; 9 or less; Unknown) [-15], Greed (12) [-15], or Obsession (Rid the world of monsters) (9) [-15]. • Add Enemies (Law enforcement or rival criminals) [Varies] and Social Stigma (Criminal Record) [-5] to your template's disadvantage options.

Skills: Streetwise (A) IQ [2]. ● *Either* Savoir-Faire (Mafia) (E) IQ+1 [2] *or* Urban Survival (A) Per [2]. ● *Three* of Brawling, Forced Entry, or Guns (Pistol), all (E) DX+1 [2]; Filch or Stealth, both (A) DX [2]; Pickpocket (H) DX-1 [2]; Area Knowledge (City) or Current Affairs (Regional), both (E) IQ+1 [2]; Gambling, Holdout, or Lockpicking, all (A) IQ [2]; Carousing (E) HT+1 [2]; Intimidation (A) Will [2]; Scrounging (E) Per+1 [2]; or 2 more points to raise any lens skill by a level.

Hired Gun

15 points

Getting rid of monsters is your business – literally! You might have an ad in the Yellow Pages or only operate via word of mouth; either way, the small percentage of people who don't think you're a crackpot come to you for help. If money is your only motivation, take Greed, but many so-called mercenaries are *really* in the business to help the helpless, and will negotiate the fee later (if at all).

Advantages: 25 points chosen from among Contacts (Criminals, other businessmen, etc.; Skill-12, 15, *or* 18; 9 or less; Usually Reliable) [2, 4, *or* 6], Reputation +2, +3, *or* +4 (Handles impossible problems; Aware or open-minded people) [5, 7, *or* 10], Wealth [Varies], or your template's advantage options. ● Add any traits not chosen here to your template's advantage options.

Disadvantages: *One* of Compulsive Thrill-Seeking (9) [-15], Fanaticism (The Mission) [-15], Greed (12) [-15], or Sense of Duty (Humanity) [-15].

Skills: Merchant (A) IQ [2]. ● *Three* of Current Affairs (Business) (E) IQ [1]; Administration, Fast-Talk, Public Speaking, or Streetwise, all (A) IQ-1 [1]; or spend 1 point to raise one of these skills by a level.

Law Enforcement

15 points

You can only work so many cases before noticing that not everything lurking in the shadows is human. Once you're 100% sure that you're facing an inhuman foe, you do your best to put it down without attracting attention. An active cop must take Legal Enforcement Powers *and* Duty, but this lens also fits retired cops, private investigators, and unofficially sanctioned vigilantes.

Advantages: 20 points chosen from among Common Sense [10], Contact Group (Police department; Skill-12, 15, *or* 18; 9 or less; Somewhat Reliable) [5, 10, *or* 15], Contacts (Snitches, gang members, etc.; Skill-12, 15, *or* 18; 12 or less; Somewhat Reliable) [2, 4, *or* 6], Danger Sense [15], Fearlessness [2/level] *or* Unfazeable [15], Intuition [15], or Legal Enforcement Powers [5 to 15]. ● Add any traits not chosen here to your template's advantage options.

Disadvantages: *One* of Duty (12 or less; Extremely Hazardous) [-15], Enemies (Monster of the week; 9 or less; Unknown) [-15], Fanaticism (The Mission) [-15], or Sense of Duty (Humanity) [-15].

Skills: Law (Criminal) (H) IQ-1 [2]. ● *Four* of Forced Entry or Guns (Pistol, Rifle, Shotgun, *or* SMG), both (E) DX+1 [2]; Shortsword or Tonfa, both (A) DX [2]; First Aid (E) IQ+1 [2]; Criminology, Interrogation, or Streetwise, all (A) IQ [2]; Intelligence Analysis, Forensics, or Tactics, all (H) IQ-1 [2]; Observation or Search, both (A) Per [2]; or 2 more points to raise one of these skill choices by a level.

Operative

15 points

You work for an organization dedicated to The Mission, typically a private corporation or a secret ("black ops") government agency. Your patron supplies you with gear, assigns your missions, and *sometimes* does research – the rest is up to you!

Advantages: Spend up to 30 points on a Patron [10 to 30]; any leftover points may be spent on your template's advantage options.

Disadvantages: Duty (12 or less; Extremely Hazardous) [-15]. ● Add Secret (Works for an extra-legal organization) [-10] and Sense of Duty (Teammates *or* Organization) [-5 or -10] to your template's disadvantage options.

Philanthropist

15 points

You fund and plan your *own* ops because it's the right thing to do. Your life isn't tied to this "shadow world," but you couldn't imagine *not* doing something. With a high enough Wealth, an altruistic PC may be able to fund an entire team of less-affluent hunters. (Nothing says *how* you keep the money coming, mind you. This lens *can* fit a criminal or schemer who does all of his dirty work "off camera.") Philanthropists with more modest funds must compensate by being good planners and tacticians as well.

Advantages: *Either* Wealth (Wealthy) [20] and the 10-point skill package below *or* Wealth (Very Wealthy) [30].

Disadvantages: *One* of Compulsive Thrill-Seeking (9) [-15], Fanaticism (The Mission) [-15], Obsession (Rid the world of monsters) (9) [-15], or Sense of Duty (Humanity) [-15].

Skills: *None* if Wealth (Very Wealthy) was chosen! Otherwise, Research (A) IQ [2] *and* Intelligence Analysis and Tactics, both (H) IQ [4].

Soldier

15 points

Like the operative above, you secretly eliminate monsters on behalf of an organization, but yours is distinctly military in flavor. This can range from working for a hidden division of your country's armed forces to being part of a private paramilitary corps. The group will typically act as a Patron, but if you're truly on your own once you've been sent into the field, choose from the other advantages.

Advantages: 20 points chosen from among ST +1 or +2 [10/level], DX+1 [20], HT +1 or +2 [10/level], Ambidexterity [5], Danger Sense [15], Fearlessness [2/level] *or* Unfazeable [15], Fit [5] *or* Very Fit [15], High Pain Threshold [10], Patron [10 or 20], Rapid Healing [5] *or* Regeneration (Slow) [10]. • Add any traits not chosen here to your template's advantage options.

Disadvantages: Duty (12 or less; Extremely Hazardous) [-15]. • Add Secret (Works for an extra-legal organization) [-10] and Sense of Duty (Teammates *or* Organization) [-5 or -10] to your template's disadvantage options.

Skills*: Soldier (A) IQ [2] *and* Tactics (H) IQ [4]. • Spend 4 points to raise your primary weapon skill, or a Guns specialty, by one level.

* Champions with the Ten-Hut! wildcard skill will not add Soldier and Tactics. Instead, spend 25 points on the advantages above, 4 points to raise a weapon skill, and 1 point to add or raise any skill from your template.

In every generation there is a Chosen One. She alone will stand against the vampires, the demons, and the forces of darkness. She is the Slayer.

– Buffy the Vampire Slayer

TEMPLATES

Some of the traits used here are defined on pp. 22-31.

COMMANDO

400 points

You're a one-person combat squad! In your hands, a gun – *any* gun – is more precise than a surgeon's scalpel. If it can be put down with bullets, you *can* do it. If not, you can hold your own with other forms of combat, too – and enough firepower can often weaken a foe enough for one of your teammates to land a true killing blow. Your situational awareness helps you predict your enemies' tactics and find the best cover before the fight starts. And if things go *really* wrong, you're a good man to have when slogging a retreat through the sewers or patching each other up.

Attributes: ST 13 [30]; DX 16 [120]; IQ 12 [40]; HT 13 [30].

Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 18 [10]; Will 12 [0]; Per 12 [0]; FP 13 [0]; Basic Speed 7.00 [-5]; Basic Move 7 [0].

Advantages: Combat Reflexes [15]; Gunslinger [25]; Luck [15]; *and* Quick Reload (Gun!) [1]. • One of the 15-point lenses from pp. 6-9. • Another 30 points chosen from among ST +1 to +2 [10/level], DX +1 [20], IQ +1 [20], HT +1 [10], Will +1 to +3 [5/level], Per +1 to +3 [5/level], Born War-Leader 1-4 [5/level], Brave [1], Danger Sense [15], Daredevil [15], DR 1-2 (Tough Skin, -40%) [3 or 6], Dual Shooting (Gun!) (p. 23) [5], Enhanced Dodge 1 [15], Extra Life 1 [25], Fearlessness [2/level] *or* Unfazeable [15], Fit [5] *or* Very Fit [15], Gun Fu Perks (optional; see p. 10) [1/perk], High Pain Threshold [10], Lifting ST 1-2 [3 or 6], Off-Hand Weapon Training [1/skill] *or* Ambidexterity [5], Patrons [10 to 30], Peripheral Vision [15], Rapid Healing [5] *or* Regeneration (Slow) [10], Resistant [Varies], Serendipity [15/level], Signature Gear [Varies], Trademark Move [1/move], Weapon Bond [1/weapon], Wild Talent 1 [20], or replace Luck [15] with Extraordinary Luck [30] for 15 points. • A further 15 points chosen from among the previous traits or Absolute Direction [5], Acute Senses (any) [2/level], Alcohol Tolerance [1], Ally (Sidekick, p. 19; Built on 50%; 12 or less, 15 or less, *or* Constantly) [4, 6, *or* 8], Destiny [5 to 15], Gizmos 1 [5], Magic Resistance [2/level], Night Vision [1/level], No Hangover [1], Prophetic Dreams (p. 23) [5], Reputation [Varies], or Wealth [Varies].

Disadvantages: -20 points chosen from among Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Code of Honor (Soldier's) [-10], Delusion ("Enough bullets can kill *any* physical threat!") [-10], Fanaticism (Nation *or* Service) [-15], Flashbacks [Varies], Greed [-15*], Honesty [-10*], Impulsiveness [-10*], On the Edge [-15*], or Overconfidence [-5*]. • Another -30 points chosen from among the previous traits or Alcoholism [-15], Bully [-10*], Callous [-5], Chummy [-5] *or* Gregarious [-10] *or* Loner [-5*], Destiny [-5 to -15], Guilt Complex [-5], Jealousy [-10], Killjoy [-15], Nightmares [-5*], Oblivious [-5], Odious Personal Habits [-5 to -15], Reputation [Varies], Sense of Duty (Teammates) [-5], Stubbornness [-5], Truthfulness [-5*], Wealth [Varies], Wounded [-5], or Vow (Never kill a human) [-10].

Wildcard Skills: Gun! DX+2 [48]-18. • *One* of Blade! DX-1 [12]-15; Ten-Hut! IQ-1 [12]-11; or spend 12 points to raise Gun! by one level.

Primary Skills: Tactics (H) IQ+2 [12]-14. ● *Two* of Intelligence Analysis (H) IQ [4]-12; Observation (A) Per+1 [4]-13; Soldier† (A) IQ+1 [4]-13; or 4 points to raise Tactics one level. ● *Three* of Brawling, Knife‡, or Thrown Weapon (any), all (E) DX+1 [2]-17; Axe/Mace‡, Bow, Boxing, Broadsword‡, Shortsword‡, Spear‡, Throwing, or Wrestling, all (A) DX [2]-16; or Judo or Karate, both (H) DX-1 [2]-15.

Secondary Skills: First Aid (E) IQ+1 [2]-13 *and* Occultism (A) IQ+1 [4]-13. ● *Four* of Climbing or Stealth†, both (A) DX [2]-16; Gesture† (E) IQ+1 [2]-13; Armoury (Small Arms)†, Explosives (Demolition)†, Interrogation†, Leadership†, or Traps, all (A) IQ [2]-12; Hiking† or Running, both (A) HT [2]-13; Intimidation (A) Will [2]-12; or Tracking or Urban Survival, both (A) Per [2]-12. ● 4 points spent on skills from *Know Thy Enemy* (p. 16).

Background Skills: *Five* of Knot-Tying (E) DX [1]-16; Fast-Draw (Knife *or* Sword) (E) DX+1 [1]-17‡§; Driving (Automobile, Heavy Wheeled, *or* Motorcycle) (A) DX-1 [1]-15; Area Knowledge (any), Camouflage†, Computer Operation, Current Affairs (any), or Savoir-Faire (Military)† all (E) IQ [1]-12; Gambling (A) IQ-1 [1]-11; or Carousing or Swimming, both (E) HT [1]-13.

* Multiplied for self-control number; see p. B120.
† Overlaps significantly with Ten-Hut!
‡ Overlaps significantly with Blade!
§ Includes +1 from Combat Reflexes.

Gun Fu Perks

If ***GURPS Gun Fu*** is available, a commando may take any of the following style perks. For simplicity, every 6 points in Gun! skill allows you to take *one* perk; skill specialization (if required) is always Gun! The perks not listed here either aren't appropriate for commandos or don't fit into a ***Monster Hunters*** game – often because they provide access to an optional rule that's already in play!

Akimbo; Area Defense*; Army of One; Bank Shot; Bend the Bullet; Cookie Cutter; Dial-a-Round; Fastest Gun in the West*; Grip Mastery; Gun Sense*; Gun Shticks; Gun Whisperer; Hand Cannon; Just Winged Him; Motorized Training; Off-Hand Weapon Training; One-Armed Bandit; Quick Reload; Quick-Sheathe; Quick-Swap; Rope Shooter; Scattergun; Silencer; Standard Operating Procedure; Sure-Footed; Tracer Eyes; Trick Shooter.

* Primarily useful against other gunmen – less so versus monsters.

Customization Notes

The combination of Gunslinger and Gun! allows you to pull off seemingly impossible shots – such as cartwheeling down crypt steps while firing at no penalty – and you have plenty of wildcard bonus points (p. 28) to ensure that you can make the shots count when it matters. Consider some Signature Gear in the form of fine or very fine weapons, for a significant skill bonus when you aren't doing acrobatics.

Adding Ten-Hut! doesn't affect your Tactics skill, due to the significant difference in skill levels; if you later raise Ten-Hut! to IQ+1 or higher, the GM should let you move your 12 points from Tactics into Ten-Hut!

While many commandos have military backgrounds, this template fits *any* human champion who focuses on firepower, tactics, and mobility. Some common variations:

The *assassin* prefers a stealthy approach, appearing harmless and unarmed until he pulls out concealed pistols (or an SMG) at the last second. Danger Sense and Peripheral Vision help you know when your cover is blown. Take Blade! or a mix of melee weapons to kill silently when necessary, and use your Tactics and Stealth to get into an ideal position before unleashing a rain of fire.

The *bullet dancer* focuses on speed and agility, constantly remaining in motion. Raise DX and take Daredevil, Enhanced Dodge, and/or improved Luck to keep yourself alive. Use Gun! as Acrobatics, Jumping, etc., to stay mobile; rely on Climbing, Running, and Swimming to stay ahead of your enemies; and take Judo or Wrestling to keep your foes from pinning you down.

The *one-man army* is all about the firepower. Grab extra ST and Lifting ST to carry as many high-RoF weapons as possible. Get Ambidexterity and Dual Shooting to fire two at once. (With ST 16+, you can duel-wield most SMGs and some assault rifles!) Use Gunslinger to fire at two different targets at only -3, or add their RoF *together* for suppression fire (p. B409). Consider Ten-Hut! to fix military weapons if they break or Blade! to take advantage of your strength. Skills like Hiking, Swimming, and Urban Survival fit your rugged image.

Crusader

400 points

You are deeply connected to a higher being, and you may draw upon its power to smite the forces of evil. When it comes to spiritual warfare, you have no equal – your Mysticism (pp. 42-45) abilities protect you and keep you in tune with the world beyond the veil, your training and knowledge make you adept at identifying uncommon threats, and you can cleave a demon in two with the best of 'em! As these skills translate well to hunting *other* threats, you're a useful part of any team.

Attributes: ST 13 [30]; DX 13 [60]; IQ 14 [80]; HT 13 [30].

Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 15 [4]; Will 16 [10]; Per 14 [0]; FP 13 [0]; Basic Speed 7.00 [10]; Basic Move 7 [0].

Advantages: Combat Reflexes [15]; Luck [15]; *and* Mysticism Talent 2 [10]. ● One of the 15-point lenses from pp. 6-9. ● 75 points in Mysticism abilities (pp. 43-45); put leftovers into the following advantages. ● Another 35 points chosen from among ST +1 to +3 [10/level], DX +1 [20], IQ +1 [20]; HT +1 or +2 [10/level], Autotrance [1], Brave [1], Clerical Investment [5], Close to Heaven 1-4 [5/level], Contact Group (Clergy, etc.; Skill-12, 15, *or* 18; 9 or less; Somewhat Reliable) [5, 10, *or* 15] *or* (Local spirits, etc.; Supernatural) [10, 15, *or* 20], Contacts (Local priest, etc.; Skill-12, 15, *or* 18; 9 or less; Usually Reliable) [2, 4, *or* 6] *or* (Outcast angel, etc.; Supernatural) [4, 6, *or* 8], Fearlessness [2/level] *or* Unfazeable [15], High Pain Threshold [10], Higher Purpose (Defend the Faith) [5], Mysticism Talent 3-6 [5/level], Patrons [10 to 40], Prophetic Dreams (p. 23) [5], Serendipity [15/level], Signature Gear [Varies], or replace Luck [15] with Extraordinary Luck [30] for 15 points.

● A further 15 points chosen from among the previous traits, Acute Senses [2/level], Ally (Sidekick, p. 19; Built on 50%; 12 or less, 15 or less, *or* Constantly) [4, 6, *or* 8], Animal Empathy [5], Charisma [5/level], Common Sense [10], Destiny [5 to 15], Eidetic Memory [5] *or* Photographic Memory [10], Intuition [15], Languages [2-6/language], Magic Resistance [2/level], Penetrating Voice [1], Rapid Healing [5] *or* Regeneration (Slow) [10], Reputation [Varies], Resistant [Varies], Sensitive [5] *or* Empathy [15], Trademark Move [1], Wealth [Varies], or Weapon Bond [1/weapon].

Disadvantages: *One* of Disciplines of Faith (Mysticism) [-10], Sense of Duty (Coreligionists) [-10], or Vow (Help those in need who ask) [-10]. ● Another -20 points chosen from among Charitable [-15*], Chummy [-5] *or* Gregarious [-10] *or* Loner [-5*], Code of Honor (Professional) [-5], Curious [-5*], Fanaticism (Religious) [-15], Guilt Complex [-5], Honesty [-10*], Intolerance (Religious) [-5 or -10], Selfless [-5*], Wealth [Varies], or Vow (Never kill a human) [-10]. ● Another -25 points chosen from among the previous traits or Absent-Mindedness [-15], Appearance [Varies], Bad Sight (Mitigator, Glasses, -60%) [-10], Bad Temper [-10*], Easy to Read [-10], Enemies [Varies], Gluttony [-5*], Gullibility [-10*], Manic-Depressive [-20], Nightmares [-5*], Oblivious [-5], Odious Personal Habit (Dirty) [-5], Social Stigma (Second-Class Citizen *or* Minority Group) [-5 or -10], Stubbornness [-5], Truthfulness [-5*], Unluckiness [-10], or Workaholic [-5].

Primary Skills: Esoteric Medicine (H) Per-1 [2]-13*;* Exorcism (H) Will-1 [2]-15; Occultism (A) IQ [2]-14; *and* Theology (Abrahamic, Shamanic, *or* Voodoo) (H) IQ-1 [2]-13. ● *Four* of Public Speaking (A) IQ [2]-14; Diplomacy, Naturalist, Pharmacy (Herbal)†, or Religious Ritual (same as Theology), all (H) IQ-1 [2]-13; Meditation (H) Will-1 [2]-15; or 2 points to raise any primary skill by a level. ● 6 points spent on skills from *Know Thy Enemy* (p. 16).

Secondary Skills: Research (A) IQ [2]-14. ● *Two* of Brawling or Knife, both (E) DX+2 [4]-15; or Axe/Mace, Broadsword, Saber, Shortsword, Spear, Staff, Whip, or Wrestling, all (A) DX+1 [4]-14. ● *Two* of Crossbow, Guns (Pistol, Rifle, Shotgun, *or* SMG), Liquid Projector (Sprayer *or* Squirt Gun), Thrown Weapon (Axe/Mace, Knife, *or* Spear), all (E) DX+1 [2]-14; Bolas, Bow, or Throwing, all (A) DX [2]-13; Sling (H) DX-1 [2]-12; or spend 2 points on an unused melee skill from the previous list, at -1 to skill. ● *Five* of Fast-Draw (any) (E) DX+2 [2]-15‡; Stealth (A) DX [2]-13; Armoury (Melee Weapons *or* Small Arms), Explosives (Demolition), Holdout, Interrogation, Leadership, or Soldier, all (A) IQ [2]-14; Psychology or Tactics, both (H) IQ-1 [2]-13; Intimidation (A) Will [2]-16; Body Language or Observation, both (A) Per [2]-14; or Detect Lies (H) Per-1 [2]-13.

Background Skills: *Five* of Driving (Automobile *or* Motorcycle) (A) DX-1 [1]-12; Area Knowledge (any), Computer Operation, Current Affairs (Regional), Gesture, or Housekeeping, all (E) IQ [1]-14; Administration, Animal Handling (any), Criminology, Fast-Talk, Photography, Speed-Reading, Teaching, or Writing, all (A) IQ-1 [1]-13; Archaeology, Diagnosis, or Law (Criminal *or* Liturgical), all (H) IQ-2 [1]-12; Thaumatology (VH) IQ-3 [1]-11; Swimming (E) HT [1]-13; or Scrounging (E) Per [1]-14.

* Multiplied for self-control number; see p. B120.

† Requires Naturalist prerequisite.

‡ Includes +1 from Combat Reflexes.

Customization Notes

A crusader doesn't have to be a bona fide priest – but if you want to be, consider Clerical Investment and a Patron (or check out the clergy lens on pp. 7-8). It is important to consider your *faith,* though, and how it affects your primary disadvantage choice (which is at the core of your Mysticism). The most prevalent among hunters are:

● *Abrahamic:* While Christianity, Judaism, and Islam are certainly diverse, they share enough lore and tradition to be discussed and studied as one. As these faiths emphasize brotherhood and charity, take either Sense of Duty (if you put your flock before all others) or Vow (if you protect humanity as a whole).

● *Shamanic:* This includes many Native American and Eastern faiths – any of which treat the spirit world as a group of contacts to be negotiated with. Choose Disciplines of Faith or Vow, based on whether you prefer the company of spirits or people; you have no true "coreligionists."

● *Voodoo:* Where shamans view spirits as equals, Voodoo practitioners see them as tools of the divine; the believer worships the Creator by honoring these *loa.* Disciplines of Faith fits a mysterious *bokor* ("sorcerer"), while a community-oriented *houngan* ("priest") needs Sense of Duty.

Disciplines of Faith not only penalizes reactions, it makes your faith and piety blatantly obvious to anyone watching. For the Vow, "Help those in need who ask" is akin to "Never refuse a request for aid," but only applies if the person asking for help is being honest about the situation and can't easily handle it by himself; you can walk away from intentional deception, obvious setups, and whiners. If you took Sense of Duty (Humanity) as part of your lens, you cannot also take Sense of Duty (Coreligionists).

You're a slayer, and your combat skills reflect that, but consider what *else* to be good at; you have many potential talents. The *confessor* gets others to talk with Detect Lies, Diplomacy, Interrogation, and Psychology. A *man-at-arms* supports an armed squad, with Armoury, Explosives, Soldier, and Scrounging. The *holy shootist* supplements his firearms with Fast-Draw, Holdout, and Tactics.

In the same vein, try to choose a balanced mix of Mysticism abilities. It's tempting to load up on damage-dealing tricks like Heroic Feats and Smite, but taking Armor of Faith and Turn Evil will keep you *in* the fight; Lay on Hands and Prayer can save the entire team in a tight spot; and Eyes of the Dead and the various Spirit abilities are wonderful ways to get information.

Experiment

400 points

You're human . . . just not, technically, *100%* human. They reengineered every part of you – or, alternatively, grew you from scratch – using the latest biotechnology. Now you're faster, stronger, and smarter than a normal human could ever hope to be, all thanks to Bioenhancement (pp. 40-42). Whether your creators were Good Guys that you still work for, or Bad Guys that you managed to escape, you now use your advanced body and mind to protect humanity.

Attributes: ST 15 [50]; DX 13 [60]; IQ 13 [60]; HT 14 [40].

Secondary Characteristics: Damage 1d+1/2d+1; BL 45 lbs.; HP 18 [6]; Will 13 [0]; Per 13 [0]; FP 14 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0].

Advantages: Bioenhancement Talent 2 [10]; Combat Reflexes [15]; *and* Luck [15]. • One of the 15-point lenses from pp. 6-9. • 60 points in Bioenhancement abilities (pp. 41-42); put leftovers into the following advantages. • Another 40 points chosen from among ST +1 to +4 [10/level], DX +1 or +2 [20/level], IQ +1 or +2 [20/level]; HT +1 [10], Absolute Direction [5], Absolute Timing [2], Acute Senses (any) [2/level], Ally (Sidekick, p. 19; Built on 50%; 12 or less, 15 or less, *or* Constantly) [4, 6, *or* 8], Alcohol Tolerance [1], Ambidexterity [5], Appearance [Varies], Brave [1], Charisma [5/level], Contacts (Researchers, etc.; Skill-12, 15, *or* 18; 9 or less; Usually Reliable) [2, 4, *or* 6], Danger Sense [15], Destiny [5 to 15], Dual Shooting (Pistol *or* SMG) (p. 23) [5], Extra Life 1 [25], Fearlessness [2/level] *or* Unfazeable [15], Fit [5] *or* Very Fit [15], Flexibility [5] *or* Double-Jointed [15], High Pain Threshold [10], Intuition [15], Lifting ST 1-5 [3/level], Magic Resistance [2/level], Night Vision [1/level], Patrons [10 to 40], Penetrating Voice [1], Peripheral Vision [15], Prophetic Dreams (p. 23) [5], Quick Reload (any) [1], Rapid Healing [5] *or* Regeneration (Slow) [10], Reputation [Varies], Resistant [Varies], Signature Gear [Varies], Striking ST 1-5 [5/level], Trademark Move [1/move], Wealth [Varies], Weapon Bond [1/weapon], Wild Talent [20/level], Zeroed [10], replace Combat Reflexes [15] with Enhanced Time Sense [45] for 30 points, or replace Luck [15] with Extraordinary Luck [30] for 15 points.

Disadvantages: Unusual Biochemistry [-5]. • Another -20 points chosen from among Berserk [-10*], Callous [-5], Enemies (Creators, rival groups, etc.) [Varies], Flashbacks [Varies], Loner [-5*], Low Self-Image [-10] *or* Overconfidence [-5*], Mistaken Identity [-5], Nightmares [-5*], Odious Personal Habit (Arrogant) [-5], or Stubbornness [-5]. • Another -30 points chosen from among the previous traits or Bad Temper [-10*], Bloodlust [-10*], Bully [-10*], Clueless [-10], Code of Honor [-5 to -15], Curious [-5*], Delusions [Varies], Destiny [-5 to -15], Gullibility [-10*], Honesty [-10*], Impulsiveness [-10*], Killjoy [-15], Low Empathy [-20], No Sense of Humor [-10], Oblivious [-5], Obsession (Destroy all copies of my file) [-5*], Paranoia [-10], Phobia [Varies], Sense of Duty (Teammates) [-5], Shyness [Varies], Wealth [Varies], or Vow (Never kill a human) [-10].

Primary Skills: Autohypnosis (H) Will [4]-13; Biology (VH) IQ [8]-13; Body Control (VH) HT [8]-14; Chemistry (H) IQ [4]-13; *and* Computer Operation (E) IQ [1]-13. • *Three* of Electronics Operation (Medical *or* Scientific) or Hazardous Materials (Biological *or* Chemical), both (A) IQ+1 [4]-14; Bioengineering (any), Computer Programming, Diagnosis, Forensics, or Pharmacy (Synthetic), all (H) IQ [4]-13; or Computer Hacking†, Surgery, or Weird Science, all (VH) IQ-1 [4]-12. • *Three* of Forced Entry or Jumping, both (E) DX+1 [2]-14; Climbing or Stealth, both (A) DX [2]-13; Acrobatics or Escape, both (H) DX-1 [2]-12; Swimming (E) HT+1 [2]-15; Hiking, Lifting, or Running, all (A) HT [2]-14.

Secondary Skills: First Aid (E) IQ [1]-13; Occultism (A) IQ [2]-13; *and* Research (A) IQ-1 [1]-12. • 6 points spent on skills from *Know Thy Enemy* (p. 16). • *Two* of Knife (E) DX+2 [4]-15 or Axe/Mace, Broadsword, Rapier, Saber, Shortsword, Spear, Staff, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+1 [4]-14. • *Two* of Crossbow, Guns (Pistol, Rifle, Shotgun, *or* SMG), Liquid Projector (Flamethrower *or* Sprayer), Thrown Weapon (Axe/Mace *or* Knife), all (E) DX+1 [2]-14; Bolas, Bow, or Throwing, all (A) DX [2]-13; or Net (H) DX-1 [2]-12. • *One* of these 8-point unarmed packages:

1. Judo (H) DX [4]-13 *and* Karate (H) DX [4]-13.
2. Brawling (E) DX+1 [2]-14 *and* Wrestling (A) DX [2]-13. • Spend 4 points to raise a melee weapon skill by 1, or to raise two ranged weapon skills by 1 each.

Background Skills: *Six* of Beam Weapons (Projector) or Bicycling, both (E) DX [1]-13; Driving (Automobile, Heavy Wheeled, *or* Motorcycle) (A) DX-1 [1]-12; Body Sense or Sleight of Hand, both (H) DX-2 [1]-11; Area Knowledge (any), Camouflage, or Gesture, all (E) IQ [1]-13; Administration, Armoury (any), Disguise, Holdout, Speed-Reading, or Writing, all (A) IQ-1 [1]-12; Intimidation (A) Will-1 [1]-12; or Lip Reading, Observation, or Tracking, all (A) Per-1 [1]-12.

* Multiplied for self-control number; see p. B120.

† Requires Computer Programming prerequisite.

Customization Notes

Your talents are balanced between brains, brawn, grace, and sensory acuity, so it can be useful to decide which of these you want to emphasize. Choose advantages and Bioenhancement abilities that learn toward that category:

• Flaunt your *brains* with additional IQ, Absolute Timing, Wild Talent, and abilities like Neural Computational Matrix and Ocular Adaptability (for examining scenes carefully).

• Flex your *brawn* with High Pain Threshold, Lifting ST, Striking ST, and abilities such as Adrenal-Muscular Trigger, Cellular Restoration, and Epidermal Resistance.

• Show your *grace* with extra DX, Ambidexterity, Flexibility (or Double-Jointed), and abilities like Cerebral-Motor Multitasking, Enhanced Speed, and Equilibrium Enhancement.

• Embrace your *sensory acuity* with Acute Sense, Night Vision, Peripheral Vision, and abilities such as Discriminatory Hearing, Discriminatory Smell, and Eagle Eyes.

Why Guns?

Compared to old-fashioned weapons, guns are *not* that useful against most monsters. Many monsters are Unliving or Homogenous, allowing them to shrug off gunfire (p. B380), and some simply *cannot* be killed with a bullet. Rogue psis and witches can subvert guns – it takes less force to block (or pull) a trigger than to stop an axe swing.

And yet, most templates offer firearm skills – the commando (pp. 9-10) is even built around them! One reason is that some monsters *can* be shot to death, especially if the right ammo (p. 63) is used – put enough lead in the average demon or gargoyle and it'll *eventually* go down. More important, even if bullets can't kill something, they can usually slow it down, and they can do so from a tactically advantageous position; a vampire is easier to kill with a few dozen rounds in it. Finally, a few cerebral champions don't have the physical aptitude to be good at anything *but* guns!

Heroes who rely on guns should be prepared to adopt different tactics when silence is necessary – such as when clearing a nest out of a school basement – or to switch to silencers (p. 55) and/or silent ammo (p. 63).

It's often best to choose your Bioenhancement abilities, then select movement skills to match them. For example, Super Jump suggests Jumping (and possibly Climbing), Enhanced Ground Move benefits from Running; Enhanced Speed works well with Acrobatics; and so on. Do the same with background skills; e.g., Discriminatory Smell and Ocular Adaptability demand Tracking, and Neural Computational Matrix has synergy with Speed-Reading.

You can handle heavy weapons while retaining a good Dodge, so don't be afraid to go two-handed; a fine great axe does 2d+5 damage – more if you boost your strength! You should usually take Brawling and Wrestling . . . unless you *want* to focus on unarmed attacks, in which case, try to bump up your ST and DX to maximize your Karate and Judo effectiveness.

INHUMAN

400 points

You *are* one of the monsters that stalks humanity from the shadows . . . fortunately, the resemblance is only physical. Either you were always a "little weird" in preferring humans over your own kind, or you had an experience or revelation that made you renounce your evil ways and swear allegiance to the Good Guys. Your attitude and tactics will depend greatly on what kind of creature you are, but details aside, you're ready to take your fight to The Enemy, even your kin.

Attributes: ST 13 [30]; DX 12 [40]; IQ 12 [40]; HT 12 [20].

Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 12 [0]; Per 12 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Combat Reflexes [15] *and* Luck [15]. ● One of the 15-point lenses from pp. 6-9. ● One of the 200-point racial templates from pp. 49-51. ● Another 25 points chosen from among DX +1 [20], IQ +1 [20], HT +1 or +2 [10/level], Will +1 or +2 [5/level], Per +1 or +2 [5/level], Absolute Timing [2], Acute Senses (any) [2/level], Alcohol Tolerance [1], Ally (Sidekick, p. 19; Built on 50%; 12 or less, 15 or less, *or* Constantly) [4, 6, *or* 8], Brave [1], Charisma [5/level], Common Sense [10], Contacts (Old friends, the homeless, etc.; Skill-12, 15, *or* 18; 9 or less; Usually Reliable) [2, 4, *or* 6], Danger Sense [15], Daredevil [15], Destiny [5 to 15], Enhanced Dodge 1 [15], Extra Attack 1 [25], Extra Life 1 [25], Fearlessness [2/level] *or* Unfazeable [15], High Pain Threshold [10], Languages [2-6/language], Magery 0 [5]‡, Magic Resistance [2/level]‡ *or* (Improved, +150%) [5/level]‡, Off-Hand Weapon Training [1/skill] *or* Ambidexterity [5], Patrons [10 or 20], Prophetic Dreams (p. 23) [5], Rapid Healing [5] *or* Regeneration (Slow) [10], Resistant [Varies], Ritual Mastery [1/ritual], Serendipity [15/level], Signature Gear [Varies], Trademark Move [1], Wealth [Varies], Weapon Bond [1/weapon], Zeroed [10], or replace Luck [15] with Extraordinary Luck [30] for 15 points. ● Don't choose anything that duplicates *or* conflicts with the traits on your racial template!

Disadvantages: Reputation -4 (Traitor; Your race; 10 or less) [-5]. ● Another -10 points chosen from among Enemies [Varies], Flashbacks [Varies], Guilt Complex [-5], Low Self-Image [-10], Nightmares [-5*], Paranoia [-10], or Vow (Never kill a human) [-10]. ● A further -20 points chosen from among the previous traits or Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Bully [-10*], Callous [-5], Charitable [-15*], No Sense of Humor [-10], Odious Personal Habits (Behaviors carried from the past) [Varies], Shyness [Varies], or Xenophilia [-10*]. ● Another -20 points chosen from among the previous traits or Chummy [-5] *or* Gregarious [-10] *or* Loner [-5*], Code of Honor [Varies], Curious [-5*], Destiny [-5 to -15], Greed [-15*], Impulsiveness [-10*], Lecherousness [-15*], Magic Susceptibility [-3/level]‡, Overconfidence [-5*], or Wealth [Varies].

