

GURPS

Fourth Edition

LOADOUTS:TM **MONSTER HUNTERS**



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Monster hunting just got easier.

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INTRODUCTION

GURPS Loadouts: Monster Hunters is a gaming aid for TL6 and TL8 monster killers of all sorts. The equipment kits are designed for players that don't have the time or inclination to assemble an equipment list from the material in **GURPS High-Tech** themselves. The kits likewise serve as examples for those looking to build their own versions. The book also includes new equipment, weapons, and optional rules for monster-hunting gear.

Loadouts: Monster Hunters assumes that the hunter's target can be harmed in some fashion by the technology of men: horrific aliens or fantastic creatures, as well as supernatural creatures such as vampires, werewolves, and zombies. Of course, much of the book is applicable to the hunting of perfectly "natural" monstrous creatures, too.

Tech level 6 and tech level 8 encompass some of the most interesting campaign settings. Taking place in the historical period from the Old West to WWII, TL6 includes a number of popular adventuring eras, such as the late Victorian Age and pulp stories of the 1920s and 1930s. The masterpieces of Bram Stoker and H.P. Lovecraft, inspirational for preternatural hunts of all types, all call TL6 home. Sir Arthur Conan Doyle's *Lost World* and Edgar Rice Burroughs' *The Land That Time Forgot* are seminal works for those hunting monstrous, but mundane, creatures. Recent monster-killing movies in this historical timeframe abound and include *King Kong*, *The Mummy*, and *Van Helsing*. Likewise, the video game series *Castle Wolfenstein* is set in this period.

Adventures at TL8 undoubtedly will be inspired by sources such as **GURPS Black Ops**; the Anita Blake vampire-hunting novels; television series like *The X-Files*, *Supernatural*, and *Ultraviolet*; and movies such as *Blade*, *Constantine*, *Dawn of the Dead*, *Dog Soldiers*, *Predator*, the *Tremors* series, and *Underworld*. Video game inspirations include *Quake* and *Resident Evil*. In addition, there are the *Hellboy* graphic novels and movies (see the *Hellboy Sourcebook and Roleplaying Game*).

ABOUT THE AUTHORS

S.A. Fisher is currently pursuing a doctorate in history. A former teacher and infantryman, he has over a decade of experience in private security, and is a certified law-enforcement firearms and defensive-tactics instructor. His previous works include **GURPS High-Tech, Fourth Edition**, **GURPS WWII: Dogfaces**, and **GURPS WWII: Hand of Steel**. He has been an avid gamer for nearly 25 years; he devotes his spare time to camping and recreational shooting. He lives in Searcy, Arkansas, with his wife, Jennifer, and their two daughters, Elizabeth and Rachel. He owns a single silver bullet, just in case.

Hans-Christian "Grey Tiger" Vortisch, M.A., began writing for **GURPS** as a freelancer in 2001. He was author or co-author of **GURPS Covert Ops**, **GURPS High-Tech, Fourth Edition**, **GURPS Modern Firepower**, **GURPS Special Ops, Third Edition**, **GURPS WWII: Motor Pool**, and half a dozen e23 publications on martial topics. He wrote additional material for numerous other **GURPS** books; authored, translated, edited, or contributed to several German *Call of Cthulhu* products; and published many articles in American, British, and German gaming magazines. Hans has been an avid gamer since 1983. His non-gaming interests include science fiction, history, shooting, cinema, and punk rock. He lives in Berlin. His current loadout includes little more than a Swiss army knife and a mini flashlight – hardly enough to survive when the zombies come . . .

About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

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.

CHAPTER ONE

BECAUSE ROUGH MEN STAND READY

... it is a terrible task that we undertake, and there may be consequence to make the brave shudder.

– Prof. Abraham Van Helsing, *Dracula*

Hunting monsters requires careful study, thoughtful preparation, and nerves of steel. A few strong friends with big guns can't hurt either!