Primary Skills: Occultism (A) IQ+1 [4]-13. ● Choose two skills listed for your race in *Know Thy Enemy* (p. 16), each at the 4-point level. (If only one skill is listed, take it at the 8-point level.) ● Spend 6 more points on skills for *other* races in *Know Thy Enemy*. ● *One* of these 12-point subject-matter-expert packages:

1. Acting (A) IQ [2]-12; Body Language (A) Per [2]-12; Diplomacy (H) IQ [4]-12; *and* Fast-Talk (A) IQ+1 [4]-13.
2. Animal Handling (any) (A) IQ [2]-12; Naturalist (H) IQ [4]-12; Pharmacy (Herbal) (H) IQ [4]-12; *and* Poisons (H) IQ-1 [2]-11.
3. Esoteric Medicine (H) Per [4]-12; Religious Ritual (Abrahamic, Shamanic, *or* Voodoo) (H) IQ [4]-12; *and* Theology (same) (H) IQ [4]-12.
4. Fast-Draw (any) (E) DX+1 [1]-13†; Gesture (E) IQ [1]-12; Leadership (A) IQ [2]-12; *and* Tactics (H) IQ+1 [8]-13.
5. Intimidation (A) Will [2]-12; Scrounging (E) Per+1 [2]-13; Streetwise (A) IQ+1 [4]-13; *and* Urban Survival (A) Per+1 [4]-13.
6. Thaumatology (VH) IQ+1 [12]-13. You have general magical knowledge.
7. Thaumatology (VH) IQ-1 [4]-11. ● Choose *four* Path skills (pp. 32-33), all (VH) IQ-2 [2]-10. You are a novice caster; only recommended if you also take Magery 0!

Secondary Skills: *One* of Boxing (A) DX+1 [4]-13; Brawling (E) DX+2 [4]-14; or Karate (H) DX [4]-12. ● *Either* Judo (H) DX-1 [2]-11 *or* Wrestling (A) DX [2]-12. ● *Two* of Knife (E) DX+2 [4]-14 or Axe/Mace, Broadsword, Saber, Shortsword, Spear, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+1 [4]-13. ● *One* of Crossbow, Guns (Pistol, Rifle, Shotgun, *or* SMG), Thrown Weapon (Axe/Mace, Knife, *or* Spear), all (E) DX+1 [2]-14; or Bow or Throwing, both (A) DX [2]-13. ● *Two* of Climbing or Stealth, both (A) DX [2]-12; Acrobatics (H) DX-1 [2]-11; First Aid (E) IQ+1 [2]-13; Armoury (Melee Weapons *or* Small Arms), Disguise, Holdout, Soldier, or Traps all (A) IQ [2]-12; Body Language, Observation, or Tracking, all (A) Per [2]-12; or an unchosen ranged weapon skill from the previous list.

Background Skills: *Five* of Knot-Tying or Jumping, both (E) DX [1]-12; Driving (Automobile *or* Motorcycle) or Filch, both (A) DX-1 [1]-11; Body Sense (H) DX-2 [1]-10; Area Knowledge (any), Camouflage, Computer Operation, Current Affairs (any), or Housekeeping, all (E) IQ [1]-12; Architecture, Gambling, Interrogation, Lockpicking, or Research, all (A) IQ-1 [1]-11; Carousing or Swimming, both (E) HT [1]-12; Lifting or Sex Appeal, both (A) HT-1 [1]-11; or Exorcism (H) Will-2 [1]-10§.

* Multiplied for self-control number; see p. B120.

† Includes +1 from Combat Reflexes.

‡ Magic Resistance and Magic Susceptibility are mutually exclusive. Magic Resistance *without* the Improved enhancement is mutually exclusive with Magery.

§ Outcast angels only!

Customization Notes

Choosing a race (pp. 49-51) is your most important decision. If you want to fit in, lycanthropes, dhampirs, and demonspawn have no trouble blending, and outcast angels just have to keep their shirt on. If you want inherent morality, outcast angels are the best option, followed by dhampirs and lycanthropes, then demonspawn and vampires, then demons. (For the "bad boy" image, just consider the same list in reverse order.) If you want maximum freedom of choice, demons and lycanthropes both come in several varieties. If you want maximum freedom *in play,* dhampirs and demonspawn have minimal restrictions on their behavior and actions, with demons and vampires close behind.

Some of the primary skill packages seem obvious fits for a given race (e.g., the "outdoorsy" set for the lycanthrope), but don't be afraid to play against type! There's no reason a lycanthrope can't be in touch with the streets, devoutly religious, or a dabbler in the magical arts. This template is not designed for more than superficial involvement in magic, though; higher levels of Magery require GM's permission, and without them, you *cannot* raise your Path skills past 12 (see *Learning Magic,* pp. 32-33).

With most of the races offering "powerhouse" builds, it's easy to get drawn into being a (literal) combat monster. Don't let the team forget about your knowledge – when going up against a clutch of demons, a demonspawn's knowledge can be as keen as a sage's!

Disguise is an excellent option for vampires, to conceal their pasty complexion. It is *much* harder for demons trying to pass as humans, however: -3 to come across as a burn victim (or similar), -5 to simply look unattractive, and -8 to impersonate a specific person. Other races have no need of it to fit in – only for stealing identities.

Psi

400 points

Some people say brains aren't everything, but theirs can't do the *nifty* stuff that yours can! You are a master of mind over matter, with abilities potentially ranging from information gathering to instantaneous movement. While the techie (pp. 18-19) shares some of your skills and the experiment (p. 11) shares your attitude, neither has a mind as versatile as yours. Oh sure, you may not be as physically buff as some of your teammates, but there's more to life than swinging a battleaxe. All you need is your brain (and a few good guns – you know, just in case!) to investigate, hunt, and wipe out any threat.

Attributes: ST 11 [10]; DX 12 [40]; IQ 15 [100]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 15 [8]; Will 16 [5]; Per 15 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Combat Reflexes [15]; Luck [15]; *and* Parapsychologist 2 [10]. ● 20 points in psionic Talent(s) (p. 48). ● One of the 15-point lenses from pp. 6-9. ● 100 points in psionic abilities (pp. 45-48); put leftovers into the following advantages. ● Another 40 points chosen from among ST +1 or +2 [10/level], DX +1 or +2 [20], IQ +1 [20], HT +1 to +3 [10/level], HP +1 to +3 [2/level], FP +1 to +3 [3/level], Basic Speed +1.00 [20], Absolute Direction [5], Absolute Timing [2], Acute Senses (any) [2/level], Ally (Sidekick, p. 19; Built on 50%; 12 or less, 15 or less, or Constantly) [4, 6, *or* 8], Animal Empathy [5], Autotrance [1], Brave [1], Charisma [5/level], Common Sense [10], Danger Sense [15], Destiny [5 to 15], Eidetic Memory [5] *or* Photographic Memory [10], Enhanced Dodge 1 [15], Equipment Bond [1/item], Extra Life 1 [25], Fearlessness [2/level] *or* Unfazeable [15], High Pain Threshold [10], Intuition [15], Magic Resistance [2/level], Parapsychologist 3-4 [5/level], Patrons [10 to 40], Prophetic Dreams (p. 23) [5], Quick Reload (any) [1], Rapid Healing [5] *or* Regeneration (Slow) [10], Resistant [Varies], Sensitive [5] *or* Empathy [15], Serendipity [15/level], Signature Gear [Varies], Wild Talent [20/level], Wealth [Varies], additional psionic Talent [5/level], or replace Luck [15] with Extraordinary Luck [30] for 15 points.

Disadvantages: -15 points chosen from among Absent-Mindedness [-15], Bully [-10*], Callous [-5], Compulsive Snooping [-5* or -10*]†, Flashbacks [Varies], Nightmares [-5*], Odious Personal Habit (Arrogant) [-5], Overconfidence [-5*], Pyromania [-5*], Supersensitive [-15], Trickster [-15*], or Truthfulness [-5*]. ● Another -20 points chosen from among the previous traits or Addiction (Psi-Boost; p. 58) [-15]; Berserk [-10*], Charitable [-15*], Chummy [-5] *or* Gregarious [-10] *or* Loner [-5*], Delusion ("I can solve *any* problem with my psi!") [-10], Shyness [Varies], Skinny [-5], or Sleepwalker [-5]. ● A further -20 points chosen from among the previous traits or Alcoholism [-15], Appearance [Varies], Bad Sight (Mitigator, Glasses, -60%) [-10], Bad Temper [-10*], Curious [-5*], Enemies [Varies], Impulsiveness [-10*], Low Self-Image [-10], No Sense of Humor [-10], Wealth [Varies], or Vow (Never kill a human) [-10].

Primary Skills: Expert Skill (Psionics) and Psychology, both (H) IQ+1 [2]-16‡; Mental Strength (E) Will+2 [4]-18; *and* Mind Block (A) Will [2]-16. ● *Three* of Body Sense (H) DX-1 [2]-11; Electronics Operation (Psychotronics) (A) IQ+2 [2]-17‡; Engineer (Psychotronics)§ (H) IQ-1 [2]-14; Hypnotism or Physics (Paraphysics)§, both (H) IQ+1 [2]-16‡; Autohypnosis (H) Will-1 [2]-15; or 2 points to raise one of these skills by one level. ● 4 points spent on non-psi-related skills from *Know Thy Enemy* (p. 16).

Secondary Skills: Brawling (E) DX+2 [4]-14; Occultism (A) IQ+1 [1]-16‡; and Wrestling (A) DX+1 [4]-13. ● *Five* of Stealth (A) DX [2]-12; Acting, Fast-Talk, Interrogation, Photography, Research, or Streetwise, all (A) IQ [2]-15; Chemistry, Computer Programming, Diagnosis, Diplomacy, Intelligence Analysis, or Physician, all (H) IQ-1 [2]-14; Biology or Computer Hacking¶, both (VH) IQ-2 [2]-13; Intimidation (A) Will [2]-16; Body Language, Observation, or Search, all (A) Per [2]-15; or Detect Lies (H) Per-1 [2]-14. ● *Two* of Crossbow, Beam Weapons (Projector), Guns (Pistol, Rifle, Shotgun, *or* SMG), or Liquid Projector (Flamethrower *or* Sprayer), all (E) DX+2 [4]-14. ● *One* of Knife (E) DX+2 [4]-14 or Axe/Mace, Broadsword, Shortsword, or Spear, all (A) DX+1 [4]-13.

Background Skills: *Six* of Driving (Automobile *or* Motorcycle) (A) DX-1 [1]-11; Area Knowledge (any), Computer Operation, Current Affairs (any), First Aid, or Gesture, all (E) IQ [1]-15; Electronics Repair (Psychotronics), Gambling, Public Speaking, Speed-Reading, Teaching, or Writing, all (A) IQ-1 [1]-14; Electronics Operation (Medical *or* Scientific) (A) IQ+1 [1]-16‡ Mathematics (Applied) or Tactics, both (H) IQ-2 [1]-13; Weird Science (VH) IQ-3 [1]-12; Swimming (E) HT [1]-12; or Meditation (H) Will-2 [1]-14.

* Multiplied for self-control number; see p. B120.

† Worth -5 points* if you eavesdrop, go through mail, peek in desks, etc., or -10 points* if you *also* use Mind Reading and/or Mind Probe to steal secrets.

‡ Includes +2 from Parapsychologist.

§ Requires Mathematics (Applied) prerequisite (from background skills).

¶ Requires Computer Programming prerequisite.

Customization Notes

You have *four* powers to choose from, for maximum versatility. Still, many psis will elect to focus on one particular power, to make Talent a more cost-effective investment. Each power choice suggests different options:

ESP: Consider taking Acute Senses, Common Sense, Danger Sense, or Intuition. Flashbacks and Nightmares can represent unbidden visions interfering with your normal senses. Prophetic Dreams goes well with ESP, though in fiction, *every* psi seems to have it.

Psychokinesis: The physicality lends itself to High Pain Threshold, Rapid Healing, or Regeneration – especially if you take Psychic Healing. Telekinetics often have Trickster, Pyromania is classic for pyrokinetics, and healers tend toward Charitable.

Telepathy: Insight into the mind suggests Charisma, Empathy, or Sensitive. Chummy and Gregarious fit a telepath who needs nearby mental chatter, while Loner and Supersensitive represent the opposite. Only Telepathy can justify the more serious version of Compulsive Snooping.

Teleportation: Improved DX and Enhanced Dodge come naturally from rapid movement, and "autoteleporters" *need* Absolute Direction, if only for the +3 it gives to Body Sense. Overconfidence and attitude problems (Callous, Odious Personal Habit, etc.) fit a cocky jumper, and Sleepwalker is classic.

Your primary skill choices come down to whether you prefer chalkboard research, playing with the toys, or a little of both. The secondary skills determine more of your personality and approach to fieldwork: The *hacker* needs Computer Hacking, Computer Programming, Fast-Talk (for scoring passwords over the phone), Intelligence Analysis, and Research. A *manipulator* uses Acting, Detect Lies, Diplomacy, Fast-Talk, and Interrogation. The *street psi* knows Body Language, Intimidation, Observation, Stealth, and Streetwise. A *ghost-hunter* (anyone who tracks down supernatural events) learns Intelligence Analysis, Observation, Photography, Research, and Search. The *doctor* looks for psychic potential in the body itself, with Biology, Chemistry, Diagnosis, and Physician.

No template is as "power-oriented" as the psi – your mental capabilities determine more about your role than any other option. Because of this, if you don't choose any combat-worthy abilities, consider raising your ST, DX, or HT with advantage points. When using weapons, focus on ranged attacks – Guns for keeping foes at bay and Crossbow or Liquid Projector for taking them out – saving your melee skill as a backup.

Luck or Skill?

It's important not to get too hung up on the names of certain advantages. In particular, all of the templates in this chapter have Luck, and any wildcard skills provide bonus points (pp. 28-29) to allow further dice manipulation. This does not mean that these champions can alter probability! In this case, it means they are so competent that the nearly impossible becomes probable.

Even if someone has an effective skill in the 20s, he still automatically fails on a 17 and critically fails on an 18. The ability to retroactively "fudge" dice rolls thus distinguishes a hero with a high skill level from someone *ridiculously* talented – the latter has high skill *and* is less likely to mess up merely because of a bad dice throw . . . something that (in ***GURPS***) cannot be prevented with high skill alone.

Sage

400 points

You are the guardian of the greatest weapon in this war . . . knowledge of The Enemy. You have spent your entire life studying, learning, and understanding what you're truly up against. Some tend to classify you as a bookworm, useless in a fight, but they don't realize that most of what you know can *only* be learned in the field – you can swing a sword with the best of them. Your magic is more versatile, however. While you're no witch (pp. 20-21), you *can* work rituals in the field – though you're better when you have time to prepare beforehand.

Attributes: ST 11 [10]; DX 13 [60]; IQ 16 [120]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 15 [8]; Will 16 [0]; Per 16 [0]; FP 12 [0]; Basic Speed 7.00 [15]; Basic Move 7 [0].

Advantages: Combat Reflexes [15]; Luck [15]; *and* Magery 3 [35]. ● One of the 15-point lenses from pp. 6-9. ● Another 20 points chosen from among ST +1 or +2 [10/level], FP +1 to +5 [3/level], Contact Group (Hermetic order, local demons, etc.; Skill-12, 15, or 18; Supernatural; 9 or less; Somewhat Reliable) [10, 15, *or* 20], Contacts (Mages, friendly inhumans, etc.; Skill-12, 15, or 18; Supernatural; 9 or less; Usually Reliable) [4, 6, *or* 8], Languages [2-6/language], Magery 4 [10], Ritual Mastery [1/ritual], or Signature Gear (Grimoires, weapons, etc.) [Varies]. ● A further 25 points chosen from among the previous traits or DX +1 [20], HT +1 or +2 [10/level], Ally (Sidekick, p. 19; Built on 50%; 12 or less, 15 or less, or Constantly) [4, 6, *or* 8], Appearance [Varies], Autotrance [1], Brave [1], Charisma [5/level], Clerical Investment [5], Common Sense [10], Destiny [5 to 15], DR 1-2 (Tough Skin, -40%) [3 or 6], Eidetic Memory [5] *or* Photographic Memory [10], Equipment Bond [1/item], Extra Life 1 [25], Fearlessness [2/level] *or* Unfazeable [15], Fit [5] *or* Very Fit [15], Gizmos 1-3 [5/gizmo], High Pain Threshold [10], Higher Purpose (Acquire Knowledge) [5], Intuition [15], Language Talent [10], Languages [2-6/language], Magic Resistance (Improved, +150%) [5/level]†, Patrons [10 or 20], Pitiable [5], Prophetic Dreams (p. 23) [5], Rapid Healing [5] *or* Regeneration (Slow) [10], Reputation [Varies], Resistant [Varies], Serendipity [15/level], Signature Gear [Varies], Single-Minded [5], Wild Talent 1 [20], Wealth [Varies], or replace Luck [15] with Extraordinary Luck [30] for 15 points.

Disadvantages: Curious (12) [-5]. ● Another -15 points chosen from among Bad Sight (Mitigator, Glasses, -60%) [-10], Charitable [-15*], Guilt Complex [-5], Obsession (Learn a particular secret) [-5*], Sense of Duty (Teammates) [-5], Shyness [Varies], Workaholic [-5], Xenophilia [-10*], or worsen Curious to (9) [-7] for -2 points or (6) [-10] for -5 points.

● A further -15 points chosen from among the previous traits or Absent-Mindedness [-15], Appearance [Varies], Bad Temper [-10*], Callous [-5], Honesty [-10*], Missing Digit [-2 or -5], Post-Combat Shakes [-5*], Skinny [-5], Stuttering [-10], Truthfulness [-5*], or Wealth [Varies]. ● Another -20 points chosen from among the previous traits or Alcoholism [-15], Destiny [-5 to -15], Flashbacks [Varies], Lecherousness [-15*], Magic Susceptibility [-3/level]†, Nightmares [-5*], No Sense of Humor [-10], Overconfidence [-5*], Paranoia [-10], Stubbornness [-5], or Vow (Never kill a human) [-10].

Wildcard Skill: Lore! IQ+1 [36]-17.

Primary Skills: Thaumatology (VH) IQ-1 [4]-15. ● *Either* Archaeology (H) IQ-2 [1]-14 or Hidden Lore (Sacred Places) (A) IQ-1 [1]-15. ● Choose four Path skills (pp. 32-33), each (VH) IQ-1 [4]-15; take the five *other* Paths at (VH) IQ-3 [1]-13. ● *One* of Esoteric Medicine (H) Per-1 [2]-15; First-Aid (E) IQ+1 [2]-17; or Physician (H) IQ-1 [2]-15. ● *Three* of Stealth (A) DX [2]-13; Armoury (Melee Weapons *or* Small Arms), Electronics Operation (Psychotronics), Hazardous Materials (any), or Photography, all (A) IQ [2]-16; Diagnosis or Naturalist, both (H) IQ-1 [2]-15; Surgery (VH) IQ-2 [2]-14; or Breath Control (H) HT-1 [2]-11.

Secondary Skills: *One* of Boxing (A) DX [2]-13; Brawling (E) DX+1 [2]-14; or Karate (H) DX-1 [2]-12. ● *Either* Judo (H) DX [4]-13 *or* Wrestling (A) DX+1 [4]-14. ● *One* of Knife (E) DX+3 [8]-16 or Axe/Mace, Broadsword, Rapier, Saber, Shortsword, Staff, or Whip, all (A) DX+2 [8]-15. ● Spend 2 points on another weapon skill from the previous list, at -2 to skill. ● *Two* of Crossbow, Guns (Pistol, Rifle, Shotgun, *or* SMG), Innate Attack (any), or Liquid Projector (Flamethrower *or* Sprayer), all (E) DX+1 [2]-14; Fast-Draw (any) (E) DX+2 [2]-15‡; or Bow or Throwing, both (A) DX [2]-13.

Background Skills: *Seven* of Knot-Tying (E) DX [1]-13; Driving (Automobile, Heavy Wheeled, *or* Motorcycle) (A) DX-1 [1]-12; Computer Operation, Gesture, or Housekeeping, all (E) IQ [1]-16; Architecture, Electronics Operation (Medical *or* Scientific), Explosives (Demolition), Leadership, Holdout, Speed-Reading, Teaching, Traps, or Writing, all (A) IQ-1 [1]-15; Chemistry, Law (Criminal), or Poisons, all (H) IQ-2 [1]-14; Weird Science (VH) IQ-3 [1]-13; Scrounging (E) Per [1]-16; or Observation, Lip Reading, or Search, all (A) Per-1 [1]-15.

* Multiplied for self-control number; see p. B120.

† Magic Resistance and Magic Susceptibility are mutually exclusive.

‡ Includes +1 from Combat Reflexes.

Customization Notes

The sage is an excellent choice for players who want to be good at a little bit of everything, with a focus on intellectual pursuits. This template offers you equal parts occult knowledge and magic, with a splash of combat capability and team support. Your first advantage choices set the tone for your sage – it's best to choose *one* thing to emphasize:

● *Knowledge:* Spend about half the points on Contacts; this gives you somewhere to go for information when Lore! cannot help you – or fails. The remaining points should buy obscure Languages (p. 24), both to understand certain foes and to research information in ancient, obscure texts.

Know Thy Enemy

Monster hunting without knowledge is nothing but a waste of time . . . and lives. For every enemy, one or more skills exist to provide insight into how to defeat it. When creating a champion, ask the GM what type of foes will appear in the game (and which will be the most common) before deciding which of the following skills to take. These are not necessarily the skills required to *defeat* monsters – just the ones required to answer questions about them (including *how* to defeat them).

A minimum of 2 points must be spent on each skill. Spending 4 points instead adds +1 to the skill level shown here, while spending 8 points adds +2. Most of these skills are redundant if you know Lore! (p. 30).

● *Cryptids (chupacabras, yeti, etc.):* Animal Handling (specific mundane animal) (A) IQ [2]*; Biology (VH) IQ-2 [2]; Hidden Lore (Cryptozoology) (A) IQ [2]; Veterinary (H) IQ-1 [2].

● *Demons:* Hidden Lore (Demons) (A) IQ [2]; Theology (Abrahamic) (H) IQ-1 [2].

● *Free-Willed Spirits (fae, in-betweeners, etc.):* Hidden Lore (Free Spirits) (A) IQ [2]; Theology (Shamanic *or* Voodoo) (H) IQ-1 [2].

● *Ghosts:* Electronics Operation (Psychotronics) (A) IQ [2]†; Hidden Lore (Restless Undead) (A) IQ [2]‡; Physics (Paraphysics) (H) IQ-1 [2]; Theology (Shamanic) (H) IQ-1 [2].

● *Lycanthropes:* Hidden Lore (Lycanthropes) (A) IQ [2]; Veterinary (H) IQ-1 [2].

● *Mummies:* Archaeology (H) IQ-1 [2]; Hidden Lore (Mummies) (A) IQ [2]‡.

● *Outcast Angels:* Hidden Lore (Angels) (A) IQ [2]; Theology (Abrahamic) (H) IQ-1 [2].

● *Parasites:* Biology (VH) IQ-2 [2]; Diagnosis (H) IQ-1 [2].

● *Rogue Psis:* Electronics Operation (Psychotronics) (A) IQ [2]†; Expert Skill (Psionics) (H) IQ-1 [2]; Physics (Paraphysics) (H) IQ-1 [2]; Psychology (H) IQ-1 [2].

● *Rogue Witches:* Hidden Lore (Sacred Places) (A) IQ [2]; Psychology (H) IQ-1 [2]; Thaumatology (VH) IQ-2 [2].

● *Vampires:* Hidden Lore (Vampires) (A) IQ [2]‡.

● *Zombies (and skeletons, etc.):* Hidden Lore (Restless Undead) (A) IQ [2]‡; Theology (Voodoo) (H) IQ-1 [2].

* A particular specialty can be used against appropriate creatures; e.g., Animal Handling (Swine) against a mutant boar – though usually at a penalty.

† When used in conjunction with appropriate equipment.

‡ The Mummies, Restless Undead, and Vampires specialties of Hidden Lore default to each other at -3.

● *Magic:* While a level of Magery is the obvious choice (and a useful one!), don't overlook Languages (to make use of grimoires, pp. 39 and 56-57), Ritual Mastery (p. 25), or a grimoire collection (p. 57) or workspace kit (p. 57) purchased as Signature Gear. All of these can give *much* larger bonuses for the points spent. Extra FP are useful for spells *and* for many other situations (e.g., extra effort).

● *Combat:* The sage is a skilled fighter, but doesn't do a lot of damage; raise your ST to remedy this. When buying your *other* advantages, consider using Signature Gear to get a *nice* weapon, and don't forget High Pain Threshold.

For magical Path skill advice, see the witch (pp. 20-21). Bear in mind that any spells that require more energy than you can provide (using your FP, HP, and mana reserve, p. 36) are going to take several minutes to cast. Because of this, it's a good idea to set up a workspace at the nearest sacred ground and create charms (pp. 38-39) in advance. Make use of magic's versatility – charms that cause damage and provide DR are nice, but spells to detect undead or mask the team's smell and noise can get you into *and* out of more situations safely.

Patching up the group is one of your jobs. For a full-fledged healer, take either Esoteric Medicine or Physician (depending on whether you want to fix supernatural issues or broken legs), and add Diagnosis and Surgery. Otherwise, consider how you want to support the team: Armoury to patch up gear, Breath Control if you'll need to quickly recover FP lost to magic, Electronics Operation and Photography to find spirits and psis, or Hazardous Materials and Naturalist to identify substances and avoid contamination. (And if you can't decide, Stealth is never a bad choice!)

The greatest weapon in this war: Knowledge.

Sleuth

400 points

You are a master of obtaining information, whether by investigation, reconnaissance, or social manipulation. Where others see randomness, you see patterns, piecing together the true story behind any situation. As the "face man" of the team, you're skilled not only at talking to witnesses without revealing the truth, but at figuring out what they *really* saw, even if they don't realize it. When necessary, you are unequaled at stealth and concealment. In a hostile situation, you use the latter to your advantage – while the rest of the team is charging at the monsters, you slip around for a few well-placed shots or stabs from behind.

Attributes: ST 11 [10]; DX 14 [80]; IQ 15 [100]; HT 13 [30].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 15 [8]; Will 15 [0]; Per 16 [5]; FP 13 [0]; Basic Speed 7.00 [5]; Basic Move 7 [0].

Advantages: Combat Reflexes [15]; Craftiness 2 [10]; Intuition [15]; *and* Luck [15]. ● One of the 15-point lenses from pp. 6-9. ● Another 15 points chosen from among Appearance [Varies], Charisma [5/level], Contact Group (Skill-12, 15, or 18; 9 or less; Somewhat Reliable) [5, 10, *or* 15], Contacts (Skill-12, 15, *or* 18; 9 or less; Usually Reliable) [2, 4, *or* 6], Craftiness 3-4 [5/level], Eidetic Memory [5] *or* Photographic Memory [10], Flexibility [5] *or* Double-Jointed [15], Honest Face [1], Sensitive [5] *or* Empathy [15], Silence 1-2 [5/level], or Voice [10]. ● Another 30 points chosen from among the previous traits or ST +1 or +2 [10/level], DX +1 [20], IQ +1 [20], Per +1 or +2 [5/level], Absolute Direction [5], Acute Senses (any) [2/level], Ally (Sidekick, p. 19; Built on 50%; 12 or less, 15 or less, *or* Constantly) [4, 6, *or* 8], Brave [1], Common Sense [10], Danger Sense [15], Destiny [5 to 15], Dual Shooting (Pistol *or* SMG) (p. 23) [5], Extra Life 1 [25], Fearlessness [2/level] *or* Unfazeable [15], Fit [5] *or* Very Fit [15], High Pain Threshold [10], Languages [2-6/language], Magic Resistance [2/level], Night Vision [1/level], Patrons [10 to 40], Peripheral Vision [15], Prophetic Dreams (p. 23) [5], Rapid Healing [5], Rapier Wit [5], Resistant [Varies], Serendipity [15/level], Signature Gear [Varies], Single-Minded [5], Wealth [Varies], Weapon Bond (any ranged) [1/weapon], or replace Luck [15] with Extraordinary Luck [30] for 15 points.

Disadvantages: -20 points chosen from among Callous [-5], Compulsive Snooping [-5*], Curious [-5*], Delusion ("*Every* strange occurrence has a supernatural angle") [-10], Honesty [-10*], Lecherousness [-15*], Overconfidence [-5*], Post-Combat Shakes [-5*], Selfish [-5*], Stubbornness [-5], or Trickster [-15*]. ● Another -35 points chosen from among the previous traits or Alcoholism [-15], Chummy [-5] *or* Gregarious [-10] *or* Loner [-5*], Compulsive Lying [-15*], Destiny [-5 to -15], Flashbacks [Varies], Greed [-15*], Jealousy [-10], Nightmares [-5*], Paranoia [-10], Sense of Duty (Teammates) [-5], Vow (Never kill a human) [-10], Wealth [Varies], or Xenophilia [-10*].

Wildcard Skills: *One* of the following 60-point packages:

1. Detective! IQ+1 [36]-16 *and* Talker! IQ [24]-15.
2. Detective! IQ [24]-15; Talker! IQ-1 [12]-14; *and* Ten-Hut! IQ-1 [12]-14. ● Spend 12 points to raise one wildcard skill one level.

Primary Skills: Camouflage (E) IQ+2 [1]-17† *and* Stealth (A) DX+4 [8]-18†. ● *Four* of Forced Entry (E) DX+1 [2]-15; Climbing or Filch, both (A) DX [2]-14; Acrobatics or Escape, both (H) DX-1 [2]-13; Animal Handling (Dogs), Lockpicking, Photography, or Soldier‡, all (A) IQ [2]-15; Disguise or Holdout, both IQ+2 [2]-17†; Forgery or Psychology, both (H) IQ-1 [2]-14; or Lip Reading or Tracking, both (A) Per [2]-16.

Secondary Skills: Occultism (A) IQ [2]-15. ● 6 points spent on skills from *Know Thy Enemy* (p. 16). ● *Two* of Crossbow, Guns (Pistol, Rifle, Shotgun, *or* SMG), or Liquid Projector (Squirt Gun), all (E) DX+2 [4]-16; or Bow or Throwing, both (A) DX+1 [4]-15. ● *Two* of Brawling, Knife, or Thrown Weapon (any), all (E) DX+1 [2]-15; Axe/Mace, Boxing, Broadsword, Lasso, Saber, Shortsword, Staff, or Wrestling, all (A) DX [2]-14; or Judo or Net, both (H) DX-1 [2]-13.

Background Skills: *Five* of Fast-Draw (any) (E) DX+1 [1]-15§; Driving (any) (A) DX-1 [1]-13; Sleight of Hand (H) DX-2 [1]-12; Area Knowledge (any), Computer Operation, Current Affairs (any), First Aid, Gesture‡, or Housekeeping, all (E) IQ [1]-15; Administration, Architecture, Merchant, or Traps, all (A) IQ-1 [1]-14; Tactics (H) IQ-2 [1]-13‡; Swimming (E) HT [1]-13; or Scrounging (E) Per [1]-16.

* Multiplied for self-control number; see p. B120.
† Includes +2 from Craftiness.
‡ Overlaps significantly with Ten-Hut!
§ Includes +1 from Combat Reflexes.

Customization Notes

Your first (15-point) advantage options reflect your primary means of obtaining information. Some sleuths sneak into places (Double-Jointed, Flexibility, Silence, and more Craftiness), some gather information for later consideration (Eidetic Memory), some coax answers out of people (Appearance, Charisma, Empathy, Sensitive, and Voice), and some just "know someone." For the latter, your Contact Group or Contacts can be for members of *any* nonsupernatural organization – the local police, the FBI, a criminal organization, the homeless, etc.

You have a *lot* of flexibility when it comes to skills, both wildcard and primary. For a military recon expert, grab Ten-Hut!, otherwise stick with just Detective! and Talker! Either way, be sure to familiarize yourself with the wide range of options these give you (pp. 29-31). Primary skills suggest several archetypes:

- *Backstabber:* Your Stealth lets you get close – Disguise and Holdout can make you seem less threatening, and Acrobatics can keep you alive after you attack!
- *Infiltrator:* Climbing, Forced Entry, and Lockpicking can get you into most places, though swapping one for Animal Handling lets you calm a barking "alarm." For a *general* acquisitions specialist, swap in Filch (and possibly Holdout).
- *Scout:* Use Tracking to stalk your prey, Climbing and Escape to get into position, and Photography for bringing back information.
- *Spy:* Lip Reading allows distant observation, Psychology helps you figure out what people *really* think, and Disguise and Forgery let you conceal your identity.

Pick two unrelated ranged weapon skills – Crossbow and Guns (Rifle) are a particularly nice combination, as you can fire other Guns at just -2. Your unarmed and/or Melee Weapon skills are more for backup; you're best in combat when you can snipe at the enemy from a moderate distance. Against a small group of foes, you may even be able to go an entire battle without a single counterattack!

TECHIE

400 points

Dealing with the supernatural doesn't mean science can't save the day! You have spent most of your life applying technological solutions to esoteric problems. With some time and access to a decent hardware store, you can whip up something that'll even scare the *monsters*. You don't understand why some people call a priest to drive a ghost away when you can achieve the same effect with a UV fluorescent bulb, 15 yards of Cat-6 cable, and a guitar tuner that's had some *slight* modifications . . . and yes, the headaches *are* a normal side effect . . .

Attributes: ST 11 [10]; DX 12 [40]; IQ 16 [120]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 15 [8]; Will 16 [0]; Per 16 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Combat Reflexes [15]; Luck [15]; Quick Gadgeteer [50]; *and* Versatile [5]. • One of the 15-point lenses from pp. 6-9. • Another 15 points chosen from among Equipment Bond [1/item], Gizmos [5/level], Signature Gear [Varies], Wealth [Varies], Weapon Bond [1/weapon], or replace Luck [15] with Extraordinary Luck [30] for 15 points. • A further 25 points chosen from among the previous traits or DX +1 [20], HT +1 or +2 [10/level], Basic Speed +1.00 [20], Absolute Timing [2], Ally (Sidekick, p. 19; Built on 50%; 12 or less, 15 or less, *or* Constantly) [4, 6, *or* 8], Brave [1], Contact Group (Scientific or research team, etc.; Skill-12, 15, or 18; 9 or less; Somewhat Reliable) [5, 10, *or* 15], Contacts (Expert, specialist, etc.; Skill-12, 15, *or* 18; 9 or less; Usually Reliable) [2, 4, *or* 6], Daredevil [15], Destiny [5 to 15], Eidetic Memory [5] *or* Photographic Memory [10], Extra Life 1 [25], Fearlessness [2/level] *or* Unfazeable [15], Gunslinger (Psychotronics only, -60%) [10], High Manual Dexterity [5/level], High Pain Threshold [10], Intuition [15], Lifting ST 1-2 [3 or 6], Magic Resistance [2/level], Patrons [10 to 30], Prophetic Dreams (p. 23) [5], Quick Reload (any) [1], Resistant [Varies], Serendipity [15/level], or Wild Talent 1 [20].

Disadvantages: Compulsive Gadgeteering (12) [-5] • Another -15 points chosen from among Absent-Mindedness [-15], Appearance [Varies], Bad Sight (Mitigator, Glasses, -60%) [-10], Clueless [-10], Curious [-5*], Delusion ("Technology can fix *anything!*") [-10], Impulsiveness [-10*], Oblivious [-5], Odious Personal Habit (Poor hygiene) [-5], Stubbornness [-5], or worsen Compulsive Gadgeteering to (9) [-7] for -2 points or (6) [-10] for -5 points. • A further -15 points chosen from among Charitable [-15*], Chummy [-5] *or* Gregarious [-10] *or* Loner [-5*], Easy to Read [-10], Gullibility [-10*], Honesty [-10*], Low Self-Image [-10], Short Attention Span [-10], Truthfulness [-5*], or Workaholic [-5]. • Another -20 points chosen from among Destiny [-5 to -15], Greed [-15*], Intolerance (Luddites) [-5], Jealousy [-10], Klutz [-5], Lecherousness [-15*], No Sense of Humor [-10], Overweight [-1] *or* Skinny [-5], Post-Combat Shakes [-5*], Shyness [Varies], Trickster [-15*], Wealth [Varies], or Vow (Never kill a human) [-10].

Wildcard Skills: Inventor! IQ+2 [48]-18. • *One* of Medic! or Science!, both IQ-1 [12]-15, or 12 points to raise Inventor! by one level.

Primary Skills: Computer Operation (E) IQ [1]-16; Research (A) IQ [2]-16; *and* Scrounging (E) Per [1]-16. • *Two* of Computer Programming (H) IQ-1 [2]-15 or Electronics Operation (Comm, Medical†, Psychotronics, Scientific‡, *or* Security) (A) IQ [2]-16. • *Two* of Armoury (Body Armor, Melee Weapons, Missile Weapons, *or* Small Arms), Electronics Repair (Comm, Medical, Psychotronics, Scientific, *or* Security), or Mechanic (Automobile, Clockwork, Gasoline Engine, Motorcycle, *or* Wheeled), all IQ [2]-16. • *Two* of Computer Hacking§, Physics‡, Thaumatology, or Weird Science, all (VH) IQ-1 [4]-15; or spend 8 points to buy just one at +1 to skill.

Secondary Skills: Occultism (A) IQ [2]-16. • 6 points spent on skills from *Know Thy Enemy* (p. 16). • *Three* of Hazardous Materials (Biological†, Chemical, *or* Magical), Lockpicking, Photography, or Traps, all (A) IQ [2]-16; Chemistry‡, Diagnosis†, Diplomacy, Forensics, Pharmacy (Synthetic)†, Physician†, Psychology†, or Veterinary†, all (H) IQ-1 [2]-15; or Biology‡ or Surgery†¶, both (VH) IQ-2 [2]-14. • *Two* of Brawling or Forced Entry, both (E) DX+2 [4]-14; Climbing, Stealth, or Wrestling, all (A) DX+1 [4]-13; Acrobatics or Judo, both (H) DX [4]-12; or Running (A) HT+1 [4]-13. • *Two* of Beam Weapons (Projector), Guns (Pistol, Rifle, Shotgun, *or* SMG), or Liquid Projector (Flamethrower, Sprayer, *or* Squirt Gun), all (E) DX+2 [4]-14. • *One* of Crossbow or Knife, both (E) DX+1 [2]-13; Axe/Mace, Broadsword, Saber, Shortsword, or Throwing, all (A) DX [2]-12; or spend 2 points to take any unchosen skill from the two previous lists, at -1 to skill.

Background Skills: *Five* of Fast-Draw (Pistol or Long Arm) (E) DX+1 [1]-13**; Driving (Automobile) (A) DX-1 [1]-11; Area Knowledge (any), Current Affairs (any), or First Aid†, all (E) IQ [1]-16; Acting, Administration, Explosives (Demolition), Holdout, Merchant, Speed-Reading, Teaching, or Writing, all (A) IQ-1 [1]-15; Swimming (E) HT [1]-12; or Observation or Search, both (A) Per-1 [1]-15.

* Multiplied for self-control number; see p. B120.
† Overlaps significantly with Medic!
‡ Overlaps significantly with Science!
§ Requires Computer Programming prerequisite.
¶ Requires either First Aid (from background skills) or Physician prerequisite.
** Includes +1 from Combat Reflexes.

Customization Notes

Quick Gadgeteer "uncaps" Gizmos, allowing you to take more than three; in theory, you could spend all of your advantage points on eight Gizmos! Assuming you want a more playable character, it's a *very* good idea to invest in either Signature Gear or Wealth, to start play with a collection of nifty gadgets from Chapter 6 – unless you're planning on getting those from a Patron. The limited Gunslinger gives you the benefits mentioned on p. 24, but only with psychotronic (pp. 57-58) beam weapons; while their Accuracy tends to be low, the ability to ignore Bulk while moving is a *significant* bonus if you'll be using one of the backpack-mounted monstrosities on the run.

Choosing a second wildcard skill offers exceptional versatility, but if neither fits your character concept, it doesn't hurt to raise Inventor! – the gadgeteering penalties can get rather steep. Your final primary skill choices are nearly as important: Computer Hacking is great for getting secure information; Physics (which includes Paraphysics) is useful for analyzing things, including strange waves of psychotronic energy; Thaumatology does the same, but for magic; and Weird Science is a wonderful skill for inventing *interesting* things.

Your secondary skills mainly offer back-ups for the wildcard skill(s) you didn't choose (along with other options befitting an esoteric researcher) and ways to stay alive in combat. Consider at least one primarily defensive option, such as Acrobatics (for the Dodge bonus) or Judo; Brawling gives a good parry, even if your punches won't faze most monsters. No, your real weapon is technology, generally in the form of some kind of firearm. It's usually best to take one Guns specialty (the others can default), and something interesting as a second choice. If you took Gunslinger or plan on using psychotronics, be sure to grab Beam Weapons; otherwise, consider Crossbow or Liquid Projector, both helpful against supernatural foes. You *can* pick up a Melee Weapon skill to be safe, but Throwing can be at least as useful when you're whipping up dangerous gadgets.

Choosing your gear is especially important as a techie. Being able to pull out just the right gadget at the right time can save the day! (And with Gizmos, encumbrance isn't an issue until you "remember" that you're carrying it.) Most importantly, anything you buy now is something you can *modify* later, which is faster and easier than inventing stuff from scratch. Depending on your skills, you probably want a lab or tool kit . . . or a few! Even a belt kit is better than nothing. Also grab whatever you can afford from the psychotronics selection of electronic gear (pp. 57-58); everything there can come in useful. If you're relying on guns, make sure to load up on neat combinations of ammo – shotguns are especially fun for this. Plus, when you're trying to rig a shaped charge around an interdimensional portal, those explosive shells will sure come in handy . . .

Warrior

400 points

You are the toughest member of the team – a front-line melee fighter who wades into the action with a sword in one hand and an axe in the other. While this consistently puts you in the most risky position, you wouldn't have it any other way. Few monsters can stand against you in a straight-up fight, and weaker ones can often by dropped by a single one of your powerful swings. You've studied their weaknesses, and tactics to use against them – your knowledge isn't deep, but it is broad. Still, you're used to letting the others track 'em down, then stepping to the front to lead the assault.

Attributes: ST 17 [70]; DX 14 [80]; IQ 10 [0]; HT 14 [40].
Secondary Characteristics: Damage 1d+2/3d-1; BL 58 lbs.; HP 20 [6]; Will 13 [15]; Per 12 [10]; FP 14 [0]; Basic Speed 7.00 [0]; Basic Move 7 [0].
Advantages: Combat Reflexes [15]; High Pain Threshold [10]; Luck [15]; *and* Weapon Master (All Weapons) [45]. ● One of the 15-point lenses from pp. 6-9. ● Another 35 points chosen from among ST +1 to +3 [10/level], DX +1 [20], IQ +1 [20], Per +1 or +2 [5/level], Acute Senses (any) [2/level], Alcohol Tolerance [1], Ally (Sidekick, see below; Built on 50%; 12 or less, 15 or less, *or* Constantly) [4, 6, *or* 8], Animal Empathy [5], Born War-Leader 1-4 [5/level], Brave [1], Charisma [5/level], Danger Sense [15], Daredevil [15], Destiny [5 to 15], DR 1-5 (Tough Skin, -40%) [3/level], Enhanced Dodge 1-2 [15/level], Enhanced Parry 1-3 (Blade!) [5/level] *or* (All Weapons) [10/level], Extra Attack 1 [25], Extra Life 1 [25], Fearlessness [2/level] *or* Unfazeable [15], Fit [5] *or* Very Fit [15], Improvised Weapons (Blade!) [1], Lifting ST 1-5 [3/level], Magic Resistance [2/level], Night Vision [1/level], No Hangover [1], Off-Hand Weapon Training [1/skill] *or* Ambidexterity [5], Patrons [10 to 30], Perfect Balance [15], Prophetic Dreams (p. 23) [5], Rapid Healing [5] *or* Regeneration (Slow) [10], Reputation [Varies], Resistant [Varies], Serendipity [15/level], Signature Gear [Varies], Striking ST 1-5 [5/level], Trademark Move [1], Wealth [Varies], Weapon Bond [1/weapon], or replace Luck [15] with Extraordinary Luck [30] for 15 points.

Sidekicks in Action

Sidekicks are 200-point NPCs – capable of accompanying the champions into action, though not so capable that the heroes won't have to keep an eye on them. While there is no room here to go into the myriad of possible sidekicks, an easy way to generate one is to modify one of the 250-point templates from ***GURPS Action 1: Heroes.***

First, reduce either DX *or* IQ by one level. (Alternatively, drop both ST *and* HT by one level, though this may impact the Ally's survivability!) Do not reduce any attribute below 10. Next, remove Luck and add it to the advantage *options* – the champion, not Fate, is expected to look out for the sidekick. Finally, add one of the -15-point disadvantages from *Why We Fight* (p. 7).

Disadvantages: -15 points chosen from among Bad Temper [-10*], Guilt Complex [-5], Impulsiveness [-10*], Odious Personal Habit (Treats everyone else as a weakling) [-10], On the Edge [-15*], Overconfidence [-5*], or Sense of Duty (Teammates) [-5]. • Another -20 points chosen from among the previous traits or Charitable [-15*], Flashbacks [Varies], Gigantism [0], Nightmares [-5*], Oblivious [-5], Overweight [-1], Shyness [Varies], Stubbornness [-5], Vow (Never kill a human) [-10], or Wounded [-5]. • A further -20 points chosen from among the previous traits or Bully [-10*], Callous [-5], Curious [-5*], Destiny [-5 to -15], Gluttony [-5*], Honesty [-10*], No Sense of Humor [-10], Truthfulness [-5*], or Wealth [Varies].

Wildcard Skills: Blade! DX+2 [48]-16.

Primary Skills: Occultism (A) IQ+1 [4]-11. • 8 points spent on skills from *Know Thy Enemy* (p. 16). • *One* of Boxing (A) DX+1 [4]-15; Brawling (E) DX+2 [4]-16; or Karate (H) DX [4]-14. • *One* of Judo (H) DX [4]-14; Sumo Wrestling (A) DX+1 [4]-15; or Wrestling (A) DX+1 [4]-15. • *One* of the following 6-point ranged-attack packages:

1. *Three* of Crossbow or Thrown Weapon (any), both (E) DX+1 [2]-15; Bow, Bolas, Lasso, or Throwing, all (A) DX [2]-14; or Net (H) DX-1 [2]-13.
2. Throwing Art (H) DX [4]-14. • *One* of Crossbow (E) DX+1 [2]-15; Bow, Bolas, or Lasso, all (A) DX [2]-14; or Net (H) DX-1 [2]-13.

Secondary Skills: First Aid (E) IQ+1 [2]-11. • *Two* of Axe/Mace, Staff, Tonfa, Two-Handed Axe/Mace, or Whip, all (A) DX+1 [4]-15; Immovable Stance, Parry Missile Weapons, or Push, all (H) DX [4]-14; Power Blow (H) Will [4]-13; or Blind Fighting (VH) Per-1 [4]-11. • *Five* of Forced Entry (E) DX+1 [2]-15; Climbing or Stealth, both (A) DX [2]-14; Camouflage or Gesture, both (E) IQ+1 [2]-11; Armoury (Melee Weapons *or* Missile Weapons), Leadership, or Soldier, all (A) IQ [2]-10; Tactics (H) IQ-1 [2]-9; Intimidation (A) Will [2]-13; or Observation, Tracking, or Urban Survival, all (A) Per [2]-12.

Background Skills: *Five* of Guns (Pistol, Rifle, Shotgun, *or* SMG) (E) DX [1]-14; Fast-Draw (any) (E) DX+1 [1]-14†; Driving (Automobile *or* Motorcycle) (A) DX-1 [1]-13; Area Knowledge (any) or Current Affairs (any), both (E) IQ [1]-10; Carousing or Swimming, both (E) HT [1]-14; Hiking, Lifting, Running, or Sex Appeal, all (A) HT-1 [1]-13; Breath Control (H) HT-2 [1]-12; or 1 point to buy any unchosen secondary skill from the final list of options, at -1 to skill.

* Multiplied for self-control number; see p. B120.

† Includes +1 from Combat Reflexes.

Customization Notes

Decide on your weapon(s) of choice before selecting your advantages. If you intend to use a thrusting weapon, like a spear or stake – or if you plan on fighting unarmed a lot – you should get your ST (or Striking ST) up to 19 to maximize the per-die damage bonus from Weapon Master or your unarmed skill. If you're relying on an axe or similarly unbalanced weapon, consider DR and Enhanced Dodge, since you won't be parrying incoming attacks. For all other weapons, Enhanced Parry and Extra Attack are *well* worth the points. Or step into a command position by raising your IQ, and adding Born War-Leader or Charisma for the Leadership (and possibly Tactics) bonus!

Don't be afraid to take IQ-based skills. Even levels in the 9-11 range are more useful than not having the skill at all, especially if there's a situational bonus. Unless there's a sage (pp. 15-17) on the team, it's often a *better* idea to take four *Know Thy Enemy* skills than to try and specialize in one or two for better skill levels. You're unlikely to be the team's occult knowledge master, but you can still bring expertise by filling in the gaps; e.g., if everyone is well-trained in vampires and demons, grab some lycanthrope- or psi-related skills.

Weapon Master boosts your damage and reduces your penalty for Rapid Strikes; unless you're aiming for difficult hit locations, you should be attacking at least twice per turn. It also brings access to some cinematic skills: Blind Fighting can overcome even supernatural darkness (though you may want to boost your Per), Immovable Stance keeps you from losing ground against strong foes, Push is *very* effective at clearing a path, and Throwing Art replaces up to eight skills and gives a damage *and* range bonus! Power Blow is intended for non-combat use, like breaking down doors; you can't afford the penalties for reduced concentration. Learning a blunt backup is a good idea (e.g., Axe/Mace to use maces and hammers) – but remember your improved defaults (p. B99) for any weapon skill you *don't* invest in.

If desired, you can shift your weapon choices from edged to impact attacks – just turn Blade! into Blunt! (which is similar, but covers sticks, maces, flails, kusaris, whips, and so on). Then, in the secondary skills, replace the blunt backup-weapon options with bladed ones. This may significantly reduce your effectiveness, however, as most supernatural foes are more vulnerable to blades than to crushing weapons.

Witch

400 points

Arcane forces bend to your will! In the time it takes most casters to work a simple cantrip, you can create powerful and potent magical effects. Your magic is fast enough for fieldwork – you can even rely on it for combat, as long as you have friends protecting you while you concentrate. You've trained in basic combat skills as well, but it's not what you're good at – if you run across a situation that can't be resolved directly by magic, your first instinct is to find an *indirect* way to do so. (And more often than not, you can!)

Attributes: ST 11 [10]; DX 12 [40]; IQ 16 [120]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 15 [8]; Will 16 [0]; Per 16 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Combat Reflexes [15]; Luck [15]; Magery 5 [55]; *and* Ritual Adept [40]. • One of the 15-point lenses from pp. 6-9. • Another 20 points chosen from among FP +1 to +3 [3/level], Autotrance [1], Danger Sense [15], Intuition [15], Languages [2-6/language], Magery 6-7 [10/level], Magic Resistance (Improved, +150%) [5/level]†, Mind Shield [4/level], Prophetic Dreams (p. 23) [5], Ritual Mastery [1/ritual], Sensitive [5] *or* Empathy [15], Signature Gear (Grimoires, workspace kit, etc.) [Varies], Single-Minded [5], Telekinesis [5/level], or replace Luck [15] with Extraordinary Luck [30] for 15 points. • A further 25 points chosen from among the previous traits or DX +1 [20], HT +1 or +2 [10/level], Ally (Sidekick, p. 19; Built on 50%; 12 or less, 15 or less, *or* Constantly) [4, 6, *or* 8], Brave [1], Destiny [5 to 15], Extra Life 1 [25], Fearlessness [2/level] *or* Unfazeable [15], Fit [5], High Pain Threshold [10], Patrons [10 or 20], Resistant [Varies], or Wealth [Varies].

Disadvantages: -15 points chosen from among Clueless [-10], Curious [-5*], Impulsiveness [-10*], Intolerance (Anyone closed-minded about the supernatural) [-5], Magic Susceptibility [-3/level]†, Obsession (Track down a particular grimoire) [-5*], Odious Personal Habit (Uses arcane "technobabble") [-5], Overconfidence [-5*], Unluckiness [-10] *or* Weirdness Magnet [-15], or Xenophilia [-10*]. ● Another -20 points chosen from among the previous traits or Will -1 to -3 [-5/level], Per -1 to -3 [-5/level], Absent-Mindedness [-15], Bully [-10*], Charitable [-15*], Destiny [-5 to -15], Greed [-15*], Gullibility [-10*], Honesty [-10*], Loner [-5*], Post-Combat Shakes [-5*], Shyness [Varies], Stubbornness [-5], Trickster [-15*], or Wealth [Varies]. ● A further -20 points chosen from among the previous traits or Appearance [Varies], Bad Sight (Mitigator, Glasses, -60%) [-10], Easy to Read [-10], Gluttony [-5*], Jealousy [-10], Klutz [-5], Low Pain Threshold [-10], Overweight [-1] *or* Skinny [-5], Pyromania [-5*], Reputation [Varies], or Vow (Never kill a human) [-10].

Primary Skills: Occultism (A) IQ-1 [1]-15 *and* Thaumatology (VH) IQ+1 [12]-17. ● Choose one Path skill (pp. 32-33) at (VH) IQ+1 [12]-17; another Path at (VH) IQ [8]-16; *two* more Paths at (VH) IQ-1 [4]-15; and the remaining *five* Paths at (VH) IQ-3 [1]-13. ● 6 points spent on non-witch-related skills from *Know Thy Enemy* (p. 16). ● *One* of Archaeology (H) IQ-1 [2]-15; Breath Control (H) HT-1 [2]-11; Esoteric Medicine (H) Per-1 [2]-15; Hidden Lore (Sacred Places) (A) IQ [2]-16; Innate Attack (any) (E) DX+1 [2]-13; Meditation (H) Will-1 [2]-15; or 2 points spent on another skill from *Know Thy Enemy.*

Secondary Skills: Research (A) IQ-1 [1]-15. ● *Three* of Brawling, Crossbow, Guns (Pistol *or* SMG), or Knife, all (E) DX+2 [4]-14; Axe/Mace, Bow, Broadsword, Saber, Shortsword, Staff, or Wrestling, all (A) DX+1 [4]-13; or Acrobatics or Judo, both (H) DX [4]-12.

Background Skills: *Five* of Knot-Tying (E) DX [1]-12; Fast-Draw (Ammo *or* Pistol) (E) DX+1 [1]-13‡; Driving (Automobile *or* Motorcycle) (A) DX-1 [1]-11; Body Sense (H) DX-2 [1]-10; Area Knowledge (any), Current Affairs (any), Computer Operation, First Aid, Gesture, or Housekeeping, all (E) IQ [1]-16; Hazardous Materials (any), Teaching, or Writing, all (A) IQ-1 [1]-15; Chemistry, Diplomacy, Hypnotism, Naturalist, Poisons, Psychology, or Tactics, all (H) IQ-2 [1]-14; or Swimming (E) HT [1]-12.

* Multiplied for self-control number; see p. B120.

† Magic Resistance and Magic Susceptibility are mutually exclusive.

‡ Includes +1 from Combat Reflexes.

Customization Notes

"Witch" is traditional, and applies to casters of either gender, though males may certainly go by something like "wizard" or "mage" instead.

Considering how versatile magic is, you can focus heavily on it without worrying about limiting yourself. Magery is an obvious advantage choice, as it raises your skill cap and increases your mana reserve (p. 36), but Ritual Mastery gives a bigger bonus for the cost, Languages let you pick up grimoires (pp. 39 and 56-57) on the cheap *and* use more of the ones you find, and Magic Resistance or Mind Shield will help protect you against hostile forces. Signature Gear and Wealth are both wonderful ways to acquire grimoires and a potent workspace kit (p. 57) for making charms (pp. 38-39).

> *Magic comes from the heart, from your feelings, your deepest expressions of desire. That's why black magic is so easy – it comes from lust, from fear and anger, from things that are easy to feed and make grow. The sort I do is harder. It comes from something deeper than that, a truer and purer source – harder to tap, harder to keep, but ultimately more elegant, more powerful.*
>
> *– Jim Butcher,* ***Fool Moon***

Telekinesis represents a minor levitation spell, known well enough to use without ritual and energy. It *is* affected by wards against magic and similar issues, but you may roll against the better of DX or Thaumatology when picking things up (not when *using* them; e.g., when firing a levitating gun). These two features cancel out and do not affect cost. You may buy up to (IQ + Magery) levels.

Deciding which paths to specialize in is important. It's generally a good idea to take Path of Magic at 15+, as you'll use it to refill your mana reserve *and* cast conditional rituals (pp. 38-39). If you plan on using rituals to confront foes directly, Body, Mind, Spirit, and Undead cover the majority of your foes. For maximum versatility, Body, Chance, Energy, Matter, and Mind can be used in almost any situation. For knowledge-gathering, Chance, Crossroads, Mind, Spirit, and Undead all allow you to divine or steal useful information. Flashy spells are generally a bad idea (see *Greater Effects Multiplier,* p. 35), but if you want them, Energy and Matter give the most impressive effects.

Pick your remaining primary skill based on *how* you want to use your magic. If you want to seek out powerful sites for a "home-court advantage," get Archaeology or Hidden Lore. If you plan on tapping into your FP a lot, take Breath Control. For knowledge of your foes, either grab a *Know Thy Enemy* skill or take Esoteric Medicine to deal with their supernatural afflictions. Innate Attack is necessary for the flashiest attack spells. And the "wise witch" archetype wants Meditation, to clear the mind of distractions when things have gotten confusing and stressful.

You only have minor combat training, so choose carefully. As a general rule, it's smart to take one unarmed skill, one Melee Weapon skill, and one ranged attack skill. Of the unarmed skills, Acrobatics and Judo may do the most to keep you alive, via fancy dodges and "parry then throw" moves, respectively, though Wrestling gives a better edge (and ST bonus) if you get grappled. Alternatively, you may wish to focus on one approach to combat. Learning Acrobatics, Judo, *and* Staff will make you hard to land an attack on. Brawling, Crossbow, and Guns gives you a nice choice of ranged attacks, with a decent Parry if something manages to get close. And Axe/Mace, Crossbow, and Knife cover most "finishing techniques" for the undead if you can cripple them some before moving in.

Chapter Two

Champions' Cheat Sheet

"So, what – you're vouching for this kid now?"

"I didn't say that," Danielle shot back at Scott, "I said we should consider whether he can help us out. We would've been sacrifice fodder if Brad hadn't screwed up that coven's spell, and you know it."

*"I **had** that situation –"*

"Guys, focus," Everett interrupted without looking up from his game. "The young man?"

"Fine," Scott sighed, "You've been the one talking to the little cultist. What makes you think he can pull his own weight?"

*"Brad isn't a cultist, just a confused college kid who thought he was getting involved in a Wiccan circle. You saw how he turned on them the second he realized what was going on." She ignored Scott's deliberate eye-roll. "He knows his theologies, he's a decent ritual magician, and he's got some hacker in him. Even better, he shoots at the range **and** was on the school fencing team, so I think we can train him for combat."*

Everett paused the console, "He sounds a bit unfocused, but with a useful range of talents. I think we should give him a chance."

Scott raised his hands in surrender. "Fine. But if Mr. Brad-of-All-Trades gets himself killed, you two get to explain it to his family."

There's a lot of diversity among monster hunters – so much so that the GM may allow players to build their own PCs rather than stick to the templates in Chapter 1. The following sections strip out all traits unrelated to The Mission, to help ensure that player-built champions can hold their own in the field.

These lists exclude most exotic and supernatural traits. Some of these show up in Chapter 4 or 5 as part of a power or racial template, but they are not *generally* available. Similarly, some of the templates in Chapter 1 feature "off-list" cinematic or supernatural traits. As this is part of what makes each template *special,* other characters should not have free access to those traits – but the GM can vet other "unique" traits to help a player-built character find its own niche.

Suitable Advantages

Many of the advantages in the ***Basic Set*** are inappropriate or unnecessary for champions. The majority of supernatural and exotic traits only make sense as part of a power, though a few low-powered ones are available to represent the inherent toughness that comes with slaying dangerous creatures. Some of these exotic advantages may be taken freely only up to a certain level (e.g., "Lifting ST 1-2"); permission from the GM is required to take a higher level *or* to add any enhancements.

All my life I've wanted to be in a crime-busting gang!

*– Connor Temple, in **Primeval** #1.2*

Advantage	*Cost*	*Page*
Absolute Direction	5	B34
Absolute Timing	2	B35
Acute Senses	2/level	B35
Alcohol Tolerance	1	B100
Allies	Variable	B36
Ambidexterity	5	B39
Animal Empathy	5	B40
Appearance	Variable	B21
Autotrance	1	B101
Charisma	5/level	B41
Clerical Investment	5	B43
Combat Reflexes	15	B43
Common Sense	10	B43
Contact Group	Variable	B44
Contacts	Variable	B44
Danger Sense	15	B47
Daredevil	15	B47
Destiny	5 to 15	23-24, B48
Double-Jointed	15	B56
DR 1-2 (Tough Skin, -40%)	3 or 6	B46
Dual Shooting	5	*
Eidetic Memory	5	B51
Empathy	15	B51
Enhanced Defenses 1	Variable	B51
Extra Attack 1	25	B53
Extra Life 1	25	B55
Fearlessness	2/level	B55
Fit	5	B55
Flexibility	5	B56
Gizmos 1-3	5/gizmo	B57
Hard to Kill	2/level	B58
Hard to Subdue	2/level	B59
High Manual Dexterity	5/level	B59
High Pain Threshold	10	B59
Higher Purpose	5	24, B59
Honest Face	1	B101
Intuition	15	B63
Language Talent	10	B65
Languages	2-6/language	24, B23
Legal Enforcement Powers	5 to 15	B65
Legal Immunity	5 to 20	B65
Lifting ST 1-2	3 or 6	B65
Luck	Variable	B66
Magery	5 + 10/level	24, B66
Magic Resistance	2/level	B67
Magic Resistance (Improved, +150%)	5/level	B67
Medium	10	B68
Night Vision	1/level	B71
No Hangover	1	B101
Patrons	10 to 40	24, B72
Penetrating Voice	1	B101
Perfect Balance	15	B74
Peripheral Vision	15	B74
Photographic Memory	10	B51
Pitiable	5	22
Prophetic Dreams	5	†
Rapid Healing	5	B79
Rapier Wit	5	B79
Regeneration (Slow)	10	B80
Reputation	Variable	B26
Resistant	Variable	24, B80
Sensitive	5	B51
Serendipity	15/level	B83
Shtick	1	B101
Signature Gear	Variable	B85
Single-Minded	5	B85
Striking ST 1-2	5 or 10	B88
Talent (any)	Variable	25, B89
True Faith	15	B94
Unfazeable	15	B95
Versatile	5	B96
Very Fit	15	B55
Voice	10	B97
Wild Talent	20/level	B99
Wealth	Variable	B25
Zeroed	10	B100

* *Dual Shooting:* Dual-Weapon Attack (H) Skill-0 [5]. *Notes:* You do not suffer the usual -4 penalty for shooting two guns at once. This does *not* remove the additional -4 for shooting with your off hand; take Ambidexterity or Off-Hand Weapon Training for that. You must specialize by Pistol or SMG; commandos may specialize in Gun! (Though based on a technique, treat this as an advantage for simplicity.) *5 points.*

† *Prophetic Dreams:* Precognition (Only while dreaming, -70%; Passive Only, -20%) [5]. *Notes:* If something important is coming up in your future, the GM will roll against your IQ while you sleep; if successful, you have a hazy or metaphorical vision. This ability is so common among monster hunters that *any* champion may take it. *5 points.*

Heroic Advantages

Some advantages require special attention. Those advantages below that do not appear in the list above are only available to certain templates.

Blessed

see p. B40

Crusaders may buy up to two "levels" of Blessed (Heroic Feats) for each attribute (ST, DX, or HT); Blessed 6, the maximum, adds 2d to all three attributes! The following variant is also available:

Ghost Weapon: Any weapon you wield has the ability to harm evil spirits! In effect, it gains the Affects Insubstantial modifier, but only against undead or spirit beings (e.g., demons or ghosts). This even extends to vehicles that you drive – affecting both built-in weapons and intentional collisions! *15 points.*

Destiny

see pp. B48, B131

With Fate on your side, you're more likely to survive to see the grand finale of the campaign! In a ***Monster Hunters*** game, *replace* the normal rules for Destiny with the following simplification: Destiny at the 5-, 10-, or 15-point level lets you start the game with 1, 2, or 3 *destiny points,* respectively. (The GM may wish to represent these with beads or poker chips.) You may spend these on the effects listed under *Other Uses for Points* (p. 31), as if they were bonus character points.

Destiny thus makes it easier to achieve success, reap coincidental benefits, and even return from the dead! You regain *one* destiny point each game session, but can never have more than you started the game with.

If Destiny is instead taken as a *disadvantage*, the GM will set aside 1, 2, or 3 destiny points *each session* – for a -5-, -10-, or -15-point Destiny, respectively – and will use these on behalf of your foes!

Gunslinger

see p. B58

In high-action games, the Gunslinger advantage gives these extra benefits:

- While you can't add your gun's Acc bonus when you Move and Attack, you *can* ignore its Bulk penalty *and* any extra penalties the GM assesses for jumping or acrobatics on foot. You even ignore Bulk while diving through windows and tumbling between monsters!
- Also ignore the rules for Bulk in close combat (p. B391). You don't get your Acc bonus in close, but never suffer a Bulk penalty.
- When firing a gun with RoF 2-4, you can spread your shots between targets without using *Spraying Fire* (p. B409). Each attack is at -3 against two targets, -6 against three, or -9 against four.
- *Halve* all Fast-Draw (Ammo) penalties. You can easily reload while moving, crouching behind cover, etc.

Higher Purpose

see p. B59

Higher Purpose (Hunt Monsters) is not allowed, as it's far too general, but one for a *specific* type of foe is fine; e.g., Higher Purpose (Hunt Lycanthropes). Such a trait adds +1 to any roll to research, track, or slay that particular type of creature. In addition, the following are valid:

Acquire Knowledge: You get +1 on all rolls to study new creatures (or learn something new about one), to negotiate with cryptic keepers of forbidden lore, and to discover, acquire, or protect any book (or CD, etc.) with unique information about The Enemy on it.

Defend the Faith: You get +1 to all rolls to protect sacred ground (that is, a building or area consecrated to *your* faith), defend a member of your congregation, or recover a holy artifact that rightly belongs to your religious group.

Languages

see p. B23

Modern, human languages don't play a big role in ***Monster Hunters.*** Unless the GM specifies otherwise, players can assume that most NPCs (even the nonhuman ones) will speak English (or the majority language of the PC group), though perhaps with a thick accent. Instead, languages serve two functions:

Ancient Writings: Sages and witches frequently consult old research books or grimoires (p. 39) to discover lost secrets. Reading or translating requires only written comprehension, while full use of a grimoire requires both written and spoken. The most common of these languages are Ancient Egyptian, Hebrew, Latin, Sanskrit, and Tibetan.

Inhuman Tongues: Creatures that were formerly human (e.g., lycanthropes or the undead) will continue to speak the language they used in life. Angels speak Adamic, however, while most demons speak Demontongue. The latter is a "common" language; many clans have their own unique speech. A champion may not spend more points on Adamic than he's spent on Hidden Lore (Angels), or more on Demontongue than he has on Hidden Lore (Demons).

Magery

see p. B66

In a ***Monster Hunters*** game, anyone with the right skills may work magical rituals, but those without Magery do so at an extra -5 to skill. Magery does *not* add to spell use or Thaumatology; it instead acts as a "cap" for ritual Path skills, which cannot exceed (12 + Magery level). Magery also gives casters a *mana reserve* (equal to Magery level × 3; see p. 36) and is a prerequisite for Ritual Adept (p. 25). Champions may start with up to Magery 7; there is no limit on how high it can be raised in play.

Patrons

see p. B72

This invariably represents some sort of shadow agency, whether an enlightened corporation or a "black ops" branch of the government, which backs the champions' fight against the forces of darkness. A Patron will supply its agents with equipment for sanctioned missions, freeing them from having to rely on their own Wealth. (Because of this, a champion with a Patron *cannot* take reduced Wealth as a disadvantage.) For simplicity, ignore the rules in the ***Basic Set;*** here, the cost of a Patron depends solely on its *Budget* and *Influence.*

Budget determines the amount and quality of the equipment agents will be issued for each mission; see p. 53 for details. *Influence* is a measure of how well-connected an organization is – an agency with Heavy Influence will have an easier time smoothing over legal issues, getting its team access to off-limit areas, and contacting experts on obscure subjects than one with Light Influence will. Choose your Patron from among the following six options; e.g., Patron (MagniCorp; Large Budget; Light Influence) [20]:

Modest Budget: Cost is 10 points for a Patron with Light Influence, or 20 points for one with Heavy Influence.

Large Budget: Cost is 20 points for Light Influence, 30 points for Heavy.

Loaded Budget: Cost is 30 points for Light Influence, 40 points for Heavy.

Resistant

see p. B80

The following resistances are available for *any* champion. (*Exception:* Psis may not take Resistant to Psionics!) *Sickness* includes *Disease* but also adds to rolls to avoid noxious environmental issues; in effect, it protects against every metabolic hazard that isn't covered by *Poison.*

- *Disease:* +3 [3], +8 [5], or Immunity [10].
- *Poison:* +3 [5] or +8 [7].
- *Psionics:* +3 [10] or +8 [15]. You are a (passive) anti-psi!
- *Sickness:* +3 [5] or +8 [7].

Ritual Adept

40 points

Prerequisite: Magery.

This new advantage represents inherent magical power, and is only available to dedicated spellcasters (e.g., witches). While the spells cast by an average person (even a mage) are slow and bound by several restrictions, yours are not. See *Ritual Path Magic* (pp. 32-39) for details.

Talent

see p. B89

Talents *never* add to wildcard skills. For general rules governing Talents, see the ***Basic Set.*** New Talents germane to ***Monster Hunters*** are:

Hunters often need a little edge.

Born War-Leader: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, and Tactics. *Reaction bonus:* soldiers or professional warriors. *5 points/level.*

Close to Heaven: Exorcism, Meditation, Religious Ritual, and Theology. *Reaction bonus:* members of the clergy. *5 points/level.*

Craftiness: Acting, Camouflage, Disguise, Holdout, Shadowing, and Stealth. *Reaction bonus:* none! *5 points/level.*

Parapsychologist: Electronics Operation (Medical, Psychotronics, or Scientific), Expert Skill (Psionics), Hypnotism, Occultism, Physics (Paraphysics), and Psychology. *Reaction bonus:* psis and true believers. *5 points/level.*

New Perks

Monster slayers often need a little "edge"; sometimes a simple perk can make all the difference in a situation! Perks with a † require specialization by skill or by item, as noted. In the former case, you *can* specialize in a wildcard skill, in which case the perk covers every applicable use of the skill; e.g., Off-Hand Weapon Training (Gun!) would let you fire and fast-draw *any* gun with no "off-hand" penalty.

Brave: A Fright Check usually fails on any roll of 14+, regardless of modified Will. *You* only fail on a 15+. (Your modified Will must total 14+ for this to be useful, of course!) You may only take this perk once.

Equipment Bond†: You own a piece of gear or tool kit (bought separately with cash or as Signature Gear) that's uniquely suited to you. *You* are at +1 to effective skill when you use it, cumulative with any modifiers for its quality. You must specialize in a specific item, which cannot be a weapon; if you lose it, you also lose this perk (and the point spent on it).