THE BASICS

You know, as I lie here, I can't help but notice ... the reason I am out of 9mm rounds is that I was not properly briefed. And the reason for that is that this mission was not properly researched. If certain people had bothered to gather intelligence on the creatures before stumbling into the situation ... We wouldn't be down here with single-shot big-bores when we should be packing full-auto, preferably belt-fed!

– Burt Gummer, *Tremors 2: Aftershock*

Charging half-cocked into battle with preternatural beings is seldom a recipe for success; aliens, vampires, zombies, and were-creatures are formidable opponents for even well-prepared huntsmen. Unlike big-game hunting, failure may result in a fate *much* worse than death! For the uninitiated, the outcome of a rushed attack is all too predictable: at best, a quick and violent death; at worst, rebirth as the minion of the former enemy. Career hunters know that research, patience, and planning are just as important as firepower – and firepower is *very* important.

The hunt is typically structured as a tale of two parts. The first phase is the investigation, wherein the hunters try to figure out what exactly it is that they are facing. This stage may be lengthy, building tension as the heroes finally discover the truly horrific adversary they must face.

The second phase is the hunt itself. This often begins with a preparation sequence as the hunters don their gear and steel themselves to confront the horror. The ritual of loading a magazine with silver bullets and strapping on a silver-edged titanium blade can help build tension. Then the stalkers approach the monster's lair, disable any traps, and fight their way through any minions until the final confrontation with the fiend. With any luck, the heroes will slay their foe, destroy its corpse and lair (and possibly any evidence), and vanish into the night.

INVESTIGATION

Monster hunters will undoubtedly find Ken Hite's "five Rs of horror investigation" to be a handy reference. Slightly altered from their first appearance in *GURPS Horror*, they are:

1. *Recon.* Examine the scene and gather as much information as possible. Use supernatural abilities, technology, or information-gathering skills such as Criminology (p. B186) and Forensics (p. B196), as well as Sense rolls (p. B358).

2. *Research.* Use police or newspaper archives, libraries, family records, or occult texts to discover habits and weak points. Occultism (p. B212), Research (p. B217), Area Knowledge (pp. B176-177), History (p. B200), and similar skills are helpful.

3. *Routine.* Use the data acquired in steps 1 and 2 to analyze routines or patterns. Intelligence Analysis (pp. B201-202) is useful here, as is the Intuition advantage (p. B63).

4. *Rationale.* Consider motives. Why would the horror act in this way? Criminology (p. B186) and Psychology (p. B216) skill can be beneficial.

5. *Records.* Make copious notes (or "case files") to refer to later. Re-reading these notes can often help set the mood for the next session and remind investigators of forgotten details. Eidetic Memory (p. B51) will prove invaluable.

MONSTER HUNTING

... as long as there have been vampire, there has been the Coven: the line of Slayers. Ones with the strength and the skill to kill them, to find them where they gather and stop the swell of their numbers.

– Watcher, *Buffy the Vampire Slayer*

Ken Hite's "five Ts" of monster hunting also serve as useful strategies after the investigation is complete:

1. *Threat Assessment.* Stalkers analyze information gleaned during the "five Rs" of their investigation. They discover what they are dealing with, how many there are, and so forth. Research (p. B217) and Occultism (p. B212) are helpful.

2. *Tailoring.* Select the right tools for the job. For every attack form the monster is known to have, develop a countermeasure; for every weakness, a weapon. Bring exactly what you need – no more, no less – and bring enough of it to do the job. Armoury (p. B178) is vital in this phase.

3. *Tactics.* Every team needs a leader and a good plan. Experienced hunters pool their firepower and hit the horror hard and fast, striking it at its weakest point when it least expects an attack. To pull this off, Tactics (p. B224) and Leadership (p. B204) are essential.

4. *Targeting.* Know the objective, and don't get distracted. If the goal is to rescue the princess, rescue the princess and get out. Don't start looting the tomb. This point doesn't demand any specific skill, but the GM might roll for Common Sense (p. B43) or make a secret Tactics (p. B224) roll if the party begins to drift off target.

5. *Thoroughness.* Never leave a horror behind. Don't let the undead rise again to fight another day. If necessary, come back in broad daylight and drench the crypt with bleach, garlic, holy water, or gasoline – maybe all four.