Improvised Weapons†: You've practiced using everyday items with a specific weapon skill, and never suffer a penalty when doing so. Specialize by any Melee Weapon or ranged weapon skill. (See pp. 60 and 62-63 for some example weapons, and ***GURPS Martial Arts,*** p. 224, for a longer list.)

Off-Hand Weapon Training†: You can ignore the -4 for using your "off" hand with one particular skill. Specialize by any one-handed Melee Weapon, ranged weapon, or Fast-Draw skill. (This *replaces* the Off-Hand Weapon Training *technique* on p. B232.)

Quick Reload†: You can reload your gun in record time! You must specialize in Magazine (for modern automatics) or Revolver (which requires a speedloader). Reloading takes you only one Ready maneuver; a successful Fast-Draw (Ammo) roll makes this a free action! (Commandos specialize in Gun!, which covers *everything;* for all other loading methods, reloading takes *two* Ready maneuvers, or one with a successful Gun! roll.)

Ritual Mastery†: You have +2 to all Path skill rolls when casting a specific ritual (*Defining Rituals,* p. 39). You must specialize by ritual.

Trademark Move†: You've got one particular attack *down*, giving you +1 on all skill rolls made to use it. Write this down as a full turn of action(s), specifying maneuver, combat options, skills used, hit locations, effective skill and damage, etc.; e.g., "All-Out Attack (Strong) with Broadsword as a Rapid Strike, swinging at the neck (skill 15, 2d+3 cut) then stabbing the vitals as a Deceptive Attack for -2 to defenses (skill 13, 1d+4 imp)." It *cannot* be anything boring like, "Rifle shot to the head."

Weapon Bond†: As for *Equipment Bond* (above), but for a specific weapon.

Suitable Disadvantages

The Mission demands a certain level of fitness and competence from its champions; even an accidental hero wouldn't survive without being up to the challenge. Thus, any disadvantage which would keep someone from fighting monsters is inappropriate, whether due to crippling physical issues (e.g., Blindness) or mindset (e.g., Cowardice). Other excised traits are either inappropriate for modern, semi-realistic humans or simply don't fit a fast-and-loose game of monster slaying!

The following disadvantages are those best suited to champions. The GM is always free to allow others! An asterisk (*) next to cost means that a self-control number is required; see pp. B120-121. The listed cost assumes a self-control number of 12. This list does not address quirks, which may be chosen freely, as they exist primarily to aid roleplaying.

Champions have to be extremely competent.

Disadvantage	*Cost*	*Page*
Absent-Mindedness	-15	B122
Alcoholism	-15	B122
Appearance	Variable	B21
Bad Sight (Mitigator, Glasses, -60%)	-10	B123
Bad Temper	-10*	B124
Berserk	-10*	B124
Bloodlust	-10*	B125
Bully	-10*	B125
Callous	-5	B125
Charitable	-15*	B125
Chummy	-5	B126
Clueless	-10	B126
Code of Honor	-5 to -15	B127
Colorblindness	-10	B127
Compulsive Behavior	-5* to -15*	B128
Curious	-5*	B129
Delusions	-5 to -15	B130
Destiny†	-5 to -15	B131
Disciplines of Faith	-5 to -15	B132
Disturbing Voice	-10	B132
Divine Curse	Variable	B132
Duty	Variable	B133
Dyslexia	-10	B134
Easy to Read	-10	B134
Enemies	Variable	B135
Fanaticism	-15	B136
Flashbacks	Variable	B136
Gigantism	0	B20
Gluttony	-5*	B137
Greed	-15*	B137
Gregarious	-10	B126
Guilt Complex	-5	B137
Gullibility	-10*	B137
Ham-Fisted	-5 or -10	B138
Hard of Hearing	-10	B138
Honesty	-10*	B138
Impulsiveness	-10*	B139
Intolerance	-5 or -10	B140
Jealousy	-10	B140
Killjoy	-15	B140
Kleptomania	-15*	B141
Klutz	-5	B141
Lecherousness	-15*	B142
Loner	-5*	B142
Low Pain Threshold	-10	B142
Low Self-Image	-10	B143
Magic Susceptibility	-3/level	B143
Manic-Depressive	-20	B143
Missing Digit	-2 or -5	B144
Mistaken Identity	-5	B21
Motion Sickness	-10	B144
Night Blindness	-10	B144
Nightmares	-5*	B144
No Sense of Humor	-10	B146
No Sense of Smell/Taste	-5	B146
Oblivious	-5	B146
Obsession	-5* or -10*	B146
Odious Personal Habits	-5 to -15	B22
On the Edge	-15*	B146
One Arm	-20	B147
One Eye	-15	B147
One Hand	-15	B147
Overconfidence	-5*	B148
Overweight	-1	B19
Paranoia	-10	B148
Phobias	Variable*	B148
Post-Combat Shakes	-5*	B150
Pyromania	-5*	B150
Reputation	Variable	B26
Secret	-5 to -30	B152
Selfish	-5*	B153
Selfless	-5*	B153
Sense of Duty	-2 to -20	B153
Short Attention Span	-10*	B153
Shyness	-5, -10, or -20	B154
Skinny	-5	B18
Sleepwalker	-5*	B154
Slow Riser	-5	B155
Social Stigma	-5 to -20	B155
Stubbornness	-5	B157
Stuttering	-10	B157
Trademark	-5 to -15	B159
Trickster	-15*	B159
Truthfulness	-5*	B159
Unfit	-5*	B160
Unluckiness	-10	B160
Very Unfit	-15	B160
Vow	-5 to -15	B160
Wealth‡	Variable	B25
Weirdness Magnet	-15	B161
Workaholic	-5	B162
Wounded	-5	B162
Xenophilia	-10*	B162

† See simplified rules on p. 24.

‡ Disadvantageous Wealth may not be combined with Patrons (p. 24).

Disadvantage Limit

Champions have to be extremely competent. This is why they're built on a high point total – so they can afford their abilities without having to take a ton of disadvantages. Because of this, every template in Chapter 1 is built with -70 points in disadvantages: -55 points from the template and -15 points from the lens (*Why We Fight,* p. 7). This becomes a total of -75 points when the player chooses -5 points in quirks. Heroes built "from scratch," using the rules in this chapter, should also have a -75-point limit, following the same -55/-15/-5 breakdown *regardless* of power level.

Suitable Skills

An unskilled monster hunter is a *dead* monster hunter . . . or a new addition to the ranks of the "prey"! Champions must be trained in the identification, investigation, and elimination of a wide variety of deadly creatures, generally in or near urban areas. Because of this, it's important to break out which skills are especially useful and appropriate in a ***Monster Hunters*** game. Still, the GM should be lenient if a player wants to choose a couple of "off-list" skills – after all, *any* skill could be useful in some theoretical situation. (For the same reason, many of the wildcard skills on pp. 28-31 refer to skills not on this list.) This does not apply to cinematic or supernatural skills, however, which are either unavailable or restricted to users of a particular template or power.

The following skills are appropriate for most hunters. An asterisk (*) next to the skill name means the skill requires specialization. As an optional rule, the GM may choose to *ignore* specialties to simplify the game – but this isn't recommended, as it tends to homogenize characters and weaken the impact of wildcard skills. However, *Familiarity* (p. B169) can and should be ignored in the interest of cinematic play.

Skill	*Type*	*Page*
Acrobatics	DX/H	B174
Acting	IQ/A	B174
Administration	IQ/A	B174
Animal Handling*	IQ/A	B175
Archaeology	IQ/H	B176
Architecture/TL	IQ/A	B176
Area Knowledge*	IQ/E	B176
Armoury/TL*	IQ/A	B178
Axe/Mace	DX/A	B208
Beam Weapons/TL (Projector)	DX/E	B179
Bicycling	DX/E	B180
Bioengineering/TL*	IQ/H	B180
Biology/TL	IQ/VH	B180
Boating/TL*	DX/A	B180
Body Language	Per/A	B181
Body Sense	DX/H	B181
Bolas	DX/A	B181
Bow	DX/A	B182
Boxing	DX/A	B182
Brawling	DX/E	B182
Breath Control	HT/H	B182
Broadsword	DX/A	B208
Camouflage	IQ/E	B183
Carousing	HT/E	B183
Chemistry/TL	IQ/H	B183
Climbing	DX/A	B183
Computer Hacking/TL	IQ/VH	B184
Computer Operation/TL	IQ/E	B184
Computer Programming/TL	IQ/H	B184
Connoisseur*	IQ/A	B185
Criminology/TL	IQ/A	B186
Crossbow	DX/E	B186
Current Affairs/TL*	IQ/E	B186
Detect Lies	Per/H	B187
Diagnosis/TL	IQ/H	B187
Diplomacy	IQ/H	B187
Disguise/TL	IQ/A	B187
Driving/TL*	DX/A	B188
Electronics Operation/TL*	IQ/A	B189
Electronics Repair/TL*	IQ/A	B190
Engineer/TL*	IQ/H	B190
Escape	DX/H	B192
Esoteric Medicine	Per/H	B192
Expert Skill*	IQ/H	B193
Explosives/TL*	IQ/A	B194
Fast-Draw*	DX/E	B194
Fast-Talk	IQ/A	B195
Filch	DX/A	B195
First Aid/TL	IQ/E	B195
Forced Entry	DX/E	B196
Forensics/TL	IQ/H	B196
Forgery/TL	IQ/H	B196
Gambling	IQ/A	B197
Gesture	IQ/E	B198
Gunner/TL*	DX/E	B198
Guns/TL*	DX/E	B198
Hazardous Materials/TL*	IQ/A	B199
Hidden Lore*	IQ/A	B199
Hiking	HT/A	B200
Holdout	IQ/A	B200
Housekeeping	IQ/E	B200
Hypnotism	IQ/H	B201
Intelligence Analysis/TL	IQ/H	B201
Interrogation	IQ/A	B202
Intimidation	Will/A	B202
Judo	DX/H	B203
Jumping	DX/E	B203
Karate	DX/H	B203
Knife	DX/E	B208
Knot-Tying	DX/E	B203
Lasso	DX/A	B204
Law*†	IQ/H	B204
Leadership	IQ/A	B204
Lifting	HT/A	B205
Lip Reading	Per/A	B205
Liquid Projector/TL*	DX/E	B205
Lockpicking/TL	IQ/A	B206
Main-Gauche	DX/A	B208
Mathematics/TL (Applied)	IQ/H	B207
Mechanic/TL*	IQ/A	B207
Meditation	Will/H	B207
Merchant	IQ/A	B209
Naturalist	IQ/H	B211
Net	DX/H	B211
Observation	Per/A	B211
Occultism	IQ/A	B212
Pharmacy/TL*	IQ/H	B213
Photography/TL	IQ/A	B213
Physician/TL	IQ/H	B213
Physics/TL‡	IQ/VH	B213
Physiology/TL*	IQ/H	B213
Pickpocket	DX/H	B213

Skill	*Type*	*Page*
Piloting/TL*	DX/A	B214
Poisons/TL	IQ/H	B214
Professional Skill*	DX/A or IQ/A	B215
Psychology	IQ/H	B216
Public Speaking	IQ/A	B216
Rapier	DX/A	B208
Religious Ritual*	IQ/H	B217
Research/TL	IQ/A	B217
Running	HT/A	B218
Saber	DX/A	B208
Savoir-Faire*	IQ/E	B218
Scrounging	Per/E	B218
Search	Per/A	B219
Sex Appeal	HT/A	B219
Shadowing	IQ/A	B219
Shortsword	DX/A	B209
Sleight of Hand	DX/H	B221
Sling	DX/H	B221
Smuggling	IQ/A	B221
Soldier/TL	IQ/A	B221
Spear	DX/A	B208
Speed-Reading	IQ/A	B222
Staff	DX/A	B208
Stealth	DX/A	B222
Streetwise	IQ/A	B223
Sumo Wrestling	DX/A	B223
Surgery/TL	IQ/VH	B223
Survival*	Per/A	B223
Swimming	HT/E	B224
Tactics	IQ/H	B224
Teaching	IQ/A	B224
Thaumatology	IQ/VH	B225
Theology*	IQ/H	B226
Throwing	DX/A	B226
Thrown Weapon*	DX/E	B226
Tonfa	DX/A	B209
Tracking	Per/A	B226
Traps/TL	IQ/A	B226
Two-Handed Axe/Mace	DX/A	B208
Two-Handed Sword	DX/A	B209
Urban Survival	Per/A	B228
Ventriloquism	IQ/H	B228
Veterinary	IQ/H	B228
Weird Science	IQ/VH	B228
Whip	DX/A	B209
Wrestling	DX/A	B228
Writing	IQ/A	B228

† Use Law (Criminal) for anything involving secular laws or crimes and Law (Liturgical) for religious ones.

‡ Usually as Physics (Paraphysics), an IQ/H *optional* specialty (p. B169)

Wildcard Skills

As a general rule, champions who don't have powers, an inhuman racial template, or significant magic make up for this with *wildcard skills* (p. B175). These skills represent impossibly comprehensive training in a wide range of related fields. The following expanded rules are appropriate for *any* cinematic action game, not just ***Monster Hunters.***

A wildcard skill is *not* merely shorthand for a collection of "normal" skills. It embodies a specific *concept*. A hero can buy every specialty of Beam Weapons, Crossbow, Gunner, Guns, and Liquid Projector, and be able to shoot anything with a trigger . . . but to a hero with Gun!, such weapons are practically a part of him – he can answer *any* question about guns, perform *any* action involving guns, and recognize *any* issue pertaining to guns. The descriptions below include several uses for wildcard skills, but these are only *examples* – any action that is directly related to the concept behind the skill is a legitimate use!

Example: Detective! doesn't mention replacing Politics, because normally it *doesn't* – you can't use it to get elected. However, if a sleuth is trying to determine who would benefit politically from a particular action, he *can* use his Detective! skill as if it were Politics, because that use falls under Detective!'s *concept*.

When in doubt, the GM should apply a penalty, from -1 to -10, based on how far he feels the action deviates from the intended use for the skill. For example, if a player wanted to use Gun! instead of First Aid – by firing off a magazine to get his barrel hot and cauterize the wound – the GM could allow that, but at -5. (Since First Aid is an IQ-based skill, this Gun! roll should be IQ-based as well.)

Because wildcard knowledge is so comprehensive, users with at least 12 points in a wildcard skill *ignor*e penalties for familiarity, exotic equipment, or tech level differences (but not improvised or low-quality equipment); assume that the champion is fully trained to use *any* gear covered by the skill.

Hyper-Competency

A wildcard user is like a team of experts rolled into one body. While an average cop can use Forensics to analyze a crime scene and collect evidence, a sleuth can use Detective! to bring Forensics, Biology (Biochemistry), Chemistry, Criminology, Housekeeping, Physics, and Search all to bear in a single roll! Higher levels of a wildcard skill should thus be exponentially more potent than higher levels of normal skills.

To reflect this, for every 12 points spent on a wildcard skill, the user receives one *bonus point* for that skill. These can be used to recover from failure or for a specific outcome with a success roll; see *Other Uses for Points* (p. 31) for details. They are available at the beginning of every game session, and don't accumulate if unused. The GM may wish to represent these points with something tactile, like poker chips, with different colors representing different skills.

Example: Frieda has Gun! DX-1 [12]-14 and Blade! DX+1 [36]-16. At the beginning of *every* game session, her GM hands her one white poker chip (for Gun!) and three red ones (for Blade!). She can use these to make impossible attacks and such, without needing to spend any character points.

This is not due to control over reality – it's merely a side effect of being able to use dozens of related skills simultaneously to accomplish a single task.

Wildcards for Champions

The attribute listed for each skill is simply the *most commonly used* one. If the skill being replaced would use a different attribute (e.g., using the normally DX-based Gun! for IQ-based Streetwise), the wildcard skill should be temporarily based on that attribute as well.

Blade!

DX

From swords to spears to axes, you're a master of *any* edged weapon. Use this skill to wield any melee weapon that does cutting, impaling, or piercing damage – including Axe/Mace, Broadsword, Knife, Polearm, Rapier, Saber, Shortsword, Smallsword, Spear, Two-Handed Axe/Mace, and Two-Handed Sword. It *doesn't* allow for crushing attacks, however; e.g., it replaces Axe/Mace for hatchets, but not maces. It doesn't replace Thrown Weapon or any *ranged* skills – this is for melee combat.

You can roll against this skill for any *physical* action in which your weapon is being used as a tool. For example, you may use it as Forced Entry to cut through a lock (or door!), as Climbing when using knives as improvised pitons, and as Acrobatics when dodging (p. B375) during a sword fight or using your longsword as a vaulting lever. It also replaces any roll required to grab, ready, or retain a bladed weapon, including all specialties of Fast-Draw, Dropping, or Throwing rolls to toss a bladed weapon to a friend, and DX rolls to catch one.

Make an IQ-based roll for Holdout to conceal a blade or a Per-based roll for Observation or Search to find one (even an improvised one). A Will-based roll replaces Intimidation when you have such a weapon in hand. An IQ-based roll also replaces all rolls against skills like Armoury, Connoisseur, Current Affairs, Merchant, or Streetwise when it comes to buying, pricing, recognizing, repairing, or selling bladed weapons.

Detective!

IQ

You can get to the bottom of *any* investigation. Crime scenes are transparent to you – this skill replaces Criminology, Forensics, and Search in all ways, and acts as Biology, Chemistry, Housekeeping, and Physics for figuring out what *really* happened from evidence. You can use this as Administration or Research to obtain more data, and then as Intelligence Analysis to help put it all together. In fact, Detective! can temporarily replace *any* skill for the sole purpose of finding evidence!

This skill involves working witnesses and suspects as well. Use it as Electronics Operations (Security or Surveillance), Shadowing, and (with a Per-based roll) Body Language to keep tabs on people – or as Observation to monitor a group or a building. It replaces Savoir-Faire, Interrogation, and Streetwise to coax (or trick) information from others – and a Per-based roll for Detect Lies can ensure that it's accurate! Finally, when using Empathy or Intuition for any reason, you may roll against the *better* of IQ or Detective.

Gun!

DX

If it has a trigger, you're a virtuoso with it. You can use this skill to handle all forms of guns (or gun-like weapons), and whenever a gun could help you tackle a situation indirectly. In combat, this lets you rely on any weapon normally used with Beam Weapons, Crossbow, Gunner, Guns, or Liquid Projector; your skill also serves as Brawling when pistol-whipping, Spear with an attached bayonet, and so on. You even use it instead of Dropping or Throwing to toss an empty gun at a foe or a loaded weapon to a friend (or instead of DX to *catch* one). Your weapon is such an extension of your body, you may use this skill rather than Acrobatics, Dancing, Jumping, etc., to move while gunfighting, or as Fast-Draw to pull your weapon *or* ammo for it.

You can roll against this skill to retain your weapon, whether you're being disarmed or pickpocketed. With an IQ-based roll, you can use a perfectly placed shot to set off or disarm a bomb (Explosives), disable a brake line (Mechanic), bypass an electronic keypad (Electronics Operation), and so on. When negotiating at gunpoint, make a Will-based roll instead of Intimidation or an IQ-based roll for Interrogation or Streetwise. (This doesn't always make it the best approach, of course!) It can also stand in for Holdout to conceal a gun, while a Per-based roll counts as Observation or Search to spot a hidden weapon.

An IQ-based roll also replaces all rolls against skills like Armoury, Connoisseur, Current Affairs, Merchant, or Streetwise when it comes to buying, pricing, recognizing, repairing, or selling guns – legal or otherwise – or to know about what's going to hit the street, even before it's been announced.

Inventor!

IQ

You can create *anything* – at least, in theory. This skill replaces all specialties of Bioengineering and Engineer, and acts as a Mathematics prerequisite for any other skill. More important, it can replace *any* skill roll required for inventing (p. B473) or gadgeteering (p. B475)! This includes Concept, Prototype, analysis, and modification rolls – everything except the roll for a gadgeteer to *find* parts (which is usually covered by Scrounging, but sometimes requires a more specialized skill).

You're equally comfortable reverse-engineering a psychotronic death ray or trying to modify the outcome an enchanted orrery will have on a ritual – as long as there's *some* technological tie-in, it all makes sense to you.

Lore!

IQ

You have studied The Enemy every moment of your waking life, until you can recite obscure facts about even the most minor opponents in your sleep. You can use this skill for any roll to identify or discover information about a monster or a rogue. It can stand in for Biology, Diagnosis, Expert Skill (Psionics), Physics (Paraphysics), Psychology, Thaumatology, Theology, and Veterinary *for this purpose*; e.g., you can use Lore! as Veterinary to identify a lycanthrope, but not to treat a horse's cough. It includes *all* monster-related specialties of Hidden Lore. If the GM introduces a *completely* new threat to the game, you will not know anything about it, but you may use Lore! to make educated guesses about its behavior, physiology, etc., based on what details you *can* observe.

Lore! replaces Occultism and Research for *all* purposes. You may use it in place of Criminology, Intelligence Analysis, Observation (with a Per-based roll), Psychology, and Tactics when attempting to outwit a supernatural foe, divine its motivation, or predict its actions. Your natural instinct regarding The Enemy allows you to roll against Lore! instead of IQ (if better) when using Empathy to recognize monsters disguised as humans. It replaces Area Knowledge, Current Affairs, and History for researching local monsters. When combing through a former lair or a scene where monsters attacked, you may use this skill as Forensics and (Per-based) Search. And when all else fails, if you use Intuition to *guess* where the monsters are or what they're doing, you may roll against the better of Lore! or IQ.

While Lore! does replace Thaumatology for questions about magic, it does not enable casting in any way. Points in Lore! *do* count as Hidden Lore (Angels *or* Demons) for the purpose of learning Adamic or Demontongue (p. 24); with 12+ points in Lore!, you may learn *both* at Native. You may also use Lore! in place of Exorcism – at the usual -4 penalty if you lack holy advantages.

Medic!

IQ

You have the hands of a healer. You may use this skill to do *anything* found in the job description of a doctor, nurse, or pharmacist – including low-tech versions. For modern medical care, it replaces Diagnosis, Esoteric Medicine, Expert Skill (Epidemiology), Hazardous Materials (Biological), First Aid, Hypnotism, Physician, Psychology, and Surgery. Your knowledge about the human body acts as Bioengineering, Biology (Biochemistry), and Physiology – and you even know enough about nonhuman bodies to use Veterinary.

When attempting to diagnose, treat, or *create* any sort of ingestible drug or toxin – prescription or otherwise! – you can use it as Chemistry, Herb Lore, Naturalist, Pharmacy, and Poisons. Remember that you don't suffer from penalties for low-TL methods – you can apply Medic! to synthesize a cure in a modern lab or to grind one out with a mortar and pestle using raw plants. When you *are* working with high-tech, this skill replaces Computer Operation (for medical systems) and Electronics Operation (Medical or Scientific), and acts as Forensics for autopsy purposes.

You keep up on the latest innovations and knowledge in the field, allowing access to Current Affairs (Science & Technology), Research, and the modest amount of Law (Criminal) that applies to medical cases. Treat this as Administration and Diplomacy when dealing with medical records personnel or similar folks. You can even use Medic! for an Influence roll to request aid from any medical professional!

> *A slayer team works together as a cohesive group, hunting vampires in a more organized, militaristic fashion. These teams can range anywhere from duos to large group operations. Most consist of around five people and include a certain core of characters, each with a certain specialty.*
>
> *– Matt Melvin,*
> ***Dracula is a Racist***

Science!

IQ

You have an unrealistically broad knowledge of *every* scientific field. This includes Anthropology, Astronomy, Bioengineering, Biology, Chemistry, Engineer, Geology, Mathematics, Metallurgy, Meteorology, Naturalist, Paleontology, Physics, Physiology, Psychology, and Sociology – but also any *other* roll that requires a "scientific opinion." This doesn't necessarily translate to practical application, however; e.g., you might be an expert on metal composition and layering (Metallurgy), but that doesn't mean you can craft a sword (Smith)!

Talker!

IQ

You always know what to say and how to say it! You can use this skill to elicit a desired, reasonable reaction from anyone – whether fear, anger, or the willingness to help you out. Specifically, it replaces *all* Influence skills (p. B359) – Diplomacy, Fast-Talk, Intimidation (with a Will-based roll), Savoir-Faire, Sex Appeal (with a HT-based roll), and Streetwise – but also similar skills like Administration, Carousing (with a HT-based roll), Fortune-Telling, and Politics, when used in a social manner. This is not a limited list; if an NPC judge will only respond to Law skill, then Talker! can replace Law . . . to get a good reaction, *not* to defend yourself in court!

You may use this skill as Interrogation for casual conversations (not torture!) and as Merchant for haggling (but not estimating value). It completely replaces Acting, Leadership, Propaganda, Public Speaking, and Teaching, all of which rely upon communicating particular concepts (whether true or not) to others.

Ten-Hut!

IQ

You were part of an elite group of soldiers, and your training is as sharp as ever; essentially, this skill is Soldier, but cranked to 11. This can replace *any* skill to use or repair military gear appropriate to the setting, as well as any skill to repair (but not use) military weapons. In a modern game, this includes Armoury (Body Armor, Heavy Weapons, and Small Arms), Electronics Operation and Repair (Comm, EW, and Sensors), Engineer (Combat), Explosives, First Aid, Mechanic (for military vehicles), Parachuting (make a DX-based roll), or Scuba.

When in the field, you may use this skill instead of Camouflage or Gesture to stay unobserved; make a DX-based roll for Stealth or a HT-based roll for Hiking or Running. It replaces Forward Observer for calling in support strikes. When on a base, you never get lost and understand how buildings are laid out – treat this as Area Knowledge (but only for questions like, "Where's the mess hall?") and Architecture – and you can roll (as Acting) to fit in and convince others that you belong there.

You understand military psychology – this skill may stand in for Interrogation, Leadership, Propaganda, or Savoir-Faire (Military), depending on who you're dealing with. You may roll in place of Intelligence Analysis, Strategy, or Tactics to discover or plan any combat involving multiple fighters on each side. This skill also replaces *all* social skills when dealing with a member of the military, *as* a member of the military (whether you are one or are just posing as one), discussing military business.

Other Uses for Points

While bonus character points (p. B498) are primarily intended for personal improvement, they can also be used to influence game-world outcomes. These rules expand on *Influencing Success Rolls* (p. B347), to better suit the over-the-top action required of true champions.

The costs below may be paid for with unspent character points, destiny points (p. 23), and/or bonus points from a high wildcard skill (p. 28-29). Wildcard bonus points may only be used in certain circumstances, as detailed below; the others have no special restrictions.

Buying Successes

A player can spend points *immediately* after a success roll to alter its outcome. It costs 2 points to turn critical failure into failure, 1 point for failure to success (if margin matters, treat it as 0), and 2 points for success to critical success. These are cumulative; e.g., critical failure to critical success costs 5 points. Critical successes (only) may *not* be bought in combat, and bonus points from a wildcard skill may only be used for success rolls against that skill.

Flesh Wounds

Immediately after taking damage, a player can spend 1 point to reduce the final injury to 1 HP (or 1 FP). Wildcard bonus points can only be used if the champion was wounded while using that skill in some way.

Player Guidance

A player may spend points to add a *plausible* element to a scene. This must be a suggestion that is acceptable to the GM and other players. It should move the plot forward without short-circuiting it, avoid contradicting established facts, and neither harm nor steal the scene from another PC. Furthermore, it *cannot* mitigate the effects of a failure or critical failure – use *Buying Successes* (above) for that. The GM will set the price for the proposed addition:

Minor: An element that fits the scene *perfectly;* something the GM might have included himself if he'd thought of it. *1 point.*

Moderate: A believable coincidence or addition, similar to the effects of Serendipity. *2 points.*

Major: Something that (while plausible) stretches disbelief; anyone watching would find the result quite unexpected! *3 points.*

If the player has *just* rolled a critical success, and wants this player guidance to replace the normal effects, reduce the costs above by 1 point (minimum 1). Wildcard bonus points can be used only if the result is directly tied to the use of the skill.

Example: Frieda is cut off from her team and surrounded by zombies in a graveyard. She has 1 bonus point left from Blade! skill, and asks the GM if she can use it to discover a chainsaw behind the nearest grave. The GM considers that a Moderate addition, but says that finding one in the tool shed 20 yards away would be Minor. Off she runs . . .

Miraculous Recoveries

There is a long-standing tradition of champions returning from the dead. The explanation may range from, "It wasn't as bad as it looked," to, "The Powers That Be told me I wasn't finished here." The Extra Life advantage is thus available, and it may even be purchased *after death* if the hunter has the necessary 25 points (23 points for those with Mysticism power; see p. 43). Wildcard bonus points may only be spent on this recovery if the GM agrees that the skill was *integral* to the recovery explanation.

However, this *cannot* be used to come back from being turned into a vampire, lycanthrope, zombie, etc. Anyone who is transformed, whose corpse is animated, or whose spirit is bound cannot use Extra Life to regain his humanity until his teammates destroy that which he has become!

Chapter Three
Ritual Path Magic

"How close are you?"

Brad ignored her and continued to breathe and concentrate, the energy around and within him slowly taking shape. As he sat in his makeshift spirit-circle, he willed the light to flee from his body, the sound to hide from his footsteps, and his scent to gather at the small of his back, unable to escape.

"We have time, Danielle. The zombies don't know we're here. Let him do his thing."

The forces were now bound to his will. With a mental push, he expanded the circle of energy, encompassing his teammates. His gift was their gift. They shall not be seen. The energy pulsed through his mind and was gone.

"Holy . . . did you do that?" Scott asked.

Brad stood up. "Yeah, it's a cloaking spell. We're not invisible or anything, but zombies are pretty stupid – this should give us the upper hand, ***if*** *we're careful."*

The team moved quickly into the sewer, taking care to avoid splashing and to stay in the dark. Zombie after zombie fell, to blade and silenced bullet, as the champions quietly cleared the tunnels. Then it happened – bad luck. A piece of walkway crumbled, plunging Scott and Danielle into the water. Up ahead, two zombies turned and raced toward the remaining members.

Everett readied his axe and charged into the first undead horror, cleaving it in two, but the second zombie managed to leap past him. Scott pulled his pistol out of the water, but before he could shoot, Brad grabbed a pendant around his neck and smashed it against the wall. The creature stopped and staggered, then dropped to the ground as flames erupted from its mouth and eyes.

Everyone caught their breath. Everett turned and quirked an eyebrow. "I thought you said magic took a while,"

"Usually, yeah. But sometimes you've, um . . . gotta give yourself some shortcuts."

Magic is both an art and a science. With the right combination of words, motions, and mindset, a person can force the universe to bend to his will. Ritual Path magic is a new system for ***GURPS*** – one which allows a caster to attempt almost *any* effect . . . at least, in theory.

The following rules assume that the caster is an adept (*Words of Magic,* below). If not, see *Non-Adept Magic* (p. 36).

Words of Magic

adept: Someone with the Ritual Adept (p. 24) advantage (e.g., a witch). All adepts are also *mages.*

caster: Someone using a *Path skill* to perform a *ritual.* Short for "spellcaster." Anyone with at least one point in Thaumatology skill may be a caster; *mages* and *adepts* are just better at it.

mage: Someone with the Magery advantage (e.g., a sage or witch).

Path skill: One of the nine skills listed under *Learning Magic* (below). Limited by both the caster's Thaumatology skill and his Magery level.

ritual: A specific magical effect (e.g., "Put that security guard to sleep").

spell: See *ritual.*

Learning Magic

All magical rituals are cast using one of the nine IQ/Very Hard *Path skills* below. Thaumatology is a prerequisite for *any* Path skill, and no Path skill can ever exceed *either* the caster's Thaumatology skill *or* (12 + Magery level); theoretical knowledge is just as important as magical power. Each Path governs one aspect of reality, and has two names – a common one and a lesser-used, Sephirotic one:

Path of Body (Yesod): The flesh and blood (or chlorophyll, etc.) of living things. Lesser effects allow localized, believable, and subtle changes. Greater effects allow blatant and complete ones.

Path of Chance (Hod): Luck, odds, and entropy. Effect scope is as for *Body,* above.

Path of Crossroads (Tiphareth): Connections between locations, times, and planes of existence. While this cannot be used to literally teleport things, it *can* form gates to link two locations together. Lesser effects can only affect existing gates or weak points in reality. Greater effects can create them or target beings.

Path of Energy (Geburah): Includes fire, electricity, kinetic energy, light, sound, and so on. Lesser effects affect normal forms of the energy in simple, believable, and natural ways. Greater effects can be complex and weird.

Path of Magic (Chesed): Spells, energy, and the act of casting. Lesser effects affect the caster, ambient magic, and conditional spells. Greater effects can involve another person's casting ability or magic permanently tied to a place or object.

Path of Matter (Netzach): Tangible, unliving, inanimate objects (e.g., rocks, driftwood, or cellular phones). Effect scope is as for *Energy,* above.

Path of Mind (Chokmah): The thought processes of sentient, living beings (e.g., humans, animals, or lycanthropes). Lesser effects can do anything to nonsapient minds; intelligent minds may be affected in a noninvasive manner (e.g., voluntary communication) *or* in a way limited to a single, specific aspect (e.g., a single memory or Hearing rolls). Greater effects can affect intelligent minds fully.

Path of Spirit (Binah): Living creatures whose body and spirit are one (e.g., angels, demons, or fae) or the spirit of those who are still alive (e.g., astral projections). Scope is as for *Body* or *Mind,* above, depending on the effect.

Path of Undead (Malkuth): The animated bodies or restless spirits of the dead (e.g., ghosts, vampires, or zombies). Scope is as for *Body* or *Mind,* above, depending on the effect.

For weather-working, use Path of Energy to affect things like wind speed or electrical activity, and Path of Matter to summon rain, hail, etc. The specific result should almost always be treated as bestowing a broad bonus or penalty (*Modifiers,* p. 34).

The GM is the arbiter of whether an effect is "believable," "natural," "simple," or "subtle" (and thus a Lesser effect). As a guideline, ask whether a mundane bystander would believe that the effect could have occurred naturally. For example, a lightning bolt striking someone under a stormy sky is believable – but a lightning bolt shooting out of a mage's fingertips, or striking someone under a clear sky, is not. When in doubt, treat it as a Greater effect (see p. 34).

Thaumatological Detail

This magic system is a mash-up of several options from ***GURPS Thaumatology.*** If more complexity is desired, additional modifiers from ***Thaumatology*** (pp. 242-252) may be added. For example, the Sephirotic names can be used to find associated decanic bonuses; each Path will have four decans to choose from. (*Kether* translates to Thaumatology skill itself, and has no decanic correspondence.)

In Path/Book terms, Ritual Adept (p. 25) is priced as four levels of Path/Book Adept, bought *twice* for Time – the first purchase shortens the initial stage only, while the second affects subsequent stages.

Default Use

All of the above Paths default to Thaumatology-6, and *can* be used at default to cast spells! However, a defaulted Path skill cannot exceed 12, regardless of how high the caster's Thaumatology skill is. As all ritual rolls are against the Path skill, an untrained caster with a Thaumatology skill of 18 is *identical* to one with a higher Thaumatology skill. Thus, while nonmages have no incentive to buy up anything but Thaumatology, those with Magery 1+ will usually invest points in the various paths to take advantage of their higher ceiling.

Performing Magic

To work a ritual, you must first define exactly what it is that you're trying to accomplish. That determines the amount of *energy* – raw magical power – needed for the spell. The process of casting a spell is nothing more than the act of gathering this energy; once you have enough, a single skill roll determines how well you channeled it.

Ritual Definition and Cost

Every spell must be defined clearly; e.g., "Using Lesser Strengthen Mind, everyone within four yards of me at the time that I cast the spell will gain +2 to Per for the next hour." That definition includes the *spell effect* (Lesser Strengthen Mind) and all of the applicable *modifiers* (area of effect, range, altered traits, and duration). A caster who uses the same ritual regularly should consider writing it down with a name (e.g., "Bestow Awareness"), to save the trouble of recalculating the energy cost each time. He may also want Ritual Mastery (p. 25) for it.