HUNTER TACTICS

Dr. Ray Stantz: "I think we'd better split up."

Dr. Egon Spengler: "Good idea."

Dr. Peter Venkman: "Yeah . . . we can do more damage that way."

– *Ghostbusters*

To complement Ken Hite's series of fives, consider the following combat dictums:

1. *Stealth.* Approach the horror's lair as craftily as possible and make every effort to move as quietly as possible once inside. Beneficial skills include Camouflage (p. B183) and Stealth (p. B222). While Soldier (p. B221) allows use of tactical hand signs, other nonverbal discussions require Gesture (p. B198).

2. *Security.* Assign teammates to watch all directions. As the team moves through a monster's lair, it should create "footholds," areas that are cleared or considered "mostly safe." Spike the doors shut, bless them with holy water and sprinkle salt on the threshold (or whatever works best for the evil in question), and then move to the next foothold. Hunters will benefit from Observation skill (p. B211).

3. *Shock.* When the final assault comes, enter with overwhelming firepower. Burst in with guns blazing and never let up. Throw grenades. Use explosives or Molotov cocktails. A couple of seconds of distraction or surprise may be all that's needed to toss a firebomb into a sleeping vampire lord's sarcophagus, for instance. Be sure to invest in relevant Explosives (p. B194), Guns (p. B198), and Throwing (p. B226) specializations. Melee combat skills are also useful.

4. *Support.* One hunter should provide covering fire while the others reload or find a better fighting position. Heavy weapons or special powers can keep foes occupied while other team members get more ammunition, move to get in a flank attack, or break out their own special weapons. Various Guns (p. B198) and Gunner (p. B198) specializations are helpful, and don't forget Tactics (p. B224) and Electronics Operation (Comm) (p. B189).

5. *Safety.* Be prepared to call for backup and retreat when necessary – living to fight another day may be the greatest accomplishment in a monster-hunting campaign. Hunters would be prudent to invest into Tactics (p. B224) and Electronics Operation (Comm) (p. B189) – and Running (p. B218).

The Fatal Four

Rick O'Connell: "You heard the man: No mortal weapons can kill this guy."

Evelyn "Evy" Carnahan: "Then we're just going to have to find some immortal ones!"

– *The Mummy*

Supernatural monsters, and possibly aliens, may suffer from one or more of the "Fatal Four" disadvantages: Dread (p. B132), Revulsion (p. B151), Vulnerability (p. B161), and Weakness (p. B161). Much of the flavor of a hunter campaign is defined by how these various traits interact.

1. *Dread.* This can keep monsters at bay long enough to destroy them or effect an escape. Cagey hunters may arrange objects of Dread so as to entrap their quarry (e.g., a crucifix placed inside a vampire's coffin).

2. *Revulsion.* A supernatural allergy to a substance such as silver, incense, or a blessed object is an excellent candidate for a monster poison (see *Monster Killers*, pp. 11-12).

3. *Vulnerability.* Weapons and traps using the Vulnerability are obvious choices here, since they benefit greatly from the wounding multiplier.

4. *Weakness.* Using a horror's Dread to force it into its Weakness is a common monster-hunting trick.

At a glance, some of these may look vaguely similar, but their details differ considerably! Other monster traits important to hunters include Unkillable with Achilles' Heel (p. B95), and Supernatural Durability (p. B89) with a specified vulnerability.

GMs should consider slightly tweaking monster templates to create unique adversaries (Dread replaced with Revulsion, or Vulnerability replaced by Weakness), which may add spice to a long-running hunter campaign.



HUNTER ROLES

If it bleeds, we can kill it.

– Major Alan “Dutch” Schaefer, *Predator*

Like any good team, monster hunters should practice a division of labor. Just as any SWAT team or special operations unit would, it should encourage specialization among its members. Company teams in *GURPS Black Ops*, for instance, have six specialties from which a team can be formed: combat, intelligence, science, security, technology, and psionics. A simpler alternative, *Loadouts: Monster Hunters* focuses on three essential roles: scout, slayer, and sage.

Super Hunters

Loadouts: Monster Hunters focuses on quasi-realistic equipment from the *GURPS Basic Set* and *GURPS High-Tech*. This supplement intentionally overlooks the more cinematic aspects of monster-hunting gear, particularly super-powered abilities manifested as weapons and other cinematic or comic-book type weapons. *GURPS Supers* addresses several topics that could be useful to super monster hunters, including headquarters, super-powered guns, and super vehicles.

SCOUT

The scout is the recon man, a sneaker, a spy, a “mouse.” He moves ahead of the main party to make observations, gather

information, disable traps, and gain access to secure places. A scout seldom carries heavy weapons; this would just slow him down and increase his chances of being detected. If engaged, he retreats to the main party, or calls back for reinforcements.

SLAYER

The slayer is the frontline fighter. He is laden with offensive weaponry and, often, heavy armor. He may not be as stealthy as the scout, but he *can* handle a toe-to-toe fight. A good monster-hunting team usually has a couple of slayers, often with complementary skills (such as a long-range specialist and a close-combat warrior). Slayers inevitably carry a number of weapons, which can be called upon as the situation dictates.

SAGE

The team sage is the expert on monsters and the occult. Beyond the usual skills in Occultism, Hidden Lore, Forensics, and Research, the sage is also equipped with gear that helps him assess and identify threats. This may be an esoteric tome or a scientific test kit. Often, the sage is the team technician and armorer as well, capable of fixing the group’s ride, building holy hand grenades, or turning a child’s water gun into a devastating weapon. This may require Armoury (Small Arms and/or Esoteric) (p. B178), Engineer (Small Arms) (p. B190), and possibly even Gadgeteer (pp. B56-57).

HUNTER GEAR

Victory awaits him who has everything in order – luck, people call it. Defeat is certain for him who has neglected to take the necessary precautions . . . this is called bad luck.

– Roald Amundsen, *The South Pole*

Monsters tend to be dangerous to ordinary humans. Hunting them down requires an assortment of tools and weapons.

BARE ESSENTIALS

Monster hunters of all types will need a few basic articles in their kit. Most of these items are small and will fit in clothing pockets.

Personal Basics. Hunters will always have basic “survival” equipment on hand (p. B288). This typically includes a pocket knife (*High-Tech*, p. 31), matches and/or cigarette lighter (*High-Tech*, p. 57), and some pocket change for a phone call. Many will upgrade to a multi-function knife or multi-tool (*High-Tech*, p. 26) and add a pencil or waterproof marker pen, a roll of duct tape (*High-Tech*, p. 26), water-purification tablets

(*High-Tech*, p. 59), some aspirin (*High-Tech*, p. 226), and chewing gum or a candy bar (*High-Tech*, p. 34).

Notebook. A blank book (*High-Tech*, p. 17) is useful for interviews, documenting evidence, drawing the location traps or the layout of lair, etc. It has other applications as well: a slip of paper held at arms length may indicate the direction of airflow in a hallway, small pieces can act as fire tender or trail markers, and so on.

Light. Many monsters are nocturnal or live underground. Hunters should purchase the finest flashlight (*High-Tech*, pp. 51-52) available, and they may want to carry an extra light or at least some spare batteries. Some forms of supernatural activity short out electrical devices (and batteries have a tendency to fizzle out at inappropriate times), so hunters should keep a hand flare (*High-Tech*, p. 58) or chemlight (*High-Tech*, p. 52) as a backup. Chemlights can also be used to mark a trail in a labyrinth or outdoors.

Candles. Candles may dim, flare, or change colors in the presence of supernatural beings (*High-Tech*, p. 51), so some sages may rely on them in rituals. They also provide a low-tech backup for flashlights.

Map and Compass and/or GPS. These help the hunter learn the lay of the land, which may give clues about the monster's movement routes or the location of its lair. Note that a compass (*High-Tech*, p. 52) or GPS (*High-Tech*, p. 53) may malfunction in (or even *indicate*) the presence of supernatural activity.