The energy requirement for a ritual depends on the spell effect(s) and any applicable modifiers. The GM must adjudicate the details, and should feel free to modify the energy cost (up or down) for circumstances not covered here. The basic formula is:

Energy Cost = (spell effects + modifiers) × Greater effects multiplier.

Spell Effects

While the Path skill used determines the subject of a spell, the *effect* determines what *happens* to that subject. Possible effects, and their energy costs, are as follows:

Effect	*Cost*	*Notes*
Sense	2	Learn something about, or communicate with, subject.
Strengthen	3	Protect, enhance, or otherwise augment subject.
Restore	4	Heal subject or undo a transformation.
Control	5	Direct or move subject without changing it fundamentally.
Destroy	5	Damage or weaken subject.
Create	6	Bring subject into being from nothing.*
Transform	8	Significantly alter subject.†

* Cannot create specific, unique things; e.g., a particular person or the Holy Grail.

† Crossing between two categories requires a Transform effect for *both* Paths; see example below.

Divinations

Sense effects are the only way to get information with magic, and they require a specific subject; e.g., a caster cannot use Greater Create Matter to conjure a book with information he doesn't know. A *divination* is an exception to this that uses Greater Sense Chance to determine the most likely answer to a given question. The response will be in a flash of information; the GM will determine its clarity and directness based on the margin of success *and* on whether a straight answer would short-circuit the plot.

Complexity makes this difficult, however. Consulting the *Size and Speed/Range Table* (p. B550), the GM should find the total number of possible answers in the "Linear Measurement" column and apply the penalty in the "Speed/Range" column to the roll to invoke the ritual (p. 36). For example, asking which of the eight city districts will see the worst violence tonight would be -4 to skill. Casters *cannot* "get around this" by starting broadly, then narrowing their questions; e.g., you cannot divine a PIN one digit at a time. Willful and malicious attempts to abuse divination effects should net ridiculously vague answers, headaches, or Fright Checks, depending on how annoyed the GM is.

Multiple effects, whether from the same or different paths, can be combined; just add the costs together. Note whether each is a *Lesser effect* or *Greater effect* – see the description for each Path skill (pp. 32-33) for the difference. This doesn't change the costs here, but it will significantly affect the *final* cost of the spell (p. 33). An effect does not have to be "all or nothing" – it's just as easy to destroy a *part* of the subject or to change an *aspect* of it.

Examples: Banishing a ghost could be done with either Lesser Destroy Crossroads (to disrupt its connection to this plane) or Greater Control Undead (to force it to move on). Turning a statue of a lion into the real thing would combine Greater Transform Matter, Greater Transform Body, *and* Lesser Create Mind – for spell effects totaling 22 energy!

Modifiers

Afflictions: A spell to stun a foe has no additional energy cost. For other effects, this costs +1 energy for every +5% it's worth as an enhancement to Affliction (e.g., a spell to make someone nauseated would require +6 energy; see p. B36).

Altered Traits: Any spell that adds disadvantages or reduces attributes or advantages adds +1 energy for every 5 character points removed. One that adds advantages, reduces disadvantages, or increases attributes adds +1 energy for every 1 character point added. (A single effect can affect multiple traits, but *only* if they make sense together; e.g., adding Protected Hearing [5] and Hard of Hearing [-10] for a net +7 energy.) You cannot add Magery or Ritual Adept, and any HP or FP added cannot be used for magical energy – put simply, you cannot use magic to get better at magic!

Area of Effect: Figure the circular area of effect, find the circle's radius in yards on the *Size and Speed/Range Table* (p. B550), and add *twice* the "Size" value for that line to the energy cost (minimum +2). Excluding potential targets is harder – add another +1 energy for every two specific subjects in the area that *won't* be affected by the spell. If the caster is not in the area, calculate range (below) from him to the nearest edge.

Bestows a Bonus or Penalty: Use this table, based on whether the ritual will add a modifier to a broad range of rolls (e.g., active defense rolls, Sense rolls, or a wildcard skill), a moderate range (e.g., rolls to hide or Vision rolls), or a single skill (e.g., Climbing rolls). You cannot give a bonus to magic use – though you can penalize it!

Modifier	*Broad*	*Moderate*	*Single*
±1	5	2	1
±2	10	4	2
±3	20	8	4
±4	40	16	8
±5	80	32	16
etc.	×2	×2	×2

Damage: If the spell will cause damage, directly or indirectly, see the *Ritual Effect Table* (p. 35). Cannot be combined with duration.

Duration: Unless the spell is instantaneous, see the *Ritual Effect Table* (p. 35). A caster can return after the fact and add more energy to prolong the duration – but not by more than the original duration (*Post-Casting,* p. 37).

Extra Energy: The caster *can* always add extra energy to a ritual, whether to make it harder to dispel or to overcome existing spell effects (*Stacking Spells,* p. 37).

Healing: Use the *Damage* column of the *Ritual Effect Table* (p. 35) to determine HP or FP healed. Cannot be combined with duration. For restoring damaged attributes and such, see *Altered Traits,* above.

Meta-Magic: Dispelling or altering magic requires additional energy equal to the cost of the original spell.

Range: For most spells, find the range in yards on the *Size and Speed/Range Table* (p. B550) and add the "Size" value for that line (minimum +0) to the energy cost. (If the caster guesses, and doesn't add enough range to reach the subject, the spell has no effect.) For information spells, consult *Long-Distance Modifiers* (p. B241) and apply the penalty (inverted) as an additional energy cost; for cross-time spells, do the same thing, but read "miles" as "days." Crossing dimensional barriers adds a flat 10 energy per dimension.

Speed: For movement spells, look up the speed in yards/second on the *Size and Speed/Range Table* (p. B550) and add the "Size" value for that line (minimum +0) to the energy cost. This includes Crossroads-based shortcuts – a gate to your home 12 miles away is allowing you to travel at an *effective* speed of 12 miles/second (+25 energy).

Subject Weight: If the spell will cause a physical change of any sort (including direct damage and healing), see the *Ritual Effect Table* (p. 35). For area spells, this is the weight of the largest individual subject you can affect – don't pay for the total weight of *all* subjects!

Traditional Trappings: The GM should *reduce* the final energy cost by up to 25% for cool, flavorful embellishments; e.g., "For my blinding ritual, I buy 20 pairs of reading glasses and arrange them on mannequin heads painted with my target's features, crank the Blind Boys of Alabama on the stereo, then work the ritual while smashing each pair of glasses," might be worth -10%. The discount is subjective, and should reflect both the appropriateness of the trappings *and* how much the GM enjoys the description.

Ritual Effect Table

*Duration**	*Damage†*	*Weight*	*Added Energy‡*
Momentary	1d	10 lbs.	0
10 minutes	1d+1	30 lbs.	+1
30 minutes	1d+2	100 lbs.	+2
1 hour	2d-1	300 lbs.	+3
3 hours	2d	1,000 lbs.	+4
6 hours	2d+1	3,000 lbs.	+5
12 hours	2d+2	5 tons	+6
1 day	3d-1	15 tons	+7
3 days	3d	50 tons	+8
1 week	3d+1	150 tons	+9
2 weeks	3d+2	450 tons	+10
1 month	4d-1	1,350 tons	+11
+1 month	etc.	×3	+1

* For durations over a year, the added energy becomes (number of years) + 21.

† For most damage. Multiply added energy by 0.5 for small piercing attacks, by 1.5 for cutting or large piercing attacks, and by 2 for corrosion, fatigue, huge piercing, or impaling attacks. This assumes a malediction-type attack that bypasses DR. For a visible, blatant, external attack, which must be delivered by touch or thrown (using Innate Attack skill with standard range penalties) and can be dodged, *double* this damage if explosive or *triple* it otherwise (e.g., a 3d+3 fireball adds +1 energy). The caster is considered to be the subject in this case.

‡ If a value falls between two entries, use the energy requirement for the greater one.

Greater Effects Multiplier

Greater effects make the *entire* spell more difficult to cast. Add the energy required for all spell effects and the energy required for all applicable modifiers, then multiply that total based on how many Greater effects the ritual uses:

Greater Effects	*Multiplier*
0	×1
1	×3
2	×5
3	×7
+1	+2

Example: Roger wants to establish communication with Bob, his friend trapped in another dimension. There is no nearby rift, so this is Greater Sense Crossroads (to communicate across planes), Lesser Sense Mind (to locate Bob), and another Lesser Sense Mind (to speak with Bob), for (2+2+2), or 6 energy. Roger wants it to last 10 minutes (+1 energy), and cross-dimensional range adds a flat +10 energy. The effects and modifiers total 17 energy, but because there is one Greater effect, the *actual* spell cost is 51 energy. If Roger could find a gate to that dimension, he could use it to cast this spell with nothing but Lesser effects, which would bring the cost down to 17 energy.

Which Skill?

Once the energy requirement is known, the caster can begin performing the ritual. At this point, it is important to determine which Path skill (pp. 32-33) the caster will use; *all* rolls for this spell will be against this skill.

If only one Path is being used, this is simple; e.g., a spell of Lesser Control Undead and Greater Destroy Undead would use Path of Undead for all rolls. For spells that mix two paths, the caster uses the *lower* of the two. (Remember that anyone with Thaumatology skill knows *all* of the Path skills at default!) If the spell requires *three or more* paths, the caster uses his lowest one *and* is at a -1 penalty (to *all* ritual-related rolls) for every Path past the first two.

Energy Accumulation

The energy needed for rituals does not correspond directly to FP or HP – it is a measure of the raw magical essence that permeates every person and thing. Once the energy requirement for a ritual is known, the caster must meet it by gathering ambient energy, tapping one or more energy sources, or both.

This energy must be gathered on the spot for a given spell. The caster cannot gather energy and hold onto it for later use, or start gathering energy without a *specific* spell as the goal! Unless the caster rolls a critical failure, he may safely abort the spell at any time, harmlessly releasing any accumulated energy; this does *not* restore any spent HP or FP.

Warding

Casters commonly put up *wards* to protect themselves against a particular type of supernatural threat. Lesser Control Spirit protects against angels, demons, and free-willed spirits. Lesser Control Undead wards off ghosts, vampires, zombies, and so on. Lycanthropes are a special case – they can be warded off, but it requires the combination of Lesser Control Body *and* Lesser Control Mind. You *cannot* make a ward for "mundane" threats like human beings – including crusaders, psis, witches, etc. – as only the supernatural is vulnerable to such a broad countermeasure.

A ward can be cast on a subject or as an area effect. If successful, the margin of success is the penalty to detect the ward (unless the caster *wants* it to be blatant, in which case it's the bonus). If an appropriate creature tries to harm the subject in any way, or tries to cross (or to attack across) the barrier of an area-effect ward, it must *win* a Quick Contest: the higher of its HT or Will versus the caster's appropriate Path skill, adjusted for any penalties in effect at the time he cast the ritual. If the creature fails, it can try again on subsequent turns, but every attempt is at a cumulative -1 penalty. If it succeeds, this ward no longer affects that creature, *and* it reduces the ward's effective Path skill(s) by 1 against *every* threat! Thus, if enough creatures can penetrate a ward, it quickly becomes useless.

Wards may also use Lesser Control Magic to protect against magic. If so, the ward resists hostile spells cast on the subject or into the area of effect. Use the rules above, replacing "creature" with "caster"; the Quick Contest becomes one of Path skill vs. Path skill. Note that this only wards off *spells* – you cannot set up (for example) a "ward against witches" that will stop a human adept from hitting you with a baseball bat.

Gathering Ambient Energy

Drawing energy from the surroundings takes an adept five seconds of concentration per gathering, followed by a skill roll (*Which Skill?,* p. 35). The adept may reduce this time by accepting a -1 skill penalty per one second less time (minimum one second). The caster may continue making gathering attempts until he has enough for the ritual. At every *third* attempt for a given ritual, apply a cumulative -1 to skill – long rituals are more difficult.

The result depends on this roll:

- *Critical Failure:* The ritual fails horribly! The GM should use *double* the energy collected (or 20 energy, if less than 10 has been accumulated) to power a ritual that harms the caster and friends or helps their enemies. Feel free to eyeball the cost rather than slow down the game for exact calculations!
- *Failure:* You obtain a single energy point. However, the spell acquires a "quirk" – the GM will add a minor, unintended effect. Multiple failures may result in multiple minor effects or a single, significant one.
- *Success:* You gather energy equal to your margin of success (minimum 1).
- *Critical Success:* As for *Success,* plus your next gathering attempt for this ritual only takes one second (even for non-adepts).

Gathering energy in a place of magical potency, such as one where magic has been cast consistently for years, gives a bonus to the roll. A site used for at least 20 years gives +1; 50 years gives +2; 100 years gives +3; 500 years gives +4; and 1,000 years gives +5 (the maximum). Use Archaeology or Hidden Lore (Sacred Places) to locate these spots.

At the other end of the spectrum, ritually desecrated areas are unable to produce *any* ambient energy. Casters will recognize this as soon as they *start* to gather ambient energy. Intentional desecration is easy; it requires full access to the area, an hour of work per 100 square yards (or fraction thereof), and an Occultism roll – no roll needed if you have Thaumatology skill. *Restoring* the area is similar, but takes three times as long and a successful Thaumatology roll.

Tapping Energy Sources

It takes only one second of concentration (no roll necessary) to draw upon a single source of energy. The caster may draw upon as many sources as he likes, one at a time. These sources include:

Mana Reserve: Everyone with Magery 1+ has a mana reserve, which can store (Magery level × 3) points of energy for quick, easy access. This can be refilled with Path of Magic skill, using the rules for gathering ambient energy (above); ignore any "quirks" due to failures. The GM should assume that mages "top themselves off" during any downtime.

Sacrifice: Every 2 HP or 3 FP expended translate into a point of energy. This must come from the caster or a willing subject in contact with the caster. (To count as *willing,* the person must understand the implications of what they're doing – "Just grab my hand and trust me!" doesn't work.) Each person is a separate source, and may only contribute to a given ritual once.

Powerful Artifacts: The GM may introduce various items of power as plot devices. They will typically hold energy that is usable only for a certain Path (or even for a specific ritual), and may be in the form of a grimoire (pp. 39 and 56-57).

Non-Adepts and Magic

Witches, due to the Ritual Adept (p. 25) advantage, have a fairly easy time casting spells. For others, such as the sage, apply the restrictions below. All penalties stack – it's possible to be at -20 to certain rolls!

Connection: All rolls are at -5 unless the subject is present, the caster knows *exactly* where the subject is (within one yard), the caster has something intimately tied to the subject (e.g., a wedding ring or baby blanket), *or* the caster has a piece of the subject (e.g., hair or blood).

Consecrated Space: All spells must be cast from a properly prepared area or they suffer an additional -5 to all rolls. Any place of magical potency (see *Gathering Ambient Energy,* above) is considered consecrated. Otherwise, it takes a week of preparation (an hour each day) to consecrate an area for all future rituals. In a pinch, the caster can roll against Thaumatology to prepare a hasty circle in 1d minutes; this reduces the penalty to -1 for *the next ritual only.* Desecrated areas must be fixed first (again, see *Gathering Ambient Energy*).

Magery: If the caster does not have at least Magery 0, all rolls are at -5. In practice, this limits *effective* Path skill to 7, before bonuses from grimoires, Ritual Mastery, etc.

Time: Gathering ambient energy takes five *minutes* (not seconds) per attempt. Tapping into power sources takes one minute per attempt. Alternatively, the caster *can* use the adept times – but tapping an energy source now requires a roll and *all* rolls are at an additional -5! The *Time Spent* (p. B346) rules may never be applied to magic.

Casting the Spell

There is no time requirement other than that to gather the energy. Once done, the caster makes a final skill roll (*Which Skill?,* p. 35). (*Exception:* For spells to learn information, the GM rolls; if he fails by 5 or more or critically fails, he *lies,* instead of the normal failure effects.) This roll takes any general skill penalties – e.g., from using multiple paths, *Non-Adepts and Magic* (see boxed text), or *Divinations* (p. 34) – but *none* of the energy-gathering modifiers (above) apply.

- *Critical Failure:* The spell fails horribly – use the guidelines under *Gathering Ambient Energy* (above).
- *Failure:* The energy doesn't flow properly. The caster must continue to concentrate for seconds equal to the margin of failure, after which he can try again at no penalty.
- *Success:* If the spell is not targeting any living subjects, or every subject is a willing participant, it works; use the margin of success to determine general effectiveness and precision. Otherwise, every potential subject who is not a willing participant resists with the better of his HT or Will, plus any Magic Resistance. The spell must *win* to affect each subject. (Unaware subjects instinctively attempt to resist *any* spell, even a helpful one!)

● *Critical Success:* As for success, but also instantly refills the caster's mana reserve (if low). There is no other special effect.

Objects produced by Create spells are drawn from the caster's mind. When creating *manufactured* goods, poor visualization can produce useless junk! The caster must roll against any skill used to design, build, or maintain the product, with a bonus equal to the ritual's margin of success; failure means it isn't properly formed.

Casting is subtle – a whispered word or flick of the wrist is all it takes to direct the effect. However, if a mage is ever gagged *and* has his hands bound behind his back, he cannot gather energy or work rituals until he first rectifies the situation.

Post-Casting

Once cast, the spell will last for whatever duration the caster chose. A caster may cancel all the effects of his own ritual before they expire. This takes one second and does not require a roll, but he must be free to move and speak. He has no other connection with the ritual (unless that was added as an effect); he doesn't know how subjects react unless he can see them, he doesn't instinctively know when it will end, etc.

The original caster may also come back to extend the spell's duration. At *any* time before the spell ends, he may work a new ritual, using the same Path skill. The energy cost is equal to that required for the additional duration (*Modifiers,* p. 34) he wishes to add. If this inexpensive ritual is successful, the extra duration is added to the *end* of the spell. An extension ritual cannot lengthen a spell by more than its original duration; e.g., if a caster wanted to extend a week-long spell by a month, he'd have to do it one week at a time (as four separate, 9-energy extension rituals).

Stacking Spells

Magic does not "stack." This is expressed here as two separate, but related, rules.

1. A person cannot be under the influence of the same *spell effect* (p. 33) from different rituals. For example, a witch cannot cast a Lesser Strengthen Body to give someone +1 to ST, then cast another Lesser Strengthen Body to give the same person Ambidexterity. In such a case, the spell which took *more energy to cast* remains, while the other fizzles without effect. (That witch could have cast a *single* spell which combined *two* Lesser Strengthen Body effects, however.) For these purposes, a Greater effect and Lesser effect are two different things – Greater Strengthen Body to add DR 4 would overlap just fine with *any* of the spells above.

2. Results from different rituals are never cumulative with each other, regardless of the spell effect used. For example, if someone is under the effect of Lesser Control Chance for +4 to rolls to remain undetected *and* Lesser Strengthen Body for +3 to Stealth rolls, he does *not* get +7 to Stealth! Only use the highest bonus (in this case, +4).

"Blocking" Spells

If the GM agrees that a defensive ritual makes sense as an out-of-turn response to another person's actions, the caster can perform the ritual as a "blocking" spell. This can be done no more than once per turn, counts as an active defense, and requires the adept to accumulate the necessary energy in *zero* time!

Ambient energy can be gathered instantly at -10 to skill for this purpose only; this supersedes the normal penalty to reduce time. An energy source may be tapped instantly; this requires a skill roll at -5. (Non-adepts take an *extra* -5 to all rolls, for casting quickly; see p. 36.) The caster *can* instantaneously pull from multiple sources on the same turn.

If any of the rolls fail before enough energy is drawn, the ritual isn't quick enough to work – *and,* if the caster was the one targeted, he does not get another active defense unless he chose the All-Out Defense (Double Defense) maneuver!

Sample Spellcastings

These two examples illustrate the entire ritual process, from beginning to end.

Home Security

Thomas is a witch with Magery 5 (and thus a mana reserve of 15), Ritual Adept, Thaumatology-19, Path of Spirit-17, and Path of Undead-15. He wants to give his seven-yard-radius home a ward (p. 35) against any spirit beings or undead coming in for the next week. This is a Lesser Control Spirit *and* Lesser Control Undead effect, for a base 10 energy, modified by +6 (area) and +9 (duration) for a total of 25 energy. There are no Greater effects. He'll be using Path of Undead, as it's the lower of the two relevant Path skills.

He takes five seconds and rolls against Path of Undead, succeeding by 6, for 6 energy. Another five seconds and he succeeds by 4, for 10 total energy. Another five seconds and he fails; he has 11 total energy, but there'll be a quirk – the GM decides that the field will also resist the first spell *he* casts across it. He then takes *one* second to tap into his mana reserve, withdrawing 14 energy for a total of 25. He rolls against Path of Undead to complete the ritual and succeeds. Any spirits trying to enter his home must overcome his skill of 17 and any undead must overcome a 15, but for every threat that *does* get through, *both* skills drop by 1 for the purpose of the ward.

Walther P99, 9mm caliber, fifteen-round magazine, silvercap hollow-points engraved with a demicyclic banishment circuit in ninety-nanometer Enochian . . . If anyone asks, it's just a gadget for installing exorcism glyphs at high speed.

– Charles Stross, ***The Jennifer Morgue***

If Thomas wants to renew this every week, he can return home (any time before it expires) and work a new ritual, using Path of Undead to add up to another 9 energy to extend the duration by one week. If he wanted to renew it for a month, he'd have to do it a week at a time, since the original spell was only good for a week. This does not replenish any "damage" to the ward, though – for that, he must recast it.

Artifact Hunter

Sabrina has Magery 0 and Thaumatology-21. All of her Path skills are defaulted from Thaumatology, and thus limited to 12. She is in a sewer looking for a magical artifact and casts a spell to see if it's anywhere within 200 yards. This is a Greater Sense Magic effect, for 2 base energy. The only modifier is range, but that's +0, as information spells take long-distance modifiers. The final cost is 6 energy, due to the one Greater effect.

As the sewer is unprepared space and Sabrina is not an adept (*Non-Adepts and Magic,* p. 36), she first takes 1d minutes and a Thaumatology roll to bring her consecrated space penalty to only -1 for this ritual. She holds an ancient parchment describing the artifact to avoid a connection penalty. After five minutes, she rolls against an effective Path of Magic skill of 11 – succeeding by 3 gets her 3 energy. Afraid to try again, she takes one minute to sacrifice 6 FP and 2 HP, for the remaining 3 energy needed. The GM secretly rolls against her skill of 11, but fails by 5! He lies and says that the artifact is down the south tunnel . . .

Tricks of the Trade

Casters have various methods to increase their effectiveness.

Conditional Rituals

A caster can delay a ritual so that it doesn't take effect until a certain condition is met (or *ends* when a certain condition is met). This requires adding a Lesser Control Magic effect to the spell. The condition must be simple enough that a person watching the subject would automatically be aware of it happening (e.g., "Release the spirit in this jar if anyone other than the five of us enters this room.") More complex conditions – such as, "Ward this room if Billy escapes from jail" – require an appropriate Sense effect to be added to the ritual as well.

The spell will "hang" indefinitely; once triggered, it will last for its normal duration. The caster cannot cancel the spell before it expires *or* go back and prolong the duration, however – by casting conditionally, he's given up control of the spell.

Any given caster can only have (Thaumatology + Magery) conditional rituals "hanging" at once. For example, a sage with Thaumatology-15 and Magery 3 could have up to 18 conditional rituals waiting simultaneously. If he were to cast a 19th one, his *oldest* conditional spell would be immediately defused without effect. There is no overt sign of this, so the subject of the old spell will not necessarily realize that he is no longer under its potential effects.

The stacking rules (p. 37) apply to conditional rituals as well – a subject cannot be protected by two conditional rituals with the same effect, or be covered by a conditional ritual with the same effect as an active spell. In such a case, the weaker spell is immediately defused without effect.

Charms

Conditional spells are often cast on fragile objects, forming "physical spells" known as *charms*. The object is usually an inexpensive glass or ceramic token – many casters use cheap jewelry bought from thrift stores – but anything with DR 0 and HP 1 (e.g., origami constructs or cloth shirts) will do. Preparing a charm takes extra time (see below), but requires no additional rolls beyond those required for casting.

Charms have their own unique properties:

- The subject of the ritual can be easily changed by moving the charm. This can be convenient, as it lets a caster easily supply his friends with magical protection . . . but it also lets a knowledgeable *foe* eliminate this protection by stealing the charm!
- The ritual can be triggered by the subject breaking the charm. This takes a Ready maneuver, which is far faster than most spells. Most non-adepts prepare several charms in advance to take advantage of this speed. The spell goes off automatically, using its original margin of success if it matters.
- Alternatively, the spell can be set to break the charm when it *goes off*. For example, a ward may alert the subject that it's been penetrated by shattering the pendant it's bound to.

Turning the fragile object into a charm requires a workspace (p. 57) – typically a converted kitchen, with pentagram-etched pans, magically inert tools, etc. – and uses the normal equipment modifiers for nontechnological skills (p. B345). Thus, working in the field with nothing gives -5 to all skill rolls to make a charm, borrowing a friend's kitchen gives -2, a normal workspace kit gives no modifier, a good-quality one gives +1, and a fine-quality kit gives +2. The actual creation requires 30 minutes to prepare the object, after which the conditional ritual must *immediately* be cast onto it, making it a charm.

Example: Sabrina's Path skills are limited to 12, due to her mediocre magical aptitude. However, she partially compensates for this by searching and securing a place of magical potency (+1 to gather ambient energy, p. 36) and setting up a fine-quality workspace kit there (+2 to rolls to make charms). When making charms, she's at +3 to all rolls to gather energy (+1 from the sacred space, and +2 from the kit because the energy is for a charm), and at +2 (from the kit) to the final casting roll!

Grimoires

The world is *full* of dark, foreboding texts just begging for the uninitiated to play with them! Each is a recipe for one specific ritual (*Defining Rituals,* below), and gives a flat bonus (generally from +2 to +10) to all rolls to cast that specific spell. A grimoire is the only way that most nonmages can hope to invoke a useful ritual. Using a grimoire *doubles* all casting times, due to the necessary reading, and makes what you're doing obvious to onlookers. A grimoire is as much of a prop as a learning tool – casters cannot gain its bonus by merely memorizing it or copying the text. See pp. 56-57 for prices and availability.

Grimoires often come with one or more of the following features. In all cases, if a Thaumatology roll is required to translate or decode something, failure means the time was wasted (further attempts are at a cumulative -2 penalty), while on a critical failure, the ritual is forever beyond the reader's understanding.

Jay: Why the big secret? People are smart. They can handle it.

Kay: A ***person*** *is smart. People are dumb, panicky, dangerous animals, and you know it.*

– Men in Black

Defining Rituals

Ritual Mastery (p. 25) and grimoires (below) give a bonus to cast "a specific ritual." For the purpose of these rules, a ritual is defined by the following things:

- The specific spell effect(s) (pp. 33-34); e.g., "Lesser Strengthen Body and Lesser Destroy Chance."
- Which of the following modifiers (pp. 34-35) are used, though you don't have to list the specific value – it can be changed "on the fly" without issue: Area of Effect, Healing, Meta-Magic, or Speed.
- Which of the following modifiers are used, *and* their specific effect – this cannot be changed without being considered a new ritual: Afflictions, Altered Traits (you must list the traits, but *if* they're leveled, you can vary how many levels you add), Bestows a Bonus or Penalty (you must list the rolls affected, but can vary the strength of the modifier), or Damage (you must list what *type* of damage, but can vary the amount).

Don't bother listing Duration, Extra Energy, Range, Subject Weight, or Traditional Trappings, as these can be varied freely with *any* spell.

Example: Brad has Ritual Mastery (Spontaneous Combustion) – a spell to cause his enemies to experience internal burning. He notes this as, "Spontaneous Combustion: Greater Create Energy for internal burning damage." He gets his +2 bonus when using this spell at any range or on any subject, and regardless of how much damage he does. If he were to change the damage to external or crushing, or cast the spell over an area, he would forfeit his +2 bonus, as that would be considered a different ritual.

Dead-language grimoires are written in an ancient tongue (see p. 24 for examples). If the caster can read *and* speak the language, apply the grimoire's full bonus for Native comprehension, reduce it by 1 for Accented, or *halve* it (round up) for Broken. If not, someone else with written comprehension can translate it; this requires a successful Thaumatology roll and (2d - margin of success) hours of work, minimum 30 minutes, for *each* ritual. (If the translator is not a Native speaker, reduce the bonus as above. Treat the use of a two-way dictionary as a Broken translation.)

Encrypted grimoires are disguised as normal books. Extracting the secrets within requires a successful Thaumatology roll and (3d - margin of success) hours of work, minimum one hour, for *each* ritual. If the grimoire is also written in a dead language (above), a reader with Broken (or no) comprehension *cannot* unlock its secrets, Accented gives -2 to the roll, and Native is at no penalty.

Artifact grimoires can also act as an energy source (p. 36) which is only usable for the rituals within. These are extremely rare and have no set price; they are plot points.

Working Together

If multiple casters work together on the same ritual, they can accumulate much more energy in a shorter time; add their energy totals together. The caster with the highest skill always makes the final roll. All rolls involved with the ritual are at -1 for every caster past the first, however, and critical failures affect everyone equally.

Chapter Four
Powers

Everett pulled the last of the bodies into a pile. "Brad, can you work up a spell to make these claw wounds look more like knife wounds? We don't want the police to suspect a lycanthrope attack."

"Yeah, sure." Brad set his smartphone down. "I wasn't having much luck researching similar incidents anyway. I think this is someone new to the area."

Danielle closed her eyes for a moment, whispering, "Papa Legba, I have given you rum, bread, and tobacco this morning. I ask for your help now. The dead pass to the next world only by your leave. Has one yet to cross over?" She felt a faint energy coming from the far bedroom, and moved toward it, oblivious to Scott as he followed protectively.

The bed sheets, once pink with pretty princesses, were now soaked with blood. Danielle took a moment to spread a towel over the edge before sitting. Quietly, she asked no one in particular, "Is there someone here? Please, I'm a friend. You can talk to me. I'm here to help you."

Weakly at first, then more clearly, Danielle could see the image of a young girl on the bed next to her. "W-where am I? What's happening?"

"You're going to see your family soon. Everything will be OK. Please, just tell me what happened. I need to know who hurt you, to make sure they don't hurt anyone else."

"It was a . . . like a giant cat. A tiger, I think. I w-woke up when Mommy screamed. Then the man opened my door." The ghostly girl's voice was quavering.

"Wait – 'the man'? There was someone with the cat?"

"Yeah. He said s-something about this being the first step, or something like that. I could tell the cat was listening to him, because it didn't c-come after me until he said to. Then it . . . it . . ."

"Shh. It's OK. It's all over, now. I'm going to help you find your way back to your family – to where they're waiting for you, OK?" When the girl nodded, Danielle continued, "Do you feel warmth coming from above you? Like a ray of sunshine? Focus on that . . ."

A few minutes later, Danielle opened her eyes, and Scott gave her a hand up. Picking up the towel, he asked, "So?"

"So. This wasn't a random attack; it was a sacrifice. Something really bad is going down."

"Business as usual, in other words."

Every monster hunter is special – even the most "mundane" champion has abilities far beyond those of the average person. But some have talents that are outright superhuman. Unlike magic, these innate gifts cannot be learned, and are only possessed by a select few. They are best represented using a framework similar to the psionic powers on pp. B254-257. A *power* has three components:

1. A set of advantages, the power's *abilities*. Each ability may be a single advantage that works *exactly* as explained in the ***Basic Set,*** with the addition of a power modifier (below); if so, it will simply share the trait's name. However, many are heavily modified advantages – or *combinations* of advantages – and have been given a new name and a more detailed description to make this clear.

2. A special limitation, the *power modifier* (abbreviated "PM"), which must be applied to all of the power's abilities. This restricts the abilities in a certain way (different for each power).

3. A *Talent* that makes the power work better by adding to all rolls against attributes, secondary characteristics, or skills to use the abilities. Users may buy up to *six* levels of Talent for each power they possess.

As well, certain skills that don't appear on the list in Chapter 2 – and are thus not generally available – may be allowed for champions who possess a particular power (individuals who've spent points on that power's abilities and/or Talent). The power's Talent does *not* normally add to any rolls to use these skills, however; while they are available to those who have the power, they are not technically part of the power.

For *much* more on powers, see ***GURPS Powers.***

Major Cain: Somehow you bonded with the T-virus on a cellular level. You adapted it, changed it. You became magnificent.

Alice: I became a freak.

Major Cain: No. You're not mutation. You're ***evolution****.*

– Resident Evil: Apocalypse

Bioenhancement

This power represents almost-superhuman physical and mental capabilities, made possible via "wet nanotech" treatments, upgraded organs, etc. Its abilities are feats that, while *theoretically* possible, are beyond the capacity of normal human beings. All Bioenhancement abilities must take the power modifier below; rolls to use them are made at a bonus equal to the experiment's (p. 11) Bioenhancement Talent level.

Power Modifier: Bioenhancement

-10%

Your abilities are tied directly to your unique body chemistry. You must have Unusual Biochemistry (p. B160); if you ever roll a 4-5 for that disadvantage, the drug in question works, but the "harmful effect" is always losing access to *all* of your Bioenhancement abilities for 1d minutes.

Enemies with scientific minds can learn much about you if they can get a copy of your file – that is, the data on the experiments that produced you, including the abilities you were given. (Even if you destroy it, new copies inevitably seem to pop up in different hands.) Readers can use Bioengineering or Biology to make an educated guess at any new abilities you may have developed, and Chemistry or Pharmacy to produce targeted pathogens and drugs that can be used to hamper, overload, or neutralize your abilities.

Bioenhancement Abilities

An experiment *can* develop further Bioenhancement abilities. This doesn't mean he climbs into a chemical tank and begins injecting strange toxins until he gets the right result! Instead, the new abilities are assumed to evolve from his existing ones, or from latent mutagens that have been working through his system.

Some of the abilities below are *leveled.* Unless the GM rules otherwise, the maximum level available for *any* Bioenhancement ability is equal to the champion's HT.

Adrenal-Muscular Trigger

2 points/level

You can temporarily boost your ST (but not your HP) by one for every level of this ability. This takes a Ready maneuver to activate and lasts for 1d×5 seconds, after which it is inaccessible for five minutes.

Statistics: Extra ST without HP* (Maximum Duration, 1d×5 seconds, -65%; PM, -10%) [2/level].

* Normally costs 8 points/level.

Breath-Holding

2 points/level

You can go a long time without breathing. If you buy five or more levels, apply the -10% PM discount *after* calculating the total cost.

Statistics: Breath-Holding (PM, -10%) [2/level].

Cellular Restoration

18, 32, or 54 points

You recover from injury very quickly. You regain consciousness 60 times faster than normal; you add +5 to rolls to recover from a crippling injury; and you heal 1 HP per 12 hours, 1 HP per hour, *or* 1 HP per minute, depending on your level.

Statistics: Recovery (PM, -10%) [9] + Regeneration (Slow, Regular, or Fast; PM, -10%) [9, 23, or 45].

Cerebral-Motor Multitasking

28 or 55 points

You are not limited to one attack per turn! Depending on your level, you can attack two *or* three times per second without having to make an All-Out Attack or Rapid Strike, and you may use the *same* weapon if you wish. Bioenhancement Talent does *not* add to your attack rolls.

Statistics: Extra Attack 1 or 2 (Multi-Strike, +20%; PM, -10%) [28 or 55].

Circadian Rhythm Control

8 or 18 points

You can stay awake longer, requiring only half as much sleep as a normal person *or* no sleep at all, depending on your level!

Statistics: Less Sleep 4 (PM, -10%) [8] *or* Doesn't Sleep (PM, -10%) [18].