Tape Measure. Useful for measuring tracks and other physical evidence, with Tracking skill (p. B226), it allows hunters to deduce size, weight, and other characteristics of the monster. A 10' pocket tape is \$5, 0.1 lb., LC4.

Watch. A pocket- or wristwatch (*High-Tech*, pp. 31-32) can coordinate team activities; alert investigators to an impending event with an alarm; track moon stages, sunrise and sunset; and so on. Likewise, it may indicate timequakes and other temporal phenomena, such as "missing time."

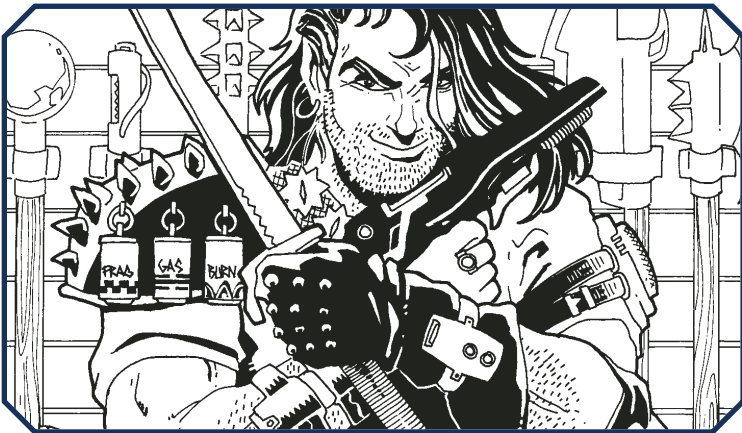
Camera. A picture is worth more than a thousand words. It may also reveal beings on film that were not visible with the naked eye. Infrared or ultraviolet film may be useful (*High-Tech*, pp. 42-44).

Sound Recorder. Audio of haunted areas can be saved for later study; ghostly voices or sounds that were undetectable at the scene may be heard when played back (*High-Tech*, pp. 41-42).

Thermometer. If a supernatural presence can cause temperatures in the area to become warmer or colder, a thermometer (*High-Tech*, pp. 221-222) allows investigators to track this phenomenon.

Cell Phone. A cellular phone is basic equipment for the TL8 monster hunter (*High-Tech*, p. 39). It allows easy communication without need for expensive or difficult-to-acquire tactical radio equipment. The latest model usually offers all sorts of additional gimmicks – internet access, audio and/or video recording, camera function, etc. They can sometimes even pick up electronic voice phenomena. Bringing back proof of a monster's existence was never so easy.

Miscellaneous Items. Fingerprint powder (or fine flour, chalk dust, etc.) sprinkled on a surface can reveal signs of activity (*High-Tech*, pp. 216-217). Thread affixed across doors or windows can be checked later for ectoplasm, signs of tampering, and so forth. It even may help determine whether a ghostly apparition was insubstantial or corporal.



Tool Kits and Labs

Hunters may require special research or testing equipment in the field. This is best handled as an extension of the tool kits and suitcase science labs discussed in *High-Tech*.

Esoteric Tool Kit

These portable tool kits contain basic gear for occult, magical, or esoteric skills. The kits include a variety of specialized – but nonmagical – gear, such as simple divination tools (Ouija board, knucklebones, crystal ball, etc.), religious trappings for Exorcism or Religious Ritual, and so forth. Such a kit might be appropriate for any *one* of the following skills: Exorcism, Hidden Lore (Demons, Vampires, etc.), Intelligence Analysis (Supernatural Activity), Religious Ritual, Ritual Magic, Thaumatology, or Weird Science. With the GM's approval, a kit might act as *improvised* gear for another closely related skill. A mini-tool kit is \$200, 4 lbs.; a portable tool kit is \$1,000, 10 lbs. LC3.

Forensics Lab (TL6)

This is a backpack, satchel, or field case with basic equipment for the Forensics skill. It includes a variety of portable evidence collection and examination gear (magnifying glass, microscope, stethoscope, thermometer, scalpel, etc.) and testing gear for determining the biological, chemical, or metallurgical makeup of specimens. Recognizing the *results* of the forensic analysis or biological assay may require Hidden Lore, Occultism, Thaumatology, etc. \$3,000, 20 lbs., LC3.

MANUALS

Has anybody here read a real book about vampires, or are we just remembering what a movie said? I mean a real book.

– Jacob Fuller, *From Dusk Till Dawn*

A *manual* is a written guide in book form (*High-Tech*, p. 17) to an obscure IQ-, Will-, or Per-based skill. It gives individuals who lack the skill a default roll while using it, even if the skill doesn't normally allow one. This roll is attribute-4 for an Easy skill, attribute-5 for an Average one, attribute-6 for a Hard one, or attribute-7 for a Very Hard one. Additional details depend on knowledge type:

Common: Occultism (p. B212); Religious Ritual (p. B217) or Theology (p. B226) specialties for living faiths. \$50, 6 lbs.

Esoteric: Esoteric Medicine (p. B192); most Hidden Lore skills (p. B199); Religious Ritual (p. B217) and Theology (p. B226) specialties for secretive or defunct faiths; and Ritual Magic (p. B218) and Symbol Drawing (p. B224) skills that lack true supernatural power. The GM can also allow books on dead Languages (pp. B23-25) or Cultural Familiarities (p. B23) for lost civilizations; these give no defaults, but they allow the user to self-teach those social traits. \$100, 6 lbs.

Supernatural: Any skill with genuine magical or spiritual potency, notably Alchemy (p. B174), Exorcism (p. B193), Herb Lore (p. B199), or Thaumatology (p. B225); any Hidden Lore specialty (p. B199) that covers things like the names of demons that come when called; and any Ritual Magic (p. B218) or Symbol Drawing (p. B224) skill that can produce results. \$200, 6 lbs.

Signature Gear

Hunters may choose to purchase an *entire* loadout as Signature Gear (p. B85), which would make a hunter's complete kit a plot-protected device and possibly a Trademark (p. B159). Note that **High-Tech** also includes two perks for *individual* pieces of kit, namely Equipment Bond (**High-Tech**, p. 7) and Weapon Bond (**High-Tech**, p. 250).

Consumables such as ammunition can also be bought as Signature Gear. First, determine the cost of all ammunition (also see *Silver Bullets*, p. 13) available each game session and multiply the cost by 5. This is its value when figuring it as Signature Gear.

GMs who are running grittier campaigns should prohibit the use of Signature Gear in this manner since it assures that hunters will have a supply of monster-killing weapons.

Example: Morton Locke carries two Colt .38 Super Auto pistols with nine-round magazines (**High-Tech**, pp. 98-99)

as standard armament. If the optional rules for silver bullets (p. 13) are used, a single silver .38 Super Auto cartridge costs $WPS\ 0.029 \times 0.5 \times 200 = \$2.9 + CPS\ 0.3 = \$3.2$. As consumable Signature Gear, each round is worth $\$3.2 \times 5 = \16 . Six boxes of 50 rounds with silver bullets cost $\$16 \times 300 = \$4,800$, or 1 CP as Signature Gear.

Note that if the normal cost calculation for silver bullets is used (**High-Tech**, p. 168), where a single round costs $CPS\ 0.3 \times 50 = \$15$, each silver round costs $\$15 \times 5 = \75 as consumable Signature Gear, and 1 CP will buy Locke only seven full magazines' worth ($\$75 \times 7 \times 9 = \$4,725$).

Consider treating a hunter's main weapon and special bullets as Signature Gear. This will ease bookkeeping and logistics tremendously. Each point gives \$5,000 in Signature Gear at TL6 and up to \$10,000 at TL8.

Like all equipment, higher-quality versions are possible:

Good Quality: Those who *know* the skill get +1 to rolls against it or Research (p. B217) when using the book in situations where they can refer to it. $\times 5$ cost, $\times 2$ weight.