Discriminatory Hearing

14 points

You can automatically tell two sounds apart no matter how similar, can perfectly memorize sounds for later recollection, and make all Hearing rolls at +4.

Statistics: Discriminatory Hearing (PM, -10%) [14].

Discriminatory Smell

14 or 21 points

You can identify people, places, and things by their scent, and even track by smell, all at +4. Level 2 adds the ability to smell emotion!

Statistics: Discriminatory Smell (PM, -10%) [14] *or* Discriminatory Smell (Emotion Sense, +50%; PM, -10%) [21].

Eagle Eyes

4 points/level

You can "zoom in" with your eyes at will. Your range penalties for Vision rolls are reduced and you may use your eyes as a variable-power scope (p. B412). However, any blinding attacks (e.g., a flash-bang grenade) that affect you while using this ability have *double* the normal duration!

Statistics: Telescopic Vision (PM, -10%; Temporary Disadvantage, Vulnerability (Blinding Attacks ×2), -10%) [4/level].

As a duly designated representative of the City, County and State of New York, I order you to cease any and all supernatural activity and return forthwith to your place of origin or to the nearest convenient parallel dimension.

– Dr. Raymond Stantz, in ***Ghostbusters***

Enhanced Ground Move

18 or 27 points

When you sprint, you can *really* run! Your top speed is 2× *or* 3× your Move, depending on your level.

Statistics: Enhanced Move 1 or 1.5 (Ground; PM, -10%) [18 or 27].

Enhanced Speed

18, 36, or 54 points

Your body takes very little time to react to your impulses. Each level adds +1 to your Basic Speed (and thus to your Dodge and Basic Move)! Bioenhancement Talent does *not* add to your Dodge rolls, but it *does* add to Acrobatics skill when making a "fancy" dodge (p. B375).

Statistics: Basic Speed +1.00, +2.00, or +3.00 (PM, -10%) [18, 36, or 54].

Epidermal Resilience

3 points/level

Your skin is much tougher than it looks, providing flexible DR against anything except contact attacks. Anyone who touches it must make a Per-4 roll to notice. The level of this ability is limited to *half* your HT, rounded up.

Statistics: DR (Low Signature, +10%; PM, -10%; Tough Skin, -40%) [3/level].

Equilibrium Enhancement

23 points

You can run along tightropes at full speed and perform similar feats of balance. If you do fall, you almost always end up on your feet, none the worse for wear.

Statistics: Catfall (PM, -10%) [9] + Perfect Balance (PM, -10%) [14].

Magic vs. Powers

Magic (pp. 32-39) can't interfere directly with powers. Bioenhancement (pp. 40-42) is as integral to the user's body as a heartbeat, Mysticism (pp. 42-45) is channeled from a *much* higher source than mere magic, and psionics (pp. 45-48) use a completely different type of energy. Magic *can* interfere with powers' *effects,* however; e.g., if Temperature Control (p. 47) is heating an area up, Lesser Control Energy can cool it back down.

Injury Tolerance (Unliving)

18 points

Your redundant organs continue to function at full capacity even when wounded. This greatly reduces the amount of damage you take from bullets (*Injury to Unliving, Homogenous, and Diffuse Targets,* p. B380), unless struck directly in the skull or vitals.

Statistics: Injury Tolerance (Unliving; PM, -10%) [18].

Neural Computational Matrix

8 or 15 points

A portion of your mind has been wired to work as a high-speed computer. You can use this to store or process any information you know, or load actual raw data into it by reading a "binary dump" (printed or on a monitor). At level 1, you can do complex calculations and store general memories (an IQ roll is needed to recall specific details). At level 2, your mind can outperform all but the fastest computers, and you automatically remember everything.

Statistics: Accessory (Computer) [1] + Eidetic Memory (PM, -10%) [5] + Lightning Calculator (PM, -10%) [2] *or* Accessory (Computer) [1] + Intuitive Mathematician (PM, -10%) [5] + Photographic Memory (PM, -10%) [9].

Ocular Adaptability

9 or 23 points

The rods and cones in your eyes can adapt for different forms of light. At level 1, this gives you infrared vision. At level 2, it includes a whole *spectrum* of options!

Statistics: Infravision (PM, -10%) [9] *or* Hyperspectral Vision (PM, -10%) [23].

Super Jump

9, 18, or 27 points

You can make impressive leaps! This allows you to jump two, four, *or* eight times farther than normal, depending on your level.

Statistics: Super Jump 1, 2, or 3 (PM, -10%) [9, 18, or 27]

Bioenhancement Talent

5 points/level

Bioenhancement Talent represents an understanding of your body and its new gifts. It adds to any roll to use a Bioenhancement ability, as well as to any roll to diagnose (but not to fix) a problem with your own body or mind.

Bioenhancement Skills

Those with *any* points in Bioenhancement can learn Autohypnosis (p. B179) or Body Control (p. B181), and may ignore the prerequisites for the latter.

Mysticism

This power allows its possessor to channel the energy of a greater being – a god or mighty spirit – to fight the supernatural forces of evil. All Mysticism abilities must take the power modifier below; rolls to use them are made at a bonus equal to the crusader's (pp. 10-11) Mysticism Talent level.

The abilities of this power are subtle, with a focus on empowering the user and interacting with spirits. If blatant miracles would suit the campaign better, groups with access to ***GURPS Powers: Divine Favor*** may use that system instead. If so, crusaders should spend 85 points on Divine Favor, learned prayers, and up to five levels of Power Investiture (Divine Favor) *instead of* on Mysticism abilities and Talent. Prayers can be invoked in one second (at the usual -2).

Because ***Monster Hunters*** doesn't use sanctity, Consecrate Ground (***Divine Favor,*** pp. 12 and 14) instead creates a ward (p. 35) against evil spirit beings and undead; use the champion's Will as the effective Path skill.

Power Modifier: Mysticism

-10%

You must meet the high standards of the spiritual force that grants your Mysticism abilities, by adopting an appropriate moral code worth -10 points; see *Crusader* (pp. 10-11) for examples. If you ever violate this code, you lose *all* of your Mysticism abilities, though your benefactor will not take them away quickly enough to endanger you (unless the sin is particularly egregious). Recovering your power requires *significant* penance: a full month of fasting, charitable donations of $20,000 or more, a major quest, etc.

Mysticism Abilities

These abilities range from sheer spiritual force that imbues the user with physical strength to more subtle effects that involve piercing the boundaries between the physical and supernatural worlds. Many refer to "evil undead or spirit beings," which includes demons, ghosts, skin-changers, vampires, and most zombies, but not (e.g.) outcast angels (who are spirit beings but not *technically* "evil") or zombies animated via parasites or a virus.

Armor of Faith

5 points/level

Your belief protects you physically as well as spiritually! When attacked by evil undead or spirit beings, you (and anything you're carrying) receive DR equal to your level. Against all other attacks and damage, you have DR equal to *half* your level (round down). This is not obvious – the attacks just seem to do less damage than they should. The level of this ability cannot exceed your Will.

Statistics: DR (Force Field, +20%; Half-strength except against evil undead or spirit beings, -30%; No Signature, +20%; PM, -10%) [5/level].

Blessed

9 or 18 points

You can undergo a long and fatiguing ritual to receive spiritual wisdom. This works as per p. B40, except that it requires a Theology (plus Talent) roll to interpret.

Statistics: Blessed (PM, -10%) [9] *or* Blessed (Very Blessed; PM, -10%) [18].

Extra Life

23 points

When you die, you'll be sent back to the physical world to continue fighting the good fight. You lose this ability (and the points spent on it) when that happens, though you can always buy it again. You must *truly die* to trigger this ability, however – becoming a vampire, lycanthrope, etc., will not do so until your teammates kill your new form! This ability can be bought after death with spare character points; see p. 31 for details.

Statistics: Extra Life 1 (PM, -10%) [23].

Eyes of the Dead

20 points

By touching a corpse, you can get a brief flash of the last thing the person saw before dying. The subject cannot resist, but your IQ (plus Talent) roll is at a penalty equal to the number of full days the subject has been dead, and you only get *one* try.

Statistics: Mind Probe (Cosmic, Works on the dead, +50%; Only for last sight before death, -40%; PM, -10%) [20]. *Feature:* Time penalty replaces the normal Quick Contest.

Ghost Weapon

14 points

You can attack malevolent spirits as though they were physical, turning a gun into an effective exorcism tool! See *Blessed* (p. 23) for details.

Statistics: Blessed (Ghost Weapon; PM, -10%) [14].

Heroic Feats

9 or 18 points per attribute

You may buy this for any of ST, DX, or HT. Once per session, you can add 1d *or* 2d to the chosen attribute for 3d seconds, depending on your level. This *does* temporarily boost secondary characteristics like HP, FP, and Basic Speed.

Statistics: Blessed 1 or 2 (Heroic Feats; PM, -10%) [9 or 18].

Lay on Hands

33 or 48 points

You can spend FP to cure the wounds and illnesses of others. At level 2, you can also heal yourself.

Statistics: Healing (Faith Healing, +20%; PM, -10%) [33] *or* Healing (Affects Self, +50%; Faith Healing, +20%; PM, -10%) [48].

Mind Shield

4 points/level

Your mind is guarded against invasion from outside forces. Add your level to any roll to resist mental attacks; if you successfully resist, you will be aware that you were attacked. Your level in this ability cannot exceed your Will; if you buy three or more levels, apply the -10% PM discount *after* calculating the total cost.

Statistics: Mind Shield (PM, -10%) [4/level].

Mystic Coincidence

12 points/level

Once per session per level, minor spirits will arrange a beneficial coincidence on your behalf (e.g., a book falls off the shelf, opened to exactly what you're looking for). However, if your spiritual patron *wants* you to be stuck in a particular situation, you may be stuck there – even if the GM would allow that use of Serendipity to someone whose gifts didn't flow from a higher power! You may have up to (your Mysticism Talent level) + 1 levels of this ability.

Statistics: Serendipity (Aid will never violate god's/spirit's tenets, -10%; PM, -10%) [12/level]

Prayer

24 or 48 points

You may pray for direct divine or spiritual intervention! This takes at least 1d seconds of concentration, after which the GM rolls 3d against a target number of 6 *or* 9 (depending on your level) to see if your prayer is heard. If not, you cannot try again this session; otherwise, your patron immediately lends you a hand! It is only able to act freely in supernatural matters, however (e.g., banishing a demon). For all other requests, it is limited to subtle manipulation to bring about extreme coincidences (e.g., a construction crew demolishing the wrong building). You are limited to roughly one such "miracle" per adventure.

Statistics: Patron (Limited manifestation of god or powerful spirit; 6 or less; Highly Accessible, +50%; PM, -10%; Special Abilities, +100%) [24] *or* (9 or less) [48].

Resistant to Evil Supernatural Powers

5 or 7 points

You are especially resistant to the supernatural attacks of evil creatures. This gives you a bonus against any such ability that allows a resistance roll; e.g., it would help you avoid being mesmerized by a master vampire, but would do nothing if he decided to shoot you.

Statistics: Resistant to Evil Supernatural Powers (+3) or (+8) (PM, -10%) [5 or 7].

Shock and Awe

18 or 42 points

You can momentarily channel visions of a higher plane, forcing everyone looking at you to make a Fright Check*! This is taxing – you can only do it once per hour. Level 2 adds a -4 penalty to the Fright Check.

Statistics: Terror (PM, -10%; Takes Recharge, One hour, -30%) [18] *or* (-4 to Fright Checks) [42].

* If ***GURPS Powers*** is available, the GM may wish to use the *Awe* results from p. 85 instead.

Smite

20, 30, or 40 points

By winning a Quick Contest of Will with any evil undead or spirit being, you can cause it to take burning damage, ignoring all DR! (Normal range penalties apply to your roll.) It will take 2d, 3d, *or* 4d damage, depending on your level. The attack is visible *only* to evil supernatural creatures, as a flaming aura connecting you to your target.

Statistics: Burning Attack 2d, 3d *or* 4d (Accessibility, Evil undead or spirit beings, -50%; Low Signature, +10%; Malediction 2, +150%; PM, -10%) [20, 30, *or* 40].

Spirit Channeling

14 points

You can voluntarily let a spirit share your body to speak and write messages. This takes one minute and a Will roll (at +2 if you have Autotrance), after which the spirit can speak and write through you – but nothing more physical. You remain conscious and able to act while this is happening. If it tries to possess you outright, you get +5 to resist.

Statistics: Channeling (Aware, +50%; PM, -10%) [14].

Spirit Communication

14 or 24 points

You can sense nearby spirits and speak with them; while doing so, you are able to clearly see what they looked like in life. With level 2, any spirit you're speaking with can manifest, so that *everyone* can see it, without having to spend FP.

Statistics: Medium (PM, -10%; Visual, +50%) [14] *or* Medium (Manifestation, +100%; PM, -10%; Visual, +50%) [24].

Spirit Empathy

9 points

Prerequisite: Spirit Channeling or Spirit Communication.

You understand the spirits that you deal with, allowing you to sense their feelings and influence them.

Statistics: Spirit Empathy (PM, -10%) [9].

Supernatural Sense

8 or 18 points

With a second of concentration and a Per roll (minus normal range penalties), you can sense the presence of supernatural beings, from angels to zombies. Level 1 just tells you that something is nearby, while level 2 indicates direction *and* lets you make a follow-up IQ roll to tell what kind of beings you're sensing.

Statistics: Detect Supernatural Beings (PM, -10%; Vague, -50%) [8] *or* Detect Supernatural Beings (PM, -10%) [18].

Turn Evil

24 points

Show a symbol of your faith, take a Concentrate maneuver, and roll a Quick Contest of Will with any evil undead or spirit being in sight. If you win, it cannot come closer than yards equal to your margin of victory; otherwise, it cannot come closer than one yard. Effects endure as long as you concentrate, and for 1d seconds afterward.

Statistics: True Faith (PM, -10%; Turning, +65%) [24].

Barb closed her eyes for just a moment and felt for the soul of the sword. Then she opened her channel and poured it into the steel. When she opened her eyes again, the sword was glowing white.

– John Ringo, ***Princess of Wands***

Visualization

9 points

If you take time to pray about a situation before it happens, mystical forces will give you a bonus on the task's success roll.

Statistics: Visualization (PM, -10%) [9].

Mysticism Talent

5 points/level

Mysticism Talent is a rough measure of your standing in your spiritual benefactor's eyes. It adds to any roll to use a Mysticism ability, as well as to any reaction roll made by your god or spirit toward you.

Mysticism Skills

Those with *any* points in Mysticism can learn Exorcism (p. B193), which may be used without penalty.

PSIONICS

Psi is the embodiment of "mind over matter" – supernatural mental gifts that allow for a wide range of different abilities. This diversity means that "psionics" is not a single power! It is *four separate* powers: ESP, Psychokinesis, Telepathy, and Teleportation. Each has its own set of abilities, which must take the power modifier below; rolls to use each ability are made at a bonus equal to the level of the *appropriate* Talent (p. 48).

Groups with access to ***GURPS Psionic Powers*** may wish to use the detailed system there instead of these simpler rules. (If so, the psionic packages on pp. 20-33 of ***GURPS Psis*** are highly recommended to keep the character creation process fast and simple.) Be aware that doing so will add a significant amount of complexity to playing a psi!

Power Modifier: Psionic

-10%

Your abilities are vulnerable to anti-psi and psychotronics. Anti-psi is a group of advantages, including Neutralize, Psi Static, and Resistant to Psionics; these traits are found both in monsters and in the general public (*Anti-Psi,* p. 46). *Psychotronics* (or "psi-tech") is a label for various drugs and electronic devices that can affect psionic powers; see pp. 57-58 for examples.

ESP Abilities

Extrasensory perception (ESP) abilities involve knowledge gained without using the normal five senses.

Aura Reading

21 points

You can accurately read a person's general emotional and physical state. Treat this as Empathy, but you also gain insight into anything physically wrong with the person. This adds +3 to any skill rolls to diagnose or treat an illness or injury.

Statistics: Empathy (Includes physical status, +50%; PM, -10%) [21].

Precognition

23 points

You can see the future! This is generally a passive ability, but you can use it actively (with effort). This includes Danger Sense; don't buy it separately.

Statistics: Precognition (PM, -10%) [23].

Psi Sense

13 or 23 points

If anyone nearby uses or is targeted by psi, the GM will roll against your Per, plus Talent, minus range penalties. On a success, you know in which direction it was used *or* exactly where it was used, depending on your level. This is normally a passive sense, but you may always choose to use it actively if you think you missed something.

Statistics: Detect Psionic Activity (PM, -10%; Reflexive, +40%) [13] *or* Detect Psionic Activity (PM, -10%; Precise, +100%; Reflexive, +40%) [23].

Psychometry

18 points

You can see the past! This usually requires active effort, though you do get a passive roll (at a penalty) if an interesting event happened nearby.

Statistics: Psychometry (PM, -10%) [18].

Remote Senses

35 or 50 points

With four minutes of concentration and an IQ roll, you can project all of your senses up to 10 *or* 100 yards away, depending on your level. (You can double this range for 2 FP per minute.) This is good for seeing through walls, peeking into packages, and spying from far away.

Statistics: Clairsentience (PM, -10%; Takes Extra Time 2, -20%) [35] *or* Clairsentience (Increased Range, ×10, +30%; PM, -10%; Takes Extra Time 2, -20%) [50].

Seekersense

29 points

You can "home in" on anyone or anything, provided you're touching a piece of it (or something deeply connected to it) to attune to. If so, take a Concentrate maneuver; the GM will roll against your (Per + ESP Talent), applying *Long-Distance Modifiers* (p. B241) for distance between you and the subject. Success means you know its direction, though not distance.

Statistics: Super-Memorization 1 (8) (Limited to one advantage*, -50%; PM, -10%; Reduced Time 3, +60%) [29].

* Detect for any *one* thing (Long-Range 1, +50%) [8].

Spirit Channeling

see p. 44

As for the Mysticism ability, but limited by the Psionic PM instead of the Mysticism one.

Spirit Communication

see p. 44

As for the Mysticism ability, but limited by the Psionic PM instead of the Mysticism one.

Psychokinesis Abilities

Psychokinesis allows the psi to convert mental energy into physical energy. Most of its abilities involve moving things, hurting things, or healing things. Some of these abilities come in levels; the level of each ability cannot exceed *half* of the psi's Will, rounded up, with the exception of Telekinesis.

Cryokinesis

20 points/level

You can freeze anything or anyone! Roll a Quick Contest of Will (objects resist with HT); you take normal range penalties to the target. If you win, your subject takes 1d-1 fatigue damage per level, which can only be recovered with warmth. You may always choose to do less damage.

An object lacks FP, but once your cumulative "damage" exceeds its HP, it is frozen. At 2×HP, it locks up permanently, if possible!

Statistics: Fatigue Attack 1d-1 (Freezing, +20%; Malediction 2, +150%; No Signature, +20%; PM, -10%; Variable, +5%) [20/level].

PK Shield

6 points/level

While you are awake, your psi automatically saps energy from incoming attacks. This gives you (and everything you carry) additional DR equal to your level.

Statistics: DR (Force Field, +20%; No Signature, +20%; Not when unconscious, -10%; PM, -10%) [6/level].

Psychic Healing

27, 39, or 57 points

You can heal the injuries and illnesses of others. Depending on your level, you can heal only humans, *any* plant or animal, or *anything* (even demons, undead, and so on).

Statistics: Healing (PM, -10%) [27]; Healing (PM, -10%; Xenohealing, All Earthly Life, +40%) [39]; *or* Healing (PM, -10%; Xenohealing, Anything Animate, +100%) [57].

Pyrokinesis

13 points/level

As for Cryokinesis (above), but you set things on fire instead (1d burning damage per level), and each use costs you 1 FP. This is less expensive, but far more dangerous – you cannot safely subdue someone by burning him!

Statistics: Burning Attack 1d (Costs Fatigue, 1 FP, -5%; Malediction 2, +150%; No Signature, +20%; PM, -10%; Variable, +5%) [13/level].

Telekinesis

5 points/level

With constant concentration, you can mentally grab, move, and even punch things – as long as they're no more than 20 yards away.

Anti-Psi

The various anti-psi advantages are linked to recessive genes, and show up in about 1/6 of the population. Though the average person may be unaware that he possesses an anti-psi trait, he can still use it subconsciously; a nervous, untrained anti-psi *can* Neutralize a psi without realizing it.

The GM should assign anti-psi to NPCs as needed. For a random determination, roll 1d; on a 1, roll 3d on the table below.

3-4	Roll twice more; reroll duplicates except *this* result, which is cumulative!
5	Neutralize with Ranged.
6	Neutralize.
7-9	Resistant to Psionics (+8).
10-12	Resistant to Psionics (+3).
13-14	Psi Static with Resistible and 2d-6 levels of Area Effect (minimum 0).
15	Psi Static.
16	Aware of his abilities! Add 1d-2 levels of Anti-Psi Talent (minimum 0, maximum 6) and roll again.
17-18	Other anti-psi trait (e.g., Invisibility to Psi or Mind Shield).

Anti-Psi PCs

Anti-psi is better suited for NPCs than for PCs. Psi abilities can be used on *countless* subjects, while anti-psi is only useful against psis. Unless the campaign will revolve around psi vs. psi battles, an anti-psi will often find himself with nothing to do!

The GM is always free to allow anti-psi PCs, of course. If so, the following rules apply: Anti-psi is *not* affected by other anti-psi or psychotronics, so its power modifier is 0% instead of -10%. Its abilities are summarized on the table above. Anti-Psi Talent is available for 5 points/level. No one may have both anti-psi and psi.

With enough power, you can even lift yourself! (See p. B92 for more information.) Your level of this ability cannot exceed the total of your (ST + Will); e.g., with ST 12 and Will 13, you could have up to Telekinesis 25.

Statistics: Telekinesis (Increased Range, ×2, +10%; PM, -10%) [5/level].

Temperature Control

5 points/level

With constant concentration, you can control the temperature of the air in a two-yard radius, up to 20 yards away. You can heat or cool the air by up to 20°F per level; it takes 10 seconds for the change to finish (at 2°F per level per second).

Statistics: Temperature Control (Increased Range, ×2, +10%; PM, -10%) [5/level].

Telepathy Abilities

Telepathy abilities cover any sort of direct mind-to-mind interaction, from communication to domination.

Mental Blow

32 points

You can mentally stun someone by winning a Quick Contest of Will (normal range penalties apply); on subsequent turns, he can roll against Will to snap out of it. If he loses by 5 or more, he passes out for minutes equal to your margin of victory.

Statistics: Affliction 1 (Will; Based on Will, +20%; Malediction 2, +150%; No Signature, +20%; PM, -10%; Secondary Unconsciousness, +40%) [32].

Mind Control

25 or 45 points

You can give someone silent, mental orders to follow, as per p. B68. Level 1 is limited to simple, broad commands – "Go away," is fine, but, "Go to the police and tell them you saw drug dealers here," is too complex. Level 2 has no such restriction.

Statistics: Mind Control (PM, -10%; Suggestion, -40%) [25] *or* Mind Control (PM, -10%) [45].

Mind Probe

18 points

You can retrieve memories and buried secrets from someone's mind. This requires *either* physical contact *or* the use of Mind Reading (below) first.

Statistics: Mind Probe (PM, -10%) [18].

Mind Reading

27 points

You can read someone's mind at a distance, picking up all surface thoughts.

Statistics: Mind Reading (PM, -10%) [27].

Mind Shield

see p. 43

As for the Mysticism ability, but limited by the Psionic PM instead of the Mysticism one.

Mindwipe

31 points

You can wipe the last few minutes from someone's memory. If you win a Quick Contest of Will (normal range penalties apply), he forgets everything that's happened for minutes equal to your margin of victory. You can scale this back if you wish (e.g., "just the last 20 seconds"). Hypnotism, Psychology, and Mind Probe can restore the lost memories.

Statistics: Affliction 1 (Will; Based on Will, +20%; Disadvantage, Total Amnesia, +25%; Malediction 2, +150%; No Signature, +20%; PM, -10%; Variable, +5%) [31]. *Feature:* Instead of the target getting amnesia for the *next* few minutes, it applies to the *last* few minutes.

> *[River] felt something else. Something horrible. She'd felt it once before, in the mind of the sole survivor of a settler transport . . . . For River to know you were there, she had to feel your mind. And Reavers didn't have much left by way of a mind. But when they did think, it was when they killed, and this Reaver suddenly went crazy, producing a knife and slashing the woman and child to pieces.*
>
> *– Keith DeCandido,* ***Serenity*** *(novelization)*

Telecontrol

45 or 60 points

You can steal another human being's body! This follows the normal rules for Possession (p. B75) with the Telecontrol enhancement. If you succeed, you completely supplant his personality as your body goes into a trance. At level 1, your control is poor, giving you -4 on all physical rolls (against ST, DX, or HT, or any skill based on those attributes); passive rolls – such as resistance rolls or rolls to avoid blood loss – are unaffected. You also have -4 to Acting rolls to impersonate the subject, and -2 to all active defenses. Level 2 *halves* these penalties (to -2, -2, and -1, respectively).

If you are not human, decide (when buying this ability) whether you can possess humans *or* members of your own race. The option to possess either adds 20 points to this ability.

Statistics: Possession (No Memory Access, -10%; PM, -10%; Poor Control -4, Cannot Adjust, -45%; Specialized, Humans, -40%; Telecontrol, +50%) [45] *or* Possession (No Memory Access, -10%; PM, -10%; Poor Control -2, Cannot Adjust, -30%; Specialized, Humans, -40%; Telecontrol, +50%) [60]. The ability to possess two races drops Specialized to -20%, for +20 points.

Telescan

25 points

You can locate anyone you know. You may either search for a specific person *or* the nearest person you know; in the latter case, you may exclude whomever you wish (e.g., to avoid "locating" the person standing next to you). The GM will roll Per, plus Talent, minus *Long-Distance Modifiers* (p. B241); if successful, you know exactly where the person is. If he has a Mind Shield and wishes to resist, this becomes a Quick Contest against his Will (plus Talent, if any).

Statistics: Detect Known Minds (Cannot Analyze, -10%; Long-Range 1, +50%; PM, -10%; Precise, +100%; Selective Effect, +20%) [25].

Telesend

27 points

You can project your thoughts to anyone you can see or are familiar with.

Statistics: Telesend (PM, -10%) [27].

Teleportation Abilities

Teleportation abilities involve moving from one location to another without traversing the distance in between. Anyone who teleports (or is teleported) must succeed at a Body Sense roll to be able to act on his next turn.

Autoteleport

20, 40, or 65 points

You can relocate yourself. This follows the normal rules for Warp (p. B97), except that you can make blind jumps at no penalty, and it costs 2 FP per +1 bonus to the roll. At level 1, you are limited to a 20-yard range. Level 2 raises this limit to 10 miles, and level 3 removes it completely!

Statistics: Warp (Blind Only, -50%; PM, -10%; Range Limit, 20 yards, -45%; Reliable 5, +25%) [20]; Warp (Blind Only, -50%; PM, -10%; Range Limit, 10 miles, -25%; Reliable 5, +25%) [40]; *or* Warp (Blind Only, -50%; PM, -10%; Reliable 5, +25%) [65].

Combat Teleport

25 points

Prerequisite: Autoteleport 1+.

Once per turn, you may roll against (IQ + Talent) as an active defense against any attack. Success means you disappear and reappear at a random, but safe, location within 10 yards. (If no such location exists, your roll fails.)

Statistics: Add Blink (+25%) to Warp, for +25 points. This removes the -10 penalty for instantaneous use, but only to avoid one attack each turn.

Exoteleport

40, 60, or 85 points

By making contact with a subject – skin-to-skin contact if it's a person – you may teleport it away. This follows the normal rules for Warp, except that you cannot teleport anything instantly, you have no penalty for a blind jump, and it costs 2 FP per +1 bonus to the roll. If the subject wishes to resist, this becomes a Quick Contest of your modified IQ against his HT. You cannot teleport yourself – use Autoteleport (above) for that! At level 1, you can send things up to 20 yards away. Level 2 raises this to 10 miles. At level 3, you have no range limits.

Statistics: Built on a base of Affliction 1 (HT; Based on IQ, Own Roll, +20%; Cannot warp self, -50%; Contact Agent, -30%; Malediction 1, +100%; Melee Attack, Range C, Cannot Parry, -35%; PM, -10%) [10]. *Feature:* Uses a single IQ roll instead of two.

Level 1 adds Advantage, Warp (Blind Only, -50%; Range Limit, 20 yards, -45%; Reliable 5, +25%), +300%, for +30 points. Level 2 adds Advantage, Warp (Blind Only, -50%; Range Limit, 10 miles, -25%; Reliable 5, +25%), +500%, for +50 points. Level 3 adds Advantage, Warp (Blind Only, -50%; Reliable 5, +25%), +750%, for +75 points.

Psionic Talent

5 points/level

Psis have a greater range of abilities to choose from than most "empowered" heroes, but this flexibility comes at a price. Instead of having a single Talent that gives a bonus to *all* rolls to use psi, there are four separate Talents, each of which gives a bonus to its specific group of abilities:

ESP Talent: Adds to any roll to use an ESP ability.
Psychokinesis Talent: Adds to any roll to use a Psychokinesis ability.
Telepathy Talent: Adds to any roll to use a Telepathy ability.
Teleportation Talent: Adds to any roll to use a Teleportation ability.

Psionic Skills

Those with *any* points in psi, regardless of the type(s) of abilities, may learn Autohypnosis (p. B179), Mental Strength (p. B209), and Mind Block (p. B210).

Chapter Five
Inhuman Races

"This way," the vampire whispered, sniffing the air, "Unwashed humans and dried blood. They must have a corral."

Scott nodded, and forced himself to remember that "the vampire" had a name. In fact, Shayna had been instrumental in leading them to this nest of bloodsuckers. That didn't mean he had to like working with her.

The team tiptoed down the walkway, hoping that none of the apartment's residents decided to pop out for a 3:00 a.m. constitutional. As they turned the corner, there was a faint ***tinkle*** *as the charm on Brad's wrist shattered. "Hell. We're made!"*

They drew their weapons, but their undead companion was already crashing through the door like it was balsa wood. Weapons in hand, the others moved in through the hole. Shayna was a blur, her swords flashing as she carved her fellow vampires into smaller pieces.

Communicating through silent gestures, Scott signaled for Everett and Brad to find the humans while Danielle backed Shayna up. Everett nodded, and the two men moved into formation to clear the nearest bedroom. Scott heard Danielle mutter a prayer for strength and speed as she went back-to-back with the vampire. He rolled the opposite way, into the kitchen, bringing his crossbow up onto the bar.

As the two women slashed through their foes, Scott tried to keep up, putting bolt after bolt into the heart of each wounded monster. Watching Shayna in action did little to relieve his nervousness about her. He couldn't help thinking of the master vampire they fought last year – her arms seemed to move independently of each other, with a strength and grace that was clearly supernatural.

The final bloodsucker fell, and Danielle leaned on her sword for a moment to catch her breath. Over her own labored breathing, she just ***barely*** *heard Shayna whispering, "Eight . . . nine. That's 117."*

"What's 117?"

Shayna turned, almost managing to hide her surprise and embarrassment at being heard. "Just . . . that's how many vampires I've taken out myself. Total." When Danielle didn't break eye contact, she reluctantly continued, "I, uh, have a ways to go."

The awkward pause was broken by Brad's yell, and the three champions raced toward the back of the apartment.

Put simply, an inhuman is a bad guy gone good. This may be because he was created a little bit "off," or the result of an epiphany that got him back in touch with his human side. Regardless, his natural abilities are now his biggest asset.

For details on racial templates, see p. B260. Always apply the modifiers and traits from the racial template first; then, when choosing advantages and disadvantages, be sure not to select any that duplicate or contradict your racial traits. Racial disadvantages *cannot* be bought off – the inherent drawbacks are an important part of playing an inhuman.

Bad Guys don't use these templates as written – most add traits, including some level of Unkillable. Of course, *they* are psychotic, evil, and not in true control of themselves, so PC inhumans really come out ahead. While most of these races are incredibly long-lived, this has *no* effect in a monster hunting game – attacks or spells that affect age always afflict victims in proportion to racial life expectancy. Thus, all templates omit Unaging.

Rebecca: I guess what I would think is "vampire" . . . this is real. You're real. Do you drink blood?

Angel: Yeah. But not human.

Rebecca: You're not a killer.

Angel: I gave that up.

Rebecca: Well, there's a support group for everything in this town, I guess.

*– **Angel** #1.17*

Demon

200 points

You are a creature from the depths of Hell, but that doesn't mean you're a bad person! You've rejected your calling and sided with the forces of good – call it a "character flaw." Unfortunately, humanity doesn't reciprocate; you have to keep well-covered in public to avoid panicking crowds. You have some advantage choices; these represent what type of demon you are – once chosen, you cannot change them or add new ones.

Attribute Modifiers: ST+5 [50]; DX+2 [40]; HT+2 [20].
Secondary Characteristic Modifiers: Will+1 [5]; Per+1 [5].
Advantages: Claws (Hooves) [3]; DR 4 (Tough Skin, -40%) [12]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Language (Demontongue; Native) [6]. ● *Three* of these 25-point racial packages:

1. Dark Vision [25].
2. Acute Taste and Smell 1 [2] *and* Discriminatory Smell (Emotion Sense, +50%) [23].
3. Doesn't Sleep [20] *and* Single-Minded [5].
4. Enhanced Move 0.5 (Air; Handling Penalty -2, -10%) [9] *and* Flight (Gliding, -50%; Small Wings, -10%) [16].
5. Magery 0 [5] *and* Magic Resistance 4 (Improved, +150%) [20].
6. Penetrating Voice [1] *and* Terror (Audible; Takes Recharge, 15 seconds, -20%) [24].
7. Regeneration (Regular) [25].
8. Striker (Horns; Large Piercing) [6] *and* Teeth (Sharp) [1]. ● *Replace* DR with DR 6 [30], for 18 points.
9. Striking ST 5 [25].

Disadvantages: Appearance (Monstrous) [-20]; Frightens Animals [-10]; Social Stigma (Monster) [-15]*; Vow (Always hold to the *letter* of a signed contract) [-1]; Weakness (Contact with holy water and artifacts; 1d per minute) [-10].
Features: Affected by True Faith and Path of Spirit (instead of Body/Mind) magic; Cannot use holy items; Vestigial (if not functional) tail, horns, and wings.

* In addition to the -3 reaction penalty, an obvious demon has *no* legal rights if arrested or captured; he can be detained indefinitely, experimented upon, etc., unless his friends can negotiate his release or arrange a jailbreak.

Demonspawn

200 points

You are the product of a demon, a human, and the tender moment that they shared . . . this allows you to blend into humanity while using your (more subtle) abilities to protect them.

Attribute Modifiers: ST+5 [50]; DX+2 [40]; HT+2 [20].
Secondary Characteristic Modifiers: Will+1 [5]; Per+1 [5].
Advantages: DR 3 (No Signature, +20%; Tough Skin, -40%) [12]; Language (Demontongue; Native) [6]; Night Vision 7 [7]; Regeneration (Regular) [25]; Resistant to Metabolic Hazards (+8) [15]; Striking ST 4 [20].
Disadvantage: Divine Curse (The truly devout find you disturbing; -2 to all reactions and a Per roll to consciously realize your unholy nature) [-5].
Feature: Affected by Path of Body, Mind, *and* Spirit magic.

LYCANTHROPE

200 points

All lycanthropes have a human side, but you have managed to retain full control over your bestial side as well. This allows you not only to transform at will, but to act rationally when in animal form. During the three nights of the full moon, any stressful or emotional situation *may* force you to transform; you can avoid this with a Will roll (at the usual -2 for Lunacy). You have no control over your Infectious Attack – any human you attack unarmed (regardless of which form you're in) *may* become a lycanthrope during the next full moon.