Fine Quality: As good quality, but gives +2. $\times 20$ cost, $\times 2$ weight.

Note that these rules obviously only apply to *literate* societies (which is the norm at TL6 and TL8). They therefore differ slightly from similar rules given in **GURPS Dungeon Fantasy 4: Sages**.

At TL8, the manual can exist as a computer file displayed on a computer screen. Used with a PDA or similar portable computer (**High-Tech**, p. 20), this considerably reduces the weight that a hunter needs to carry around – provided an electronic text works. It's up to the GM whether (particularly antique) supernatural manuals also rely on the physical properties of a real book, with its feel, smell, color illumination, hand-scribbled notes in the margins, etc., and therefore can't usefully be scanned in.

A library (**High-Tech**, pp. 17-18) is even better than just one manual, but it's seldom taken along on a hunt . . .

Examples

The rare or antique books sought by sages typically fall into these categories:

Obscure Text: A textbook on esoteric knowledge. Allows default rolls at IQ-5 for a Hidden Lore specialty; IQ-6 for a Religious Ritual, Symbol Drawing, or Theology specialty; or IQ-7 for a Ritual Magic specialty. \$100, 6 lbs.

Great Text: As obscure text, but good quality, providing those who know the skill +1 when relying on the book. \$500, 12 lbs.

Legendary Text: As obscure text, but fine quality, furnishing those who know the skill with +2 when using the book. \$2,000, 12 lbs.

Grimoire: A textbook on the *supernatural*. Allows default rolls at IQ-5 for truly potent forms of Hidden Lore; IQ-6 for

working Exorcism or Symbol Drawing; or IQ-7 for genuine Alchemy, Herb Lore, Ritual Magic, or Thaumatology. \$200, 6 lbs.

Great Grimoire: As grimoire, but good quality, giving those who know the skill +1 when resorting to the book. \$1,000, 12 lbs.

Legendary Grimoire: As grimoire, but fine quality, providing those who know the skill with +2 when utilizing the book. \$4,000, 12 lbs.

WEAPONS

To hunt, a hunter needs a weapon. A wide selection can be found in the **GURPS Basic Set**, **High-Tech**, **Martial Arts**, and other books.

Melee Weapons

Shooting vampires was like throwing pebbles into tar.

– Richard Matheson, **I Am Legend**

For close-in fighting, many hunters desire an extra edge or last-ditch defense, such as a knife. Of course, some monsters are invulnerable to firearms and similar modern weaponry to begin with, so that a hunter needs something more old-fashioned to strike those creatures down. Swords of all kinds are favorites, but a baseball bat, battle axe, or rifle-and-bayonet combination may also work.

Firearms

Rick O'Connell: "You want the shotgun?"

Ardeth Bay: "No, I prefer the Thompson."

– **The Mummy Returns**

Most monster hunters want a *sidearm*. While handguns may or may not have much effect on specific monsters, they are light and easy to carry and may at least be able to dispatch a wounded monster. In any case, hunters will probably want to acquire a large-caliber one (see *Bigger Is Better*, p. 9).

Shotguns are a good choice for “close encounters” and can fire a wide variety of specialty ammunition (see *High-Tech*, p. 103, and *High-Tech: Pulp Guns, Volume 1*, p. 23) including silver buckshot (p. 13), net rounds, incendiary slugs, wooden bullets (p. 12), wire shot, and high-explosive warheads. They can even be used to launch stakes (p. 12).

Rifles are generally more accurate and deal more damage than other small arms, but among hunters there is debate between the big-bore and smaller-caliber schools of thought. Big-bore guns do more damage per hit, but smaller-caliber weapons have the ammo capacity and rate of fire to score more – and, popular myth notwithstanding, are often more accurate, too!

Full-automatic firearms, in all sizes from machine pistols to heavy machine guns, are especially useful when dealing with multitudes of monsters. They are also capable of dealing out significant damage to single targets. However, they are generally expensive, often are illegal or at least difficult to acquire, and burn large amounts of ammunition – which can be problematic considering the expense of silver bullets (p. 13)!



There are several important firearm accessories to consider. A sound suppressor (*High-Tech*, pp. 158-159) may be helpful for keeping the unsuspecting public or – probably more importantly – any other monsters from noticing what’s happening. TL8 monster hunters will also find night sights or thermal-imaging sights (*High-Tech*, pp. 156-157) beneficial against monsters that prefer the cover of darkness. Tactical lights, targeting lasers, and other gadgets may likewise come in handy (*High-Tech*, pp. 155-157).

Special Weapons

Special monsters may require special weapons, depending on the situation. These may include tranquilizer guns (*High-Tech*, p. 89), ranged electrical stunners (*High-Tech*, pp. 89-90), harpoon guns (*High-Tech*, pp. 110, 138), net guns (*High-Tech*, p. 144), light antitank weapons (*High-Tech*, pp. 147-149), flamethrowers (*High-Tech*, pp. 178-180, and *High-Tech: Pulp Guns, Volume 2*, p. 31-32), incendiary weapons such as torches (p. B394 and *High-Tech*, p. 27) or phosphorus grenades (pp. B410-411 and *High-Tech*, pp. 142, 149, 170, and 190-193), and water guns (*High-Tech*, p. 180).

Bigger Is Better

Monster hunters often prefer large-caliber weapons. IMI Desert Eagle pistols (*High-Tech*, p. 102) in .44 Magnum or .50 AE are common in many hunter films, such as *Underworld*. The Saint of Killers in the *Preacher* comics uses a .44 Colt Model 1847 Walker revolver (*High-Tech*, p. 93) forged from the sword of the Angel of Death. The hunter in the anime *Hellsing* carries a custom-made semi-automatic pistol in .454 Casull.

Players will note, however, that the game mechanics don’t necessarily support this convention. For ease of play, *GURPS* groups all bullets from 10mm (.40-caliber) to 14.99mm (.59-caliber) into the same *large piercing* damage category (pi+). This means a .40 S&W has the same wounding modifier as a .50 AE. Those wishing to increase potential damage in large-caliber firearms in order to mimic the *perceived* advantages of weapons with ever-increasing calibers might use the following *optional* rules.

Simply interpolate the wound modifier between pi+ (1.5x) and pi++ (2x), based on the *actual diameter* of the projectile (*High-Tech*, p. 162). This gives larger-caliber guns a slight increase in effectiveness over smaller-caliber ones. See the table for typical calibers and their modified wounding modifiers. Note that no changes occur below 10mm (.40-caliber) or at 15mm (.60-caliber) or above – this rule is intended to accommodate the “bigger is better” meme of the genre, not to redesign the entire damage type system. As usual, round down after multiplying. If hollow-points are used (p. B279), they still only increase the wound multiplier one step, to a maximum of pi++ (2x).

Example: FBI Special Agent Lou Lafayette has traded in his Glock 23 pistol for a .50 GI Model 2 (p. 10). The player rolls 8 points, for $8 \times 1.5 = 12$ damage points after penetration – but if the optional rules were used, he’d inflict $8 \times 1.8 = 14.4$ or 14 damage points. Those two additional points may well make a difference!

Optional Wounding Modifier	Typical Caliber
1.5x	.40 S&W, 10x25mm Auto, .41 Short, .410G slug, .38-40 Winchester, .40-72 Winchester, .401 Winchester, 404 NE, .405 Winchester
1.6x	11x17mmR, .44 Magnum, .44 Special, .444 Marlin, .45 ACP, .45 GAP, .45 LC, .454 Casull, .455 Webley, .416 Rigby, .44-40 Winchester, .45-70 Springfield, .500/450 Magnum NE
1.7x	12x16mmR Lefauchaux, .460 S&W, .476 Enfield, .480 Ruger, 32G slug, .458 Winchester Magnum, .460 Weatherby Magnum, .470 NE
1.8x	.50 AE, .50 GI, .500 S&W, .50 Beowulf, 12.7x70mmRB Schüler, .50 Browning, 13.2x92mmSR Mauser
1.9x	28G slug