Choose a single were-form (below) when you take this template. You may only transform between your human form and this *one* were-form; in fact, nothing (not even powerful magic) can force your body into a *different* form! It takes a single Ready maneuver to switch between human and beast. You may *attempt* to switch as a free action, at the start of your turn; this costs 2 FP and requires a HT-2 roll, but failure means you Do Nothing this turn! Any clothing or gear you have as a human is left behind when you change, unless you can carry it as an animal.

All of the benefits below apply in your human form as well as your were-form! You are *always* stronger, faster at healing, vulnerable to silver, etc. The latter means you take 4× injury from pure silver, but only 3× from silver-coated weapons.

Attribute Modifiers: ST+2 [20]; HT+1 [10].
Secondary Characteristic Modifiers: Per+1 [5]; Basic Speed-0.25 [-5].

Were-Forms

Choose which type of beast you transform into. While in that form, you gain the attribute bonuses, advantages, *and* disadvantages listed. You retain all of your normal traits, including those from the lycanthrope racial template; e.g., a were-bear has ST+2 in human form, and ST+12 in bear form. Some traits (e.g., those that require speech) may be useless in animal mode, of course.

The GM may allow other types of lycanthropes; if so, each new form should temporarily add 125 points' worth of traits.

Bear

Gain ST+10, DX+1, HT+2, Bad Grip 1, Cannot Speak, Claws (Blunt), DR 5 (Tough Skin), Fur, Ham-Fisted 2, Semi-Upright, and Teeth (Sharp).

Eagle

Gain DX+4, HT+2, Cannot Speak, Claws (Sharp), Enhanced Move 2 (Air), Flight (Winged), No Fine Manipulators, Penetrating Voice, Teeth (Sharp Beak), and Telescopic Vision 5.

Tiger

Gain ST+10, DX+4, HT+2, Cannot Speak, Claws (Sharp), Discriminatory Smell, DR 4 (Tough Skin), Fur, Night Vision 2, Quadruped, Silence 2, and Teeth (Fangs).

Wolf

Gain ST+3, DX+4, HT+2, Cannot Speak, Claws (Blunt), Discriminatory Hearing, Discriminatory Smell (Emotion Sense), DR 4 (Tough Skin), Enhanced Move 1.5 (Ground), Fur, Night Vision 3, Penetrating Voice, Quadruped, and Teeth (Sharp).

Advantages: Alternate Form (Reduced Time 4, +80%; Uncontrollable during full moons, -5%) [140]; Animal Empathy [5]; High Pain Threshold [10]; Immunity to Transformation [5]; Regeneration (Fast; Cannot heal damage from silver, -10%) [45].

Disadvantages: Infectious Attack [-5]; Lunacy [-10]; Vulnerability (Silver ×4) [-20].

Outcast Angel

200 points

You were never one of the bad guys – just one "tainted" enough to be cast down to Earth. Alternatively, you may be an angel intentionally designed as close to man as possible, to better understand and help him. (The disadvantage choice in this template reflects whether you see yourself as serving humanity or above them.) Either way, while you retain some innate power, you can no longer call upon the full force of Heaven.

Attribute Modifiers: ST+2 [20]; DX+2 [40]; IQ+2 [40]; HT+2 [20].

Advantages: Appearance (Handsome; Androgynous; Universal, +25%) [15]; Close to Heaven 1 [5]; Detect Evil Supernatural Beings [10]; Doesn't Sleep [20]; Immunity to Metabolic Hazards [30]; Language (Adamic; Native) [6]; Shtick (Can hide wings under any clothes thicker than a T-shirt) [1]*; Unfazeable [15].

Disadvantages: Code of Honor (Angelic) [-10]†; Divine Curse (*Cannot* act directly against God) [-5]‡. ● *Either* Charitable (15) [-7] or Overconfidence (9) [-7].

Features: Affected by Path of Spirit (instead of Body/Mind) magic; No -4 penalty to use Exorcism; Sterile; Vestigial wings.

* Suddenly revealing hidden wings gives +2 to any Influence roll on a religious person *or* +1 to an Intimidation roll, when done in the subject's presence for the *first* time.

† Never lie or mislead, though you may omit information and be deliberately cryptic. Anything you swear to God to do must be done. Keep the secrets of Heaven safe. Be polite to anyone who isn't actively trying to kill you.

‡ For example, if you tried to burn a church down, you would be physically unable to pour the gas or strike the match.

Vampire

200 points

You are fueled by the blood of living creatures – human tastes best, though any mammal's will do – but you can control your cravings. You must obtain permission before entering a private dwelling . . . but a "Welcome" mat or similar sign is good enough! You must always be on your guard against sunlight, stake, or fire – the things that can easily kill you. And you may have angst about the whole "undead" thing, but it's not a strict requirement.

This template has neither Dominance *nor* Infectious Attack. New vampires cannot be created accidentally, and even if you were to intentionally do so (a big no-no for the good guys!), it wouldn't be bound to you. You *can* attempt to mentally influence (as for Suggest, p. B191) anyone you've bitten – progeny or otherwise – but it's by no means automatic.

Holy Attacks

Demons and vampires are both vulnerable to holy water and the touch of holy artifacts. The latter does not mean that just any holy symbol would do damage – it would have to have some significance (e.g., a cross that has hung on a church's pulpit for over a year); see p. 57.

Even fleeting contact with holy water or objects does 1d of injury, ignoring all DR. However, a second attack immediately afterward will not do further damage! Once a demon or vampire has been burned by holy might, the wound continues to "fizz" for the next minute, bubbling and hissing (but not causing further damage) as it works itself deep into the monster's core. Until that minute has passed and the fizzing has stopped, the creature will not take further damage from *any* holy source! This means that, for example, a demon submerged in holy water will take a steady 1d of injury per minute.

Thus, holy attacks are an *excellent* fight opener, but will usually only work once per fight for each foe. Champions with holy water will generally hose down every demon or vampire present, then switch to a different method of attack.

Attribute Modifiers: ST+5 [50]; DX+2 [40]; HT+2 [20].

Secondary Characteristic Modifiers: Per+2 [10]; Basic Speed+1.00 [20].

Advantages: Acute Taste and Smell 5 (Accessibility, Exposed blood only, -60%) [4]; Can burn HP for extra effort [1]; Discriminatory Smell (Emotion Sense, +50%) [23]; Doesn't Breathe [20]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Unliving) [20]; Mind Control (Blood Agent, -40%; Suggestion, -40%) [10]; Night Vision 9 [9]; Unkillable 1 (Achilles' Heel, Fire, stake, or sunlight, -50%) [25]; Vampiric Bite [30].

Disadvantages: Divine Curse (Cannot enter a private home without permission) [-5]; Draining (Blood) [-5]; Supernatural Features (No Body Heat*; No Reflection; Pallor*) [-16]; Unhealing (Partial) [-20]; Vulnerability (Heat/Fire ×2) [-30]; Weakness (Sunlight; 1d per minute; Variable, -40%) [-36]; Weakness (Contact with holy water and artifacts; 1d per minute) [-10].

Features: Affected by True Faith and Path of Undead (instead of Body/Mind) magic; Cannot use holy items; Neither has nor uses FP; Sterile.

* Except after feeding.

Dhampir

200 points

You are the child of a woman who was turned into a vampire while already pregnant, or the issue of a mortal woman and a vampire using powerful magic to temporarily remove his sterility. Dhampirs (of either origin) are *very* rare. You have none of the drawbacks of your vampire brethren, and many of their strengths.

Attribute Modifiers: ST+4 [40]; DX+2 [40]; HT+2 [20].

Secondary Characteristic Modifiers: Per+1 [5]; HP+1 [2].

Advantages: Breath Holding 3 [6]; Discriminatory Smell (Emotion Sense, +50%) [23]; High Pain Threshold [10]; Resistant to Metabolic Hazards (+8) [15]; Night Vision 9 [9]; Vampiric Bite [30].

Chapter Six
Gear

*Danielle hit the wall with a loud **thud,** her shoulder spraying blood where the massive demon had gored her. Barely managing to land on her feet, she let her pistol drop from her useless hand and ran to rejoin Everett in the fight.*

"You pathetic animals," the unscathed demon gloated. "You think yourself hunters, but only against the weak and foolish. Against a foe with intelligence, with resources . . ." It swung its spear effortlessly, as the two champions frantically dove out of its way.

"I have ensnared many spirits within the Emerald of Saludin. They protect me – empower me!" The horned monster smirked, not even bothering to block Everett's axe as it bounced off its hide. "You will serve me likewise, after your death. A noble sacrifice on your part."

Two quiet clicks came from the radio at Danielle's waist. She looked up at the demon and smiled.

"Actually, we're not the sacrifice. We . . . are the diversion."

*The Hellspawn spun to check on the Emerald. The guards were all in place . . . but a moment later, it realized they weren't making eye contact. The moment after **that,** it spotted Brad behind the pedestal, completing an ethereal barrier circuit with the cord the team had gone to so much trouble to acquire. The faint **thrum** that had permeated the cave immediately ceased.*

No longer feigning unconsciousness, Scott fast-drew the revolver he'd been saving and sunk three shots into the back of the demon's head. The monster's skull exploded with an unearthly hissing. Alive, but unable to do anything but scream, it flailed and staggered into a stalagmite.

Scott stood and casually walked over. "Yeah, Danielle did a little research on you, Zagan – may I call you Zagan? 'Should he be thrice-pierced by metal impure, both base and precious' . . . well, the books seemed to think you wouldn't like that. Of course, I'm sure the holy water and thermate aren't helping that headache, either."

Scott looked over as Brad rejoined them, "Excellent work, man. Couldn't have been sneakier if I'd done it myself." The three senior teammates shared a look, then stepped back. "I believe this kill belongs to you."

Equipment can be an important part of a character. Many skills rely on particular gear to work properly; e.g., Photography requires some sort of camera, and Broadsword skill doesn't do you much good if you're unarmed. Better gear usually gives bonuses, which means effectiveness can be gained from character points *or* cash. Some groups revel in this, while others may feel that reliance on gear takes away from character focus. Similarly, some GMs like to offer huge shopping lists and track where every matchbook and candy bar is being stored, while others don't even want to keep count of ammo. So it's important to set default premises.

Monster Hunters assumes that players will use the funds listed under *Budgeting* (p. 53) to choose from the equipment in this chapter before the game starts. Once those funds are used up, any further purchases will come from a replacement budget (if available), monthly income, or money earned or found in-game. While playing, the group will track things like ammunition, holy water flasks, etc., but not stuff like batteries or food (see below). To change these assumptions, see *To Gear or Not to Gear* (p. 58).

All equipment prices in this chapter have been rounded to the nearest dollar, and all weights have been rounded to the nearest tenth of a pound.

> *Different evil magical creatures must be killed by different real-world tools. But you already know that. You've seen it in a variety of stories.*
>
> *– Kristine Rusch,* ***Murder, She Workshopped***

Tech Level

A standard ***Monster Hunters*** game takes place today; assume all technical skills are TL8. Champions will use plenty of old-fashioned gear from TL0-7 in their pursuit of The Enemy, but it will usually be created with TL8 machines and processes. In addition, several items are available which are technically *superscience* (TL8^); e.g., most of the psychotronic gear (pp. 57-58). From the in-game perspective of scientists, however, this technology is something that anyone with sufficient knowledge and skill can create! Thus, there's no need to distinguish between TL8 and TL8^, particularly for the purpose of skill use.

Batteries

Tracking detailed power usage isn't much fun in an over-the-top action game. Assume that the heroes reload and recharge their batteries whenever they return to "base" (whether that's someone's house or even a car with a box of supplies in the back). This brings all electronic devices back to full strength. The same applies for gassing up vehicles, chainsaws, etc. Only worry about it if the team ends up *completely* cut off from resupplying and recharging; e.g., stuck in an alternate dimension. If this happens, assume that every electrical device more powerful than a watch that *doesn't* list a duration has enough charge to work for *one day* before dying.

If the team wants to prep for a long excursion, they can buy and carry $3 and 1 lb. of spare batteries per person per day to avoid this fate. (Gasoline, at $3 and 6 lbs. per gallon, should be tracked separately.)

Food

Normal meals are part of every character's cost of living. (Even vampires have to buy pigs' blood from the butcher.) Since this has *already* been factored into everyone's monthly income, there is no need to track food expenses separately. If the team is planning on going away (as above), they can grab granola bars and sports drinks from the kitchen cabinet; this doesn't cost anything, but it does add to encumbrance: 5.5 lbs. per person per day (or 1.5 lbs. if carrying only food, no liquid).

BUDGETING

The more a team relies on equipment, the more important it is to figure out how they can afford it.

PATRONS

One of the benefits of working for an organization is that it provides the equipment for each assault. This gear always belongs to the Patron, not the champions – they're expected to hold onto it and only use it in an authorized manner. (No trading silver bullets for football tickets!)

The *Budget* values in the *Patron Budget Table* (below) are *per PC;* a six-man team with a Large Budget would start with $120,000 *total* in gear.

Starting Budget is used to buy the crew's initial gear. While each PC has the right to spend "his portion" of the budget however he wishes, the team will usually end up pooling their resources for any major expenses. The heroes may always choose to "set aside" some of this budget for later use, but it can never be converted to cash.

Replacement Budget becomes available at the start of the second and later adventures, and is used to replenish ammunition, acquire new gear, and so on. Gear which was previously requisitioned cannot be "traded in" to offset new needs, though the organization will gladly store it safely for the team until they need it again.

Lodging and *Air Travel* are included primarily for color. The information can be extrapolated when the agency picks up the tab on other things (e.g., a Modest Budget means local restaurants while a Loaded one provides personal chefs).

Vehicles

When the team needs its own personal transportation – as opposed to just renting something – it comes out of a different budget. If necessary, the organization will spend up to the *Starting Budget* on custom cars, trucks, and so on. (For options, see *Trick Out My Ride,* p. 55.)

As a general rule, the group can destroy up to 25% of the vehicles' value on a mission, and the Patron will repair or replace them without questions. Trashing between 25% to 50% of the value means the team can expect to have their vehicle budget *halved* for 1d missions. Worse than that, and the company has no choice but to deny vehicular support for 1d missions, *then* halve the budget for another 1d missions, while they recoup the losses.

Personal Cash

In addition to providing equipment, most organizations will offer a small salary. Ignore the details – just assume that each PC has $2,000 per month, free and clear, modified by Wealth.

WEALTH

Those without a Patron use their personal funds for gear; starting money is $20,000, modified by Wealth. This may seem to give an edge over those relying on a Patron, above, but independent champions lack a replacement budget – broken weapons and spent ammunition must be replaced from their personal accounts. Large expenses (e.g., vehicles) will often require the group to pool their funds.

In theory, gear bought with personal funds can be sold (as "used") once it's no longer needed. However, used items generally fetch 10% of their value when resold, or 20% for weapons. A successful Merchant roll adds 3% times the margin of success, to a maximum of 40%, or 50% for weapons.

Ignore details about salaries and cost of living. Assume that the heroes make enough in their day jobs (often as "occult consultants") to cover all reasonable expenses for transportation, food, and lodging, with $2,000 per month (modified by Wealth) left over to spend on anything from bribes to repairing equipment.

SIGNATURE GEAR

Buying a piece of equipment as Signature Gear costs 1 point for every $10,000 or fraction thereof that the gear costs. For items under $10,000, this boils down to "1 point per piece of equipment." The GM may allow multiple pieces to be "bundled together" into a package or kit, as long as it's logical to do so. Firearms can be signature gear, but *ammunition,* being consumable, cannot. (*Exception:* If using the *Track Nothing!* rules in *To Gear or Not to Gear,* p. 58, go ahead and bundle the first quintupled ammo load with the cost of the gun.)

Patron Budget Table

Patron Budget	*Starting Budget*	*Replacement Budget*	*Lodging*	*Air Travel*
Modest	$10,000	$1,000	Three-Star Hotels	Economy Class
Large	$20,000	$2,000	Five-Star Hotels	First Class
Loaded	$50,000	$5,000	Penthouse Suites	Chartered Jets

Common Gadgets

Most reusable gadgets (*not* single-use items like explosives) can take any of the modifiers below. Each modifier has a "cost factor" (CF). To find the *final* cost of an item, multiply its base cost by (1 + total CF); e.g., a cutting-edge (+1 CF), rugged (+1 CF) flashlight is 1 + (1 + 1) = 3 times its listed cost. Weight effects multiply together; e.g., that flashlight has 0.8 times weight.

Some items (or categories of times) cannot take specific modifiers. For example, labs and tool kits do not take quality modifiers, so fine-quality and good-quality cannot be applied to those items. The GM should use common sense if a particular combination seems unfeasible.

Cutting-Edge: Made of the latest materials. Multiply weight by 2/3. +1 CF.

Disguised: The item resembles something else of a similar shape; e.g., night-vision goggles that look like swimming goggles. Discovering the truth requires a Search roll, or an Observation roll if the item is in plain sight. +4 CF.

Fine-Quality:* Gives +2 to operation skill or adds +2 to existing modifier. +19 CF.

Good-Quality:* Gives +1 to operation skill or adds +1 to existing modifier. +4 CF.

Rugged: Shockproof and waterproof, giving +2 on rolls to avoid breakage, water damage, etc. Multiply weight by 1.2. +1 CF.

* Good- and fine-quality are mutually exclusive.

Basic Gear

Champions may just want to write "Basic Gear, $100, 1.5 lbs." as a single equipment entry, as *all* of the items below are useful in almost any situation.

Bandages. Enough bandages and aspirin (which negates -2 in pain penalties) to treat two wounds, in a zip-top bag. Only allows bandaging, not full First Aid. $2, 0.2 lb.

Cigarette Lighter. Useful even for non-smokers. $10, neg.

Duct Tape. A 15-yard, pocket-sized "flat roll." (A full 60-yard roll is $1, 2 lbs.) If used as a restraint, ST-3 or Escape roll to break free. $1, 0.5 lb.

Flashlight, Mini. See *Light Sources* (p. 56).

Mirror, Pocket. Shatter-resistant plastic. $5, neg.

Multi-Tool. A folding, "Leatherman"-style belt tool, that counts as improvised gear (-5) for most repairs and includes a small knife. $50, 0.5 lb.

Notebook, Pencil, and Chalk. For taking notes – or leaving them! Waterproof. $2, 0.1 lb.

Wristwatch. Inexpensive; no features or brand name. $20, neg.

Cameras

Camcorder, Micro. Runs for 1 hour. $200, 0.2 lb.

Camera, Digital.* Basic equipment for Photography. Runs for 10 hours. $75, 0.5 lb.

Camera, Film.* Basic equipment for Photography. $80, 0.5 lb.

Film. 36-exposure roll: $2, neg.

Film, Infrared. Captures images as if with Infravision. 36-exposure roll: $30, neg.

Film, Kirlian. Captures waves of psychic energy, identifying psi use, ghosts, and more. Kirlian photography is done at -4 to skill – or no penalty if the operator takes 15 seconds to set up each shot. 36-exposure roll: $100, neg.

* If made good-quality (above), weight becomes 2.5 lbs. If made fine-quality, weight becomes 10 lbs.

Communication

Cell Phone. Has a low-end camera, web browser, etc. – counts as improvised equipment (-5) for Photography, Research, and so on. Quality bonuses offset those penalties but don't affect communication. Runs for 6 hours. $100, 0.5 lb.

Flare, Pen. A disposable launcher that shoots a signal flare up to 70 yards away. Not usable as a weapon, but can be rigged to a trip-wire (roll Traps) for perimeter security. $15, 0.1 lb.

Headset, Bluetooth. Wireless and unencrypted, for cell phone or radio. Runs for 10 hours. $50, 0.1 lb.

Radio, Handheld. 5-mile range. Runs for 10 hours. $250, 0.5 lb.

Radio, Pocket. 2-mile range. Runs for 10 hours. $50, 0.2 lb.

Computers

Computer, Desktop. With monitor, speakers, webcam, etc. Complexity 3. $1,500, 17 lbs.

Computer, Laptop. Wi-fi enabled. -1 to skill for long tasks. Complexity 3. Runs for 5 hours. $2,050, 2.5 lbs.

PDA, Basic. -2 to skill for long tasks. Complexity 1, able to run one or two minor programs ("apps") simultaneously. Runs for 5 hours. $60, 0.1 lb.

PDA, Full-Featured. As above, but Complexity 2, able to run up to 20 apps. $210, 0.3 lb.

Containers

Stuff to put other stuff in is mundane, but important. Quality bonuses add to rolls to Ready things quickly, and offset Stealth penalties for encumbrance. All weights are *empty* weight.

Backpack, Small. Holds 50 lbs. of gear. Quick-release allows dropping it as a free action. $120, 1.5 lbs.

Balloon. Used to hold holy water (p. 57). A filled balloon weighs 0.5 lb.; treat it as a nondamaging grenade (p. 63) in combat. Any fall automatically pops all filled balloons you're carrying. Pack of 10, $2, neg.

Bottle. A half-pint glass bottle, sturdier than a balloon (above), but used in the same way. Weighs 0.6 lb. filled. A successful hit does thr cr, at -2 per die; at least 1 point of damage must be done for the bottle to break. Any fall has a 2-in-6 chance of breaking each bottle (empty *or* full) you're carrying. $2, 0.1 lb.

Load-Bearing Vest. Carries 20 lbs. of small articles ergonomically, allowing everything to be retrieved with a Ready maneuver or Fast-Draw roll. $30, 2 lbs.

Demolition and Intrusion

The prices for dynamite, plastique, and thermite assume that the champion is able to acquire them via a Contact or Patron who has legal access to explosives. If not, he'll have to get them on the black market (at 1d+1 times the price) or use Chemistry or Explosives to make them himself (half price; failure wastes the money, critical failures go boom).

Roll against Explosives (Demolition) to blow things up properly. To multiply the damage done by N, use (N × N) times as much; e.g., to do 4× the damage with dynamite, use 16 sticks. Before blowing *anything* up, though, be sure to read *Hearing Shots* (p. 61) and the note under *Grenades* (p. 63).

Bolt Cutters. Do 8d(2) cut to padlocks, chains, etc. $30, 15 lbs.

Detonator, Fuse. Light the match and run away! $2, neg.

Detonator, Remote. Matched transmitter-receiver pair (0.5 lb. each) with 5-mile range. $50, 1 lb.

Detonator, Timed. Electronic clock allows for specific detonations. $25, 0.5 lb.

Dynamite, Stick. Does 9d+1 cr ex damage. Needs a detonator. $5, 0.5 lb.

Go-Bar. Used with Forced Entry to break locks, hinges, etc. $175, 17 lbs.

Lockpicks. Basic equipment for Lockpicking skill. Weight becomes 0.5 lb. if made good-quality (p. 54) or 2 lbs. if made fine-quality. $50, 0.1 lb.

Plastique. Self-adhesive block; does 5d×3 cr ex damage. -8 to detect via smell. Needs a detonator. $40, 1.3 lb.

Thermite. Not an explosive, but hot enough to burn through steel. Does 3d burn per second on contact, treating *all* DR as semi-ablative! Ignite with a match or lighter; a package burns for 25 seconds. $40, 1 lb.

Wire Cutters. Do 2d(2) cut to cables, fences, etc. $30, 2 lbs.

Gun Accessories

These make it easier to use or access your firearms (pp. 61-62). Only holsters and slings can take quality modifiers; the bonus applies to Fast-Draw rolls.

Bayonet. Allows a long arm to stab for thr+3 impaling damage, at Reach 1, using Spear skill. A sidearm instead acts as a large knife (p. B272). Either gives -1 to Guns while fixed. Wooden stakes cost 10% as much, but allow only thrusts at -1 to impaling damage and armor divisor (0.5). $40, 1 lb.

Holster. Keeps a pistol accessible, and avoids the -2 to Fast-Draw (Pistol) penalty for drawing from your pocket, belt, etc. $25, 0.5 lb.

Holster, Concealed. As above, but low-profile and worn under clothing. Gives +1 to Holdout. $125, 1 lb.

Reflex Sight. Gives +1 to Guns skill out to 300 yards *and* negates -3 in darkness penalties. Not cumulative with targeting laser! $550, 0.2 lb.

Scope. Gives from +1 to +5 Acc after aiming for seconds equal to the bonus *and* negates -1 in darkness penalties from aimed shots, but adds -1 Bulk. $150 per +1 Acc (max +5), 1 lb.

Silencer. Reduces the odds of being heard (*Hearing Shots*, p. 61), but adds -1 Bulk to the gun. Takes three seconds to remove or detach. Not available for revolvers! $1,000, 1 lb.

Sling. Lets you Fast-Draw your long arm, and safely drop it without losing or damaging it. You may also brace against it when you aim (p. B364), removing the need for a bipod. $10, 1 lb.

Tactical Light. When targeting a foe within 25 yards, use the current darkness penalty or -3, whichever is better. Makes *you* highly visible at night! $100, 0.2 lb.

Targeting Laser, Integral. Gives +1 to Guns skill versus any target within range, though any opponent who notices the dot gets +1 to dodge your attack. Not cumulative with reflex sight! Sidearm: 150-yard range, $450, neg. Rifle: 750-yard range, $900, neg.

Labs and Tool Kits

These "items" (which are actually a collection of *many* items) do not take quality modifiers; their bonus is dependent on their size. A lab is required equipment to do physical work involving *one* of Biology, Chemistry, Forensics, or Pharmacy. (Cerebral sciences, like Mathematics and Physics, don't require labs.) Similarly, a separate tool kit is needed to use *each* specialty of Armoury, Electronics Repair, Explosives, or Mechanic. Using a tool kit for the wrong specialty of the right skill gives an extra -2 to skill.

Trick Out My Ride

The modern vehicles on pp. B464-465 should suffice for most ***Monster Hunter*** campaigns; transportation is usually a background event. But some teams (and some missions) call for customized rides. These options are available, with "cost factors" (CF) that work like those for gadgets (p. 54). Always round Acceleration and Top Speed down, after totaling all modifiers.

Armored: Increases DR while possibly reducing Acceleration, Top Speed, and Range (p. B463). Halve the DR bonus (round down) for windows and tires:

DR	*Accel.*	*Top Speed*	*Range*	*CF*
+5	-10%	same	same	+1
+10	-20%	-10%	-10%	+4
+20	-40%	-20%	-20%	+9

Fast: Increases Acceleration: +10% for +1 CF, +20% for +4 CF, or +40% for +9 CF. The +40% level *also* adds +10% to Top Speed.

Responsive: Gives a Handling bonus: +1 for +1 CF or +2 for +4 CF.

Rugged: Gives a HT bonus: +1 for +1 CF or +2 for +4 CF.

Crazy Vlad's Used Cars

Champions on a budget can save money by buying a vehicle with some of the following problems. Each one gives -0.1 CF and is cumulative; e.g., -3 to Handling is worth -0.3 CF. The *final* CF cannot go below -0.6.

-10% to Acceleration *and* Top Speed; -1 to Handling (min. -3); -1 to HT; -20% to HP *and* -10% to DR (this can only be taken twice); or -2 to SR (min. 0).

*Lab or Tool Kit, Belt**. Allows you to use *one* skill, but at -2. $1,000 for a lab, $200 for a tool kit, 4 lbs.

*Lab or Tool Kit, Box**. Basic equipment for *one* skill. $3,000 for a lab, $600 for a tool kit, 20 lbs.

*Lab or Tool Kit, Field**. Gives +1 to *one* skill. $15,000 for a lab, $3,000 for a tool kit, 200 lbs.

*Lab or Tool Kit, Shop**. Gives +2 to *one* skill. $75,000 for a lab, $15,000 for a tool kit, 2,000 lbs.

* Double the price but halve the weight for Electronics Repair tool kits.

Light Sources

In the area of illumination listed for each source, the darkness penalty cannot be worse than -3. Quality bonuses affect this limit (e.g., a fine-quality flashlight would reduce the darkness penalty to -1).

Flashlight, Mini. 5-yard beam. Runs for 10 hours. $10, 0.2 lb.

Flashlight, Regular. 10-yard beam. Runs for 50 hours. $20, 1 lb.

Flashlight, Smart. Can switch between a 50-yard beam (runs for 2 hours) or a 5-yard beam (40 hours). $300, 0.5 lb.

Glow Stick. 2-yard radius. Lasts for 12 hours. $2, 0.1 lb.

Lantern, Electric. 5-yard radius. Runs for 20 hours. $30, 3 lbs.

UV Bulb. Roll vs. DX-2 or any Beam Weapons-2 to hit with the beam; the target may try to dodge. If your opponent has a Weakness to sunlight, then a hit inflicts half that disadvantage's damage. Changing bulbs takes 10 seconds (five seconds with a DX roll). Any flashlight: $25, neg.

Medical Supplies

Body Bag. Sometimes necessary to keep a corpse secret! $5, 2.5 lbs.

Crash Kit. Basic equipment for Physician; improvised equipment (-5) for Surgery; fine equipment (+2) for First Aid. $200, 10 lbs.

First Aid Kit. Basic equipment for First Aid. Weight becomes 2 lbs. if made good-quality (p. 54); fine-quality *is* a crash kit (above). $10, 1 lb.

Surgical Kit. Basic equipment for Surgery (+2 for TL; see p. B424). $300, 15 lbs.

Miscellaneous Gear

Climbing Kit. Harness, ascender, descender, fasteners, and 100 yards of 3/8" rope. $400, 26 lbs.

Disguise Kit. Basic equipment for Disguise. Weight becomes 50 lbs. if made good-quality (p. 54) or 250 lbs. if made fine-quality. $200, 10 lbs.

Grapnel. Padded for stealth! Use Throwing to place. $40, 3 lbs.

Industrial Cleanser. Roll vs. Housekeeping to destroy DNA evidence. Enough for one body's worth: $5, 1 lb.

Library. Allows Research rolls on the occult from the comfort of one's home. May be physical books *or* a virtual collection on the computer (p. 54) – either way, weight is irrelevant. $70,000.

Media Player, Digital. If made good-quality (p. 54), can *either* play video files or record audio; if made fine-quality, can do both. Runs for 12 hours. $100, 0.2 lb.

Reloading Press. For hand-loading special ammo (p. 63) with Armoury (Small Arms). $100, 2 lbs.

Rope, 3/8". Supports 650 lbs. Per 10 yards: $25, 1.6 lbs.

Optics

Each type of optic provides the effects of the listed traits while being used. Goggles are dangerous to wear when fighting – No Depth Perception gives -1 to melee combat, and -3 to ranged!

Binoculars. Telescopic Vision 3. $150, 3 lbs.

Binoculars, Night-Vision. Night Vision 9, Telescopic Vision 4, and Colorblindness. Run for 20 hours. $6,000, 3 lbs.

Binoculars, Thermal-Imaging. Infravision, Telescopic Vision 2, and Colorblindness. Run for 4 hours. $7,000, 3 lbs.

Goggles, Night-Vision. Night Vision 9, Colorblindness, No Depth Perception, and No Peripheral Vision. Hands-free. Run for 20 hours. $3,500, 1.5 lbs.

Goggles, Thermal-Imaging. Infravision, Telescopic Vision 3, Colorblindness, No Depth Perception, and No Peripheral Vision. Hands-free. Run for 2 hours. $13,000, 1.5 lbs.

Esoteric Gear

These items are not available on the open market. Champions are free to start off with them, but getting them *in play* requires an appropriate Contact or Patron, use of a relevant skill (e.g., Streetwise), or tracking down a specialty shop.

These items do *not* take the modifiers listed for gadgets (p. 54).

Grimoires and Collections

For an explanation of grimoires, see p. 39. Even more so than most esoteric tools, grimoires can be difficult to acquire. First, only shops dealing in ancient magical texts (usually disguised as simple used book stores) even offer the product at all. Just as important, an infinite number of rituals exist, which means weak odds of finding a grimoire for the *one* ritual you want.

Thus, when a hunter goes shopping between missions, what he wants may not be available. For each ritual, whether as a standalone book or as part of a collection, roll 3d-8 to determine the maximum bonus available. If the result is less than +2, *no* grimoire is available for that spell – he may try again after the next mission. The champion can buy a lesser version if he can't afford the best. (Don't roll during character creation; the hero may start the game with whatever he can afford.)

Sellers rarely keep potent grimoires in stock; once ordered, the customer comes back for it. During downtime, this can be abstracted, but if the hunter hits the store in the middle of a mission, and needs something *right now,* roll 3d-12 instead of 3d-8.

A grimoire's bonus affects its weight – larger modifiers require more text, diagrams, and so on. Grimoires have two options available, both explained on p. 39, each of which has a "cost factor" (CF) which modifies the cost as for gadgets (p. 54):

Dead-Language: The grimoire requires comprehension of an ancient tongue, or translation. -0.2 CF.

Encrypted: The grimoire must be decoded before use. -0.2 CF.

Grimoire Table

Bonus	*Cost*	*Weight*	*Bonus*	*Cost*	*Weight*
+2	$100	2 lbs.	+7	$7,500	5 lbs.
+3	$250	2.5 lbs.	+8	$20,000	6 lbs.
+4	$600	3 lbs.	+9	$50,000	8 lbs.
+5	$1,500	3.5 lbs.	+10	$100,000	10 lbs.
+6	$3,500	4 lbs.			

Collections

If multiple grimoires are being purchased (or are discovered) at once, they may be part of a *collection.* This is a single book that encompasses multiple rituals, and may be used when casting any of them. The rituals must *all* share at least one common Path skill, but the bonuses do not have to match.

A collection costs the same as the individual grimoires would – the savings is one of weight, not money. Take the weight listed for the *best* bonus, then add 1/5 of the total weight for every other ritual.

Example: Brad wants a collection aiding three rituals: a cloaking spell (Greater Destroy Energy), a spontaneous-combustion spell (Greater Create Energy), and a hacking spell (Greater Strengthen Chance and Lesser Sense Energy). All three use Path of Energy, so they can be collected. The GM rolls 3d-8 for each, resulting in +3, +5, and +2. Brad can't afford that, so he buys grimoires worth +3 ($250), +4 ($600), and +2 ($100), for a total of $950. The collection weighs 3 + (4.5/5) = 3.9 lbs, and he can use it for +3 to cloak, +4 to burn, or +2 to hack.

Charms. They'll fend off possession.
– Bobby, in ***Supernatural*** *#2.14*

Magical Workspace Kits

Workspace Kit, Basic. A collection of special pans, spoons, candlesticks, burners, etc. – necessary for casters trying to make charms (pp. 38-39) without a penalty. The room in which it's used will end up resembling a cross between a kitchen and a high-school chemistry lab. Takes an hour to safely set up or pack. $3,000, 20 lbs.

Workspace Kit, Good. Several boxes full of high-end gear, with inlaid copper pentagrams, magically inert utensils, etc. Gives +1 on *all* rolls to make a charm. Takes five hours to set up or pack. $15,000, 200 lbs.

Workspace Kit, Fine. Enough gear to *pack* a huge room! Anodized orichalcum handles, swamp-gas burners, and so on. Gives +2 on *all* rolls to make a charm. Takes 20 hours to set up or pack. $60,000, 2,000 lbs.

Mystical Supplies

Esoteric Kit. Basic equipment for Esoteric Healing – asafetida candles, chakra charts, incense, acupuncture needles, etc. $200, 4 lbs.

Holy Symbol. Hand-made, well-used representation of the user's faith. Against demons or vampires, can be used as a holy attack (p. 51); treat as a sap, using Boxing-1, Brawling, or Karate-1 to hit. $200, 0.5 lb.

Holy Symbol, Aged. A symbol that's been used for decades. As above, and gives +1 in all Quick Contests against evil supernatural entities involving Exorcism, Mysticism abilities, etc., when brandished. $1,000, 0.5 lb.

Holy Symbol, Ancient. One that's been used for *centuries.* As above, but gives +2. $4,000, 0.5 lb.

Holy Symbol, Mass-Produced. A small symbol bought from a store or online. Can *not* be used as a holy attack! $5, 0.1 lb.

Holy Water. Not for sale, but available free from many churches! Anyone with Clerical Investment may use Religious Ritual to *make some* out of ordinary water; this takes about a minute per pint (minimum one minute). Use it to fill balloons (p. 54), bottles (p. 54), or liquid projectors (p. 62). Half-pint: 0.5 lb.

Psychotronics

This technology interacts with psi, or uses psionic principles to accomplish something "impossible," such as interacting with spirits.

Electronics

The ghost blaster, mind disruptor, and neutralizer (below) use Beam Weapons (Projector), and can be given the "cost factor" modifiers found under *Firearms* (p. 61). All of the *other* electronic gear requires an Electronics Operation (Psychotronics) roll to use properly.

Ectocognitive Wave Detector (EWD). A handheld meter that measures projected psychic energy, which can be used to identify both ghosts and *active* psi use. The GM rolls for the operator, applying range penalties (p. B550). Success by 0-2 acts as Detect (Vague), by 3-4 as Detect, and by 5+ as Detect (Precise); see p. B48. $1,500, 1 lb.

Ethereal Barrier Cord. Resembling "rope lights," this inch-thick cord can be used to cordon off an area from psychic energy. The cord must form an enclosed shape, like a circle. Once laid out and powered up, any psionics used across the boundary must *win* a Quick Contest against the cord's power of 12 to have any effect. Failure (but not a tie) costs the psi 1 FP. Similarly, any spirit attempting to cross the boundary must win a Quick Contest: the better of its ST, HT, or Will against the cord's power of 12, with the same effects on a failure. However, for every psionic ability or spirit that *does* get through, the cord must roll against its HT 11 or short out until repaired. (To enclose a circle, multiply the radius by 6.3 for the amount of cord needed.) Runs on external power. $1,000, 10 lbs. for the power converter, and $50, 0.5 lb. per yard of cord.

Ghost Blaster. A backpack containing a stripped-down nuclear accelerator connected to a rifle-sized particle thrower, capable of projecting energy that disrupts a spirit's ties to this astral plane. It can only affect insubstantial foes, including ghosts, certain demons, astral projectors, etc. If the "damage" reduces the target to 0 FP, it immediately returns to wherever it belongs – ghosts move on, demons go to Hell, projectors return to their bodies, and so on. See the *Firearms Table* (p. 62) for stats.

Mental Shield. This resembles a small colander, form-fitted to the head, with wires and resistors coming out of it. It must be worn in contact with the scalp, precluding the use of a helmet. Gives the wearer Mind Shield 4, cumulative with any natural Mind Shield, but most people react to him at -2. It also provides an extra DR 1 to the skull, but for every hit, the shield must roll against its HT 11 or short out until repaired. $1,000, 1 lb.

Mind Disruptor. This weapon is useful for humans you don't want to hurt, and resembles a cross between a rifle and a "beach-combing" metal detector. When hit, the target must roll against Will-2, with a bonus equal to any Mind Shield, or be mentally stunned; he may roll again each turn to recover. On a critical failure, he falls unconscious! The effect disrupts short-term memory; victims who succumb never remember what happened to them during the second they were shot, or the second before that. See the *Firearms Table* (p. 62) for stats.

Neutralizer. This bulky rifle, attached to a hip-pack battery, is useful when going up against rogue psis. When hit, the target must roll against Will-4, with a bonus equal to any Mind Shield, or lose access to *all* of his psionic abilities for seconds equal to the margin of failure (*minutes* on a critical failure). See the *Firearms Table* (p. 62) for stats.

Spiricom. A system of frequency-tone generators that can isolate a spiritual "carrier wave" so everyone can hear it. Look up the operator's margin of success on the "Size" column of the *Size and Speed/Range Table* (p. B550). Within this range, if any psi uses Telesend, or any ghost attempts to communicate, the spiricom converts it to sound. Runs on external power. $3,200, 80 lbs.

Psi Drugs

These pills take two seconds to ready and swallow; they take effect within a minute. They are also available as injections, which require 15 seconds to administer but then work immediately. Injecting a drug *quickly* (two seconds) requires a First Aid-4 or Physician+2 roll, with failure resulting in a wasted drug.

Psi-Block. Alters the user's morphic field: For 1d×10 minutes, psis are at -4 to use their abilities (whether mental, physical, or even divination) on him. If given to a psi, he is also at -8 to use any of his *own* abilities! $30/dose, neg.

Psi-Boost. Adds +1 to the user's psi rolls for 1d×10 minutes. User must roll HT; on a failure, he is *also* at -2 to DX and all DX-based rolls for hours equal to the margin of failure. Multiple doses within 24 hours are at a cumulative -1 to this roll. Potentially addictive (-15 points); users are at -5 to all psi use while going through withdrawal. $50/dose, neg.

To Gear or Not to Gear

The assumptions discussed at the beginning of this chapter can be tailored to fit the group – but be sure everyone's aware of it before the game starts!

Rejecting Materialism

If the GM wants less of a focus on equipment, he has a few options. He can reduce the starting funds significantly (anywhere from -10% to -90%), which forces the group to pick up only the essentials. Or he can make a list of which gear is available, removing anything he sees as a crutch. He can even do both!

More radically, the GM may simply *assign* whatever gear he feels is appropriate to each PC – the warrior may get an axe and a smile, while the techie gets a small collection of expensive gadgets. If so, no PC can take Wealth, and all Patrons should be Modest Budget.

Shop Your Heart Out

For a *much* larger shopping list, break out ***GURPS High-Tech.*** Be warned that by itself, this will add considerable time to game prep, as players comb through 256 pages of nifty toys. To avoid this, consider *also* using ***GURPS Loadouts: Monster Hunters,*** which offers sensible equipment suggestions for most flavors of champion and mission.

In theory, using ***High-Tech*** means you can keep detailed track of things like batteries, but doing so is not recommended. It can slow down play and shift the focus off of the monster hunting.

Track Nothing!

Monster Hunters, though a cinematic game, assumes that ammunition will be tracked. This preserves the balance between melee weapons (which put you close to your foe) and ranged weapons (which are safer, but require ammo); it doesn't hurt the commando (pp. 9-10), because each of his perfectly targeted bullets is still more valuable than those of an average shooter (who misses more often).

That said, it won't drastically unbalance the game to assume that everyone has enough ammo to deal with any situation. To do so, tally up the cost and weight of *five* reloads for everyone. (Five per *weapon,* not per person!) If someone uses multiple types of ammo for a weapon, tally up five reloads for *each* type.

Each champion has to pay the cost for his reloads before every mission. (With a Patron, this is one of the primary uses for the replacement budget.) Next, each person has to add the total weight to his encumbrance. Then, *ignore* detailed ammo tracking until one of the following happens:

- The team is cut off from resupplying; e.g., trapped in a cave or a building. At that point, everyone has five reloads left, and has to count bullets.
- A PC objects to the encumbrance and decides to ditch some ammo. From that point on, *he* has just the 0-4 reloads that he didn't drop.
- A PC is captured and stripped of his gear. He has nothing!

This applies to ammo – including things like arrows and crossbow bolts – but not to holy water balloons, grenades (p. 63), or anything else that weighs more than an ounce per use.

Protective Clothing

Any TL0-8 armor from pp. B283-285 or ***High-Tech*** is *theoretically* available for champions, but in practice, they can't afford to draw too much attention to themselves. Because of this, body armor is rare unless it can pass for (or be worn under) normal clothing. The *Protective Clothing Table* summarizes the most common options, using the notation explained on p. B282.

The following modifiers exist for clothing. These have "cost factors" (CF) that affect price as explained for gadgets (p. 54).

Scent-Masking: Keeps scents inside the fabric, giving -4 to Smell rolls to find the wearer (or track him by scent). +2 CF.

Undercover: Helps conceal weapons, giving a Holdout bonus: +1 bonus for +4 CF, +2 for +19 CF.

Protective Clothing Table

Clothing	*Location*	*DR*	*Cost*	*Weight*	*Notes*
Boots, Reinforced	feet	3/2	$75	3	[1]
Clothing, Extra Outfit	all	0	$120	2	
Coat, Long	arms, legs, torso	0	$50	5	[2]
Coat, Long Leather	arms, legs, torso	1*	$250	10	[2]
Collar, Reinforced	neck	2	$10	0.5	
Cup, Athletic	groin	2/1F	$20	neg.	[3]
Glasses, Ballistic	eyes	4	$35	neg.	
Gloves, Sap	hands	2*	$60	1	[4]
Gloves, Shooting	hands	1*	$50	0.5	
Hat, Leather	skull	1*	$60	0.5	
Helmet, Motorcycle	skull	6/3	$200	3	[3]
with visor	eyes, face	1	+$50	+0.5	
Jacket, Leather	arms, torso	1*	$50	4	
Leggings, Sharp-Proof	legs	3/1	$100	4	[5, 6]
Pants, Leather	legs, groin	1*	$40	4	
Shoes, Climbing	feet	1*	$80	1	[7]
Sleeves, Sharp-Proof	arms	3/1	$100	2	[5, 6]
Vest, Advanced	torso	35/5*	$4,600	17	[5, 8]
Vest, Concealable	torso	12/5*	$1,000	2	[5, 9]

Notes

[1] Use higher DR only vs. attacks to the underside of the foot. Gives +1 to kicking damage.

[2] Gives +4 to Holdout. *Can* be made undercover for a larger bonus!

[3] Use higher DR only vs. *crushing* attacks.

[4] Give +1 to punching damage and Bad Grip 1.

[5] Concealable under clothing, not *as* clothing.

[6] Use higher DR only vs. *cutting* and *impaling* attacks.

[7] Give +1 to Climbing and Stealth.

[8] Use *lower* DR only vs. *crushing* attacks.

[9] Use higher DR only vs. *cutting* and *piercing* attacks.

Weapons

Monster hunters must use a wide range of weapons. It's perfectly normal for a team to bust into a lair with one member wielding a sword, one a crossbow, and one an assault rifle.

Melee Weapons

Champions will frequently find themselves using "old-fashioned" weapons to kill their foes, many of which are resistant (or even immune) to modern ones! All of the weapons from pp. B271-274 are available. Due to TL8 technology, they can be *fine* quality for free! Moreover, the following modifiers are available; each has a "cost factor" (CF) that works as for gadgets (p. 54):

Balanced: +1 to skill when using the weapon. All weapons except sticks: +4 CF.

Disguised: The weapon resembles any innocent item that could conceal it (e.g., a knife built into a belt-buckle). Finding the hidden weapon requires a Search roll – or an Observation roll if carried. All weapons: +4 CF.

Fine†:* Gives -1 to odds of breakage, *not* cumulative with titanium. If the weapon is cutting or impaling, adds +1 to damage. This is free at TL8; *always* add it unless you're making the weapon silver or very fine! All weapons: +0 CF.

Holy: Inlaid with religious imagery and text, using spiritually significant materials, then blessed. Counts as a holy attack (p. 51). The weapon's final value (after all modifiers, including this one) *must* be at least $250. All weapons: +4 CF.

Silver†: The weapon is solid silver, which does *significantly* more injury to lycanthropes! It has +2 to odds of breakage, however. Any metal weapon: +19 CF.

My load-bearing gear was heavily laden with extra shells: silver buckshot, silver slugs, flechettes, armor-piercing quadrangle shot, internally suppressed buckshot, Milo's special magnum breaching charges, and even a couple of Penguin tear gas rounds.

– Larry Correia, ***Monster Hunter International***

Silver-Coated†: The weapon inflicts additional injury to lycanthropes, though not as much as *Silver* (p. 59). All weapons: +2 CF.

Titanium†: Multiplies weight by 3/4 and gives -2 to odds of breakage. All weapons: +1 CF.

Very Fine†:* Gives -2 to odds of breakage (*not* cumulative with titanium) and +2 to damage. Fencing weapons and swords only: +3 CF.

Weighted: +1 damage. Two-handed axes and maces only: +1 CF.

* Fine and very fine are mutually exclusive.

† Silver cannot be combined with fine, silver-coated, titanium, or very fine – but silver-coated and titanium *can* be combined with each other.

Example: A were-hunter wants a balanced (+4 CF), silver-coated (+2 CF), titanium (+1 CF), very fine (+3 CF) saber – for a total "cost factor" of +10. The saber's $700 cost is multiplied by (1 + 10) = 11, for a final cost of $7,700, which he covers with Signature Gear [1]. It has 3/4 weight and gets -2 to odds of breakage, +1 to skill, and +2 to damage.

Tonfas

Tonfa skill is *not* required to use a tonfa in the manner described on p. B209; anyone may hold the weapon in a reversed grip to benefit his unarmed strikes and parries. The statistics below are for those trained in using it as a melee weapon in a standard ("sword") grip.

TONFA (DX-5 or Shortsword-3)

Weapon	*Damage*	*Reach*	*Parry*	*Cost*	*Weight*	*ST*
Tonfa	sw cr	1	0	$40	1.5	7
or	thr cr	C, 1	0	–	–	7

Improvised Weapons

While champions are expected to outfit themselves with appropriate weaponry, sometimes the unexpected happens and the heroes have to resort to whatever is nearby. Many such items are easy to adjudicate (e.g., a box opener cuts as a small knife), but some deserve specific mention.

For each item, the skill used to wield it is listed in brackets, along with any penalty to do so. Take Improvised Weapons (p. 25) to remove such penalties entirely for that skill. The cost and weight for each item is provided in case the team needs to buy them as tools; it is *not* a suggestion that champions will find these useful enough to make them primary weapons! (The "cost factor" options above can *never* be applied to improvised weapons.) Unless explicitly stated otherwise, an improvised weapon cannot be used to parry, and is considered *cheap* for breakage purposes.

Chainsaw. Does sw+1d cut, with Reach 1 and ST 11‡ **[Two-Handed Axe/Mace-2**]. A low-end chainsaw is half-price, but has a 1-in-6 chance of the chain snapping if stopped by DR. Runs for one hour on a gallon of gas ($3, 6 lbs.). $300, 13 lbs.

Circular Saw. Does sw+3(2) cut, with Reach 1 and ST 11‡ [**Two-Handed Axe/Mace-3**]. Runs for 30 minutes. $75, 20 lbs.

Pool Cue. Does sw cr, with Reach 1 and ST 9 [**Broadsword-1**]. $30, 2 lbs.

Power Drill. Does 1d+2(2) pi++, with Reach C and ST 8 [**Knife-2**]. Runs for 30 minutes. $50, 2 lbs.

Road Flare. Does 1d-4 burn, with Reach 1 and ST 6 [**Shortsword-2**]. Disposable; once started, will burn for 30 minutes. $5, 1 lb.

Scissors or *Screwdriver.* Does thr-2 imp, with Reach C and ST 5 [**Knife-1**]. $2, 0.3 lb.

Shovel. Does sw+3 cut, with Reach 1, 2* and ST 12‡ [**Two-Handed Axe/Mace-2**]. $15, 6 lbs.

Tire Iron. Does sw+1 cr, with Reach 1 and ST 10 [**Axe/Mace-2**]. $10, 2 lbs.

Muscle-Powered Ranged Weapons

As for melee weapons (pp. 59-60), many of the weapons from pp. B275-276 are *more* effective than modern guns at killing monsters! Use their stats as-is, with the following notes.

Bows and Crossbows

At TL8, these weapons may take any of the modifiers below. Each has a "cost factor" (CF) that works as for gadgets (p. 54).

Balanced: +1 to Accuracy. +4 CF.

Compound: Pulleys and cables transfer more energy to the string. Treat the user and weapon as having ST+2 for damage and range purposes. +1 CF.

Fine: Increase 1/2D and Max by 20%. +3 CF.

Many bows and crossbows mount targeting lasers (*Gun Accessories,* p. 55) for the skill bonus. In addition, crossbows can mount scopes, while bows can mount similar sighting devices (+1 Acc, $100, neg.).

Arrows and bolts cost $2 each, or $40 with a silver head. Their heads can be normal, bodkin-point (damage becomes piercing with a (2) armor divisor), or willow-leaf (damage becomes cutting); cost and weight are unchanged. Wrapping a flaming cloth behind the head adds one point of linked burning damage, but gives -2 to hit.

Thrown Weapons

All thrown weapons may take the same "cost factor" modifiers that melee weapons (pp. 59-60) can, including being *fine* for free!

FIREARMS

The *Firearms Table* (p. 62) adjusts many ***Basic Set*** weapons to reflect ***High-Tech.*** It includes the most common "monster hunting" weapons, along with the psychotronic ones from p. 58. Statistics are as per pp. B268-271, except as follows:

Weight is loaded weight. The weight of one full reload is shown after the slash; for pistols, rifles, and SMGs, this includes the ammo *and* a magazine or speedloader.

Shots lists reload times in parentheses. For revolvers, this assumes a speedloader; add nine seconds if using loose rounds! Fast-Draw (Ammo) reduces times by a third; e.g., (6) becomes (4).

Cost gives the cost of a full reload after the slash, in round dollars. The cost of an (empty) magazine, speedloader, or reservoir then appears in parentheses, if applicable. Add the two together to find the price of a full magazine or speedloader.

Firearms can be improved with customization options. Each option has a "cost factor" (CF) that modifies the cost as for gadgets (p. 54).

Disguised: The gun resembles a mundane item (e.g., a flamethrower might pass as a hiker's backpack with a rolled tent attached). Realizing the truth requires a Search roll – or an Observation roll if carried. +4 CF.

Fine:* Gives any firearm with base Acc 2 or better another +1 Acc. +1 CF.

Very Fine:* Gives any firearm with base Acc 4 or better another +2 Acc. +4 CF.

* Fine and very fine are mutually exclusive.

Hearing Shots

Gunshots are *loud!* Every bullet leaves a miniature sonic boom in its wake. In inhabited areas, this can attract the attention of innocent bystanders and the authorities – both things that a monster hunter wants to avoid. Any time guns are used on a given turn, someone nearby may hear.

Instead of rolling against each individual listener's Hearing, the GM can use the following rules to determine how far the sound travels for *every* average listener. Roll 3d and apply the following modifiers, then look up the result on the table below.

Source: -5 for silent ammo (p. 63). Otherwise, -3 for a psychotronic weapon (p. 58), -1 for a pistol, or no modifier for other guns. Always use the modifier for the loudest attack that round. Grenades list a specific modifier; other explosives fall between +2 and +8, depending on the size of the blast, which is why most champions avoid them!

Multiple Bullets: Add the rapid fire bonus (p. B548) for the total number of shots fired this round; e.g., +1 for 5-8 shots.

Silencers: -8 if every shot was made with a silencer (p. 55) or -3 if shot through a pillow or similar improvisation.

Background Noise: This roll assumes an average amount of noise – the equivalent of busy traffic or everyone nearby watching TV. Modifiers can range from +5 for absolute dead silence to -5 for a fireworks display going off down the street.

The GM can roll every round in which shots are fired, but it's usually easier to roll when it first happens, then roll again only if the modifiers change (if another person pulls out a gun, adding more bullets per turn, etc.).

Use these rules to determine if random bystanders hear any unexpected gunshots. If a particular person is *actively* listening for gunplay, add a modifier equal to his (Hearing - 8) to the result.

Example: In a graveyard, Scott unloads 15 SMG bullets into a vampire; no other shots are fired that turn. The GM rolls 3d + 3 (rapid-fire bonus) + 3 (quiet graveyard), getting a 16. At up to eight yards away, even someone who'd never used a gun could tell shots were fired, while anyone with Guns skill could recognize it out to 128 yards! The latter is well beyond the bounds of the graveyard – the GM decides that a police officer is within range and decides to investigate.

At the same time, Brad has gotten separated from Scott and is listening for his shots. Brad's Hearing is 15; this adds +7 to the result for a total of 23. Brad can thus hear Scott's gun from up to eight miles away.

Result	*Range (Skilled)*	*Range (Unskilled)*
8 or less	–	–
9	1 yard	–
10	2 yards	–
11	4 yards	–
12	8 yards	–
13	16 yards	1 yard
14	32 yards	2 yards
15	64 yards	4 yards
16	128 yards	8 yards
17	256 yards	16 yards
18	1/4 mile	32 yards
19	1/2 mile	64 yards
20	1 mile	128 yards
21	2 miles	256 yards
22	4 miles	1/4 mile
+1	×2	×2

Range (Skilled) is the distance at which someone with Guns skill (at any level) will hear and recognize the shots *and* identify the direction from where they came. *Range (Unskilled)* is the distance at which someone with no points in Guns will do so. A farther-off listener may hear the noise, but will either not pinpoint the direction or will chalk it up to construction, a car door slamming, etc. In all cases, this does not mean that *everyone* within range hears the shots – just that enough people do that it may cause problems for the heroes.

Firearms Table

See pp. B268-271 for an explanation of the statistics.

Weapon	*Damage*	*Acc*	*Range*	*Weight*	*RoF*	*Shots*	*ST*	*Bulk*	*Rcl*	*Cost*	*Notes*
BEAM WEAPONS (PROJECTOR) (DX-4 or other Beam Weapons at -4)											
Ghost Blaster	2d fat	2	25/40	50	1	30	11†	-7	1	$12,500	[1]
Mind Disruptor	Will-2 aff	3	10/30	11	1	22	9†	-5	1	$26,000	[1]
Neutralizer	Will-4 aff	3	23/70	15	1	33	10†	-6	1	$19,000	[1]
GUNS (PISTOL) (DX-4 or most other Guns at -2)											
Auto Pistol, .40	2d+2 pi+	2	160/1,800	2.3/0.6	3	13+1(3)	9	-2	2	$770/$4($32)	
Auto Pistol, .50AE	4d pi+	2	220/2,500	4.6/0.6	3	7+1(3)	12	-4	4	$1,250/$8($45)	
Backup Auto Pistol, .40	2d+1 pi+	1	140/1,600	1.9/0.4	3	6+1(3)	8	-1	2	$720/$2($37)	
Revolver, .44M	3d+2 pi+	2	210/2,300	3.1/0.4	3	6(6)	11	-3	4	$770/$4($10)	
Revolver, Snub .38	2d-1 pi	1	90/1,000	1.2/0.3	3	5(6)	9	-1	2	$350/$2($10)	
GUNS (RIFLE) (DX-4 or most other Guns at -2)											
Assault Carbine, 5.56mm	4d+2 pi	4	750/2,900	7.3/1	15	30+1(3)	9†	-4	2	$950/$15($34)	
Assault Rifle, 5.56mm	5d pi	5	800/3,500	8.9/1	13	30+1(3)	8†	-5	2	$850/$15($34)	
Entry Rifle, .50BW	6d+1 pi+	4	380/2,700	7/1.1	3	10+1(3)	10†	-5	4	$1,200/$11($34)	
Sniper Rifle, 7.62mm	7d pi	5+3	1,000/4,200	15/1	1	10+1(3)	11B†	-6	3	$2,350/$9($50)	[2]
GUNS (SHOTGUN) (DX-4 or most other Guns at -2)											
Auto Shotgun, 12G	1d+1 pi	3	40/800	8.2/0.8	3×9	7+1(2i)	10†	-5	1	$1,000/$4	
firing slugs	5d pi++	4	100/1,200	–	3	–	10†	–	4	–	
Compact Pump Shotgun, 12G	1d+1 pi	2	40/800	6.7/0.4	2×9	4+1(2i)	12†	-3	1	$400/$2	[2]
firing slugs	5d pi++	3	100/1,200	–	3	–	12†	–	6	–	[2]
Pump Shotgun, 12G	1d+1 pi	3	40/800	8.3/0.8	2×9	7+1(2i)	10†	-5	1	$400/$4	[2]
firing slugs	5d pi++	4	100/1,200	–	2	–	10†	–	5	–	[2]
GUNS (SMG) (DX-4 or most other Guns at -2)											
Machine Pistol, 9mm	2d+2 pi	2	130/1,400	7.5/1.3	18	32(3)	10	-2	3	$425/$10($29)	
SMG, .45	2d+1 pi+	3	160/1,700	6.5/1.6	10	25+1(3)	8†	-4	2	$900/$13($36)	
SMG, 9mm	3d-1 pi	4	170/1,900	6/1.2	13	30+1(3)	8†	-4	2	$1,500/$9($29)	
SMG, Compact 9mm	2d+2 pi	2	160/1,800	3.8/1	15	30+1(3)	8†	-2	2	$1,200/$9($34)	
LIQUID PROJECTOR (FLAMETHROWER) (DX-4 or other Liquid Projector at -4)											
Backpack Flamethrower	3d burn	–	40	50/20	Jet	10	10†	-7	–	$2,000/$10	[3, 4]
Handheld Flamethrower	3d burn	–	40	7.8/2	Jet	1	6†	-4	–	$500/$1	[3]
LIQUID PROJECTOR (SPRAYER) (DX-4 or other Liquid Projector at -4)											
Handheld Sprayer	Special	–	2	0.1	Jet	20	3	-1	–	$10	[5]
LIQUID PROJECTOR (SQUIRT GUN) (DX-4 or other Liquid Projector at -4)											
Backpack Squirt Gun	Special	–	12	18/15	Jet	15(12)	4†	-3	–	$45($15)	[5]
Squirt Carbine	Special	–	8	3.5/2	Jet	2(7)	4†	-3	–	$30($5)	[5]

Notes

[1] Psychotronic weapon; see p. 58 for detailed effects. Shots are reloaded by recharging its internal batteries (p. 52).

[2] Requires two hands to use, regardless of wielder's ST.

[3] Anyone hit takes 1d burn per second for 2d×5 more seconds (1d×5 past 25 yards).

[4] Backpack has 1-in-6 chance of exploding if damage penetrates its DR 2; everyone within two yards is hit by one shot.

[5] Usually filled with holy water (p. 57). The dispersion gives +2 to hit.

Improvised Firearms

Sometimes a champion has to make do with whatever comes to hand! See *Improvised Weapons* (p. 60) for details. The following all have Acc 0 and RoF 1.

Flare Gun. Does 1d+1(0.5) cr dkb inc, with Range 10/330 and Shots 1(3) [any **Guns-4**]. Burns *hot* for 10 seconds after firing: 1d burn to anyone touching it. $480, 2 lbs.

Nail Gun. The safety must be disabled ahead of time or held back with the off hand. Does 2d-1 pi-, with Range 5/25 and Shots 50(3) [**Pistol-4**]. $350, 8 lbs.

Spray Can and a Lighter. Does 1d-2 burn, with Range 1 and Shots 5 [**Flamethrower-2** or **Sprayer**]. $2, 0.5 lb.

Special Ammo

The *Firearms Table* (p. 63) lists the cost of reloading your weapon with normal bullets. But some situations call for special ammo! Each type of ammo below has a "cost factor" (CF) that affects the cost as for gadgets (p. 54). The final CF multiplier is applied to the *reload* cost, but does not modify the magazine or speedloader cost. For example, buying a fresh magazine of silent ammo (×10 cost) for a .40 auto pistol would cost ($4 × 10) + $32 = $72, *not* ($4 + $32) × 10 = $360!

You may combine *one* powder option and *one* payload option, but no more. Thus, it is possible to obtain extra-powerful hollow-point rounds, but *not* armor-piercing holy-water rounds or extra-powerful match-grade rounds. All effects stack; e.g., an extra-powerful (×1.1 Range) chemical (×0.4 Range) round would have 0.44 times Range.

These rules are intentionally simplified for a cinematic game, and should not be ported into a realistic setting; use the more detailed rules from ***High-Tech*** (pp. 161-178) instead.

Powder Options

Extra-Powerful: Adds +1 damage per *three* dice or fraction thereof. Multiply Range and ST by 1.1 (minimum +1 ST). Any gun: +1 CF.

Hand-Matched:* If a gun has Acc 2 or 3, adds +1 Acc. If it has Acc 4 or better, adds +2 Acc. Any gun: +9 CF.

Match-Grade: If a gun has Acc 4 or better, adds +1 Acc. Any gun: +1 CF.

Silent: Greatly reduces the odds of being heard (*Hearing Shots,* p. 61). Any gun: +9 CF.

* The cost for this option includes hand-loading labor. A champion with a reloading press (p. 56) can roll against Armoury (Small Arms) to craft this himself; roll once per two full reloads. Success reduces the CF of this option by 2 (e.g., +9 CF becomes +7 CF); failure *increases* it by 2 due to wastage.

Payload Options

With the sole exception of silver, none of the upgrades below may be applied to shot shells; shotguns firing any of these custom bullets do so using *slugs,* not shot.

Armor-Piercing: Add armor divisor (2) but change damage type from pi++ to pi+, from pi+ to pi, or from pi to pi- (no effect on pi-). Any pistol, rifle, or SMG: +1 CF.

Chemical: Changes damage to 2d-1(0.5) cr and multiplies Range by 0.4. Upon impact, releases smoke or tear gas (both p. B439) in a 4-yard radius for 20 seconds. Any shotgun: +2 CF for smoke, +4 CF for tear gas.

"Dragon's Breath": Spews flame, in a cone 75 yards long and 10 yards wide (at the end), for 1d-2 burning damage. RoF becomes 1 *and* the gun cannot be fired again for three seconds as the flame slowly dies. Cannot be combined with *any* powder options. Any shotgun: +2 CF.

Explosive: Changes shotgun damage to 4d(0.5) pi++ with a 1d-1 cr ex follow-up. If the slug penetrates DR, the follow-up damage is *tripled* and ignores DR! Adds +1 to a *Hearing Shots* (p. 61) roll. Any shotgun: +19 CF.

Flare: Changes damage to 2d-1(0.5) cr inc, and multiplies Range by 0.4. Designed to be shot into the air, where it illuminates a 50-yard radius for 20 seconds. This prevents the darkness penalty in the area from going below -3. Any shotgun: +4 CF.

Hollow-Point: Changes damage time from pi- to pi, from pi to pi+, or pi+ to pi++ (no effect on pi++), but adds armor divisor (0.5). Any pistol, rifle, or SMG: +0 CF.

Holy-Water:* Identical to hollow-points (above), but includes a tiny amount of holy water (*Holy Attacks,* p. 51). Any gun: +2 CF.

Rock Salt: Reduces Range to 10 and does *no* damage. Living things and zombies must roll HT+DR to avoid moderate pain (p. B428) for minutes equal to the margin of failure – salt ignores the zombies' High Pain Threshold. If shot in the *face,* a failed roll destroys the zombie! Any shotgun: +0 CF

Silver:* A steel jacket around solid silver *or* a shotgun shell packed with silver pellets. Any gun: +49 CF.

Thermate:* A thermite-based (p. 55) concoction, often used in fireworks. Adds a follow-up burning attack, but reduces bullet damage by -1 per die. Burning damage depends on the gun's base damage type: 1d-4 for pi-, 1d-2 for pi, 1d for pi+, or 1d+2 for pi++. Any gun: +3 CF.

Wooden:* Wood in a steel jacket. Halves Range and damage, rounding up (e.g., 3d becomes 1d+2). A shot to the heart counts as a stake for vampires. Any gun: +2 CF.

* The cost for this option includes hand-loading labor; see note under *Powder Options* (above). Hand-loading ammo with *two* footnoted options (e.g., hand-matched wooden) requires *two* Armoury rolls per batch – one for each option.

Grenades

As a rule, grenades are a bad idea. Champions generally have to fight monsters in close proximity, where the thrower (or his friends!) can be easily caught in the blast. They're loud, which is more likely to attract police attention, and being caught with them is *far* worse than being caught with axes and guns.

That said, they are offered here as they may fit into certain campaigns or missions. Champions who are not part of a military or paramilitary organization *must* have a suitable Contact to acquire these. If not, a Streetwise roll at -2 can locate them, but at 1d+1 times the cost!

These are smaller, lighter grenades than those on p. B277 – safer in close quarters and slightly quieter. Pulling the pin is a Ready maneuver, but the fuse doesn't start until the arming handle is released (a free action). Anyone with ST 10+ can throw a grenade (ST × 3.5) yards using Throwing. The bonus to be heard modifies the roll for *Hearing Shots* (p. 61).

Concussion: 4-second fuse. Inflicts 5d cr ex. Heard at +3. $30, 0.3 lb.

Fragmentation: 4-second fuse. Inflicts 3d-1 [2d] cr ex. Heard at +3. $25, 0.4 lb.

Smoke: 2-second fuse. Fills a 4-yard radius with smoke or tear gas (both p. B439) for 20 seconds. Heard at +0. $25 (smoke) or $35 (tear gas), 0.2 lb.

White Phosphorus (WP): 4-second fuse. Inflicts 2d [1d(0.2)] burn ex. Each shrapnel fragment does damage again every 10 seconds for a minute; roll DX to brush a fragment off. *Also* acts as a smoke grenade! Heard at +3. $50, 1 lb.

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So, dangerous mission tomorrow. Guess it's time to eat, drink and, you know, make merry.

– Dean Winchester, in ***Supernatural*** *#5.10*

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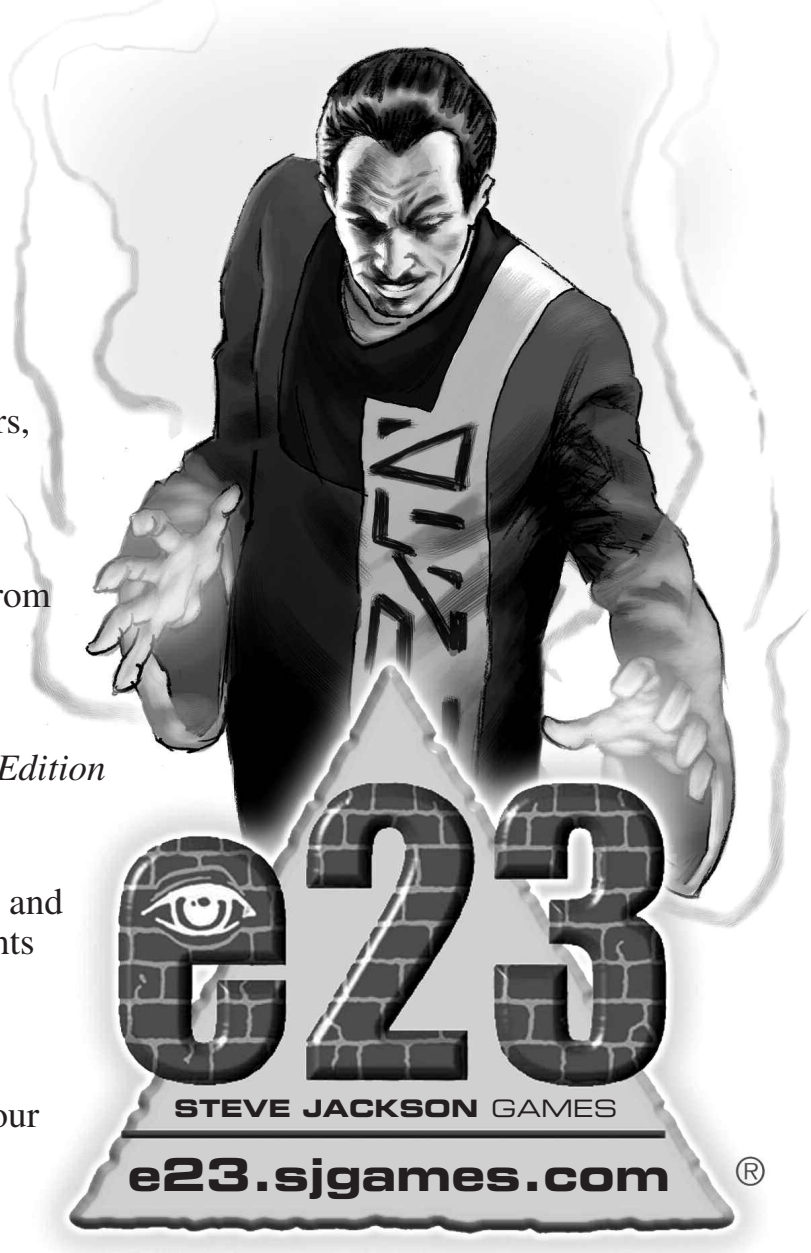

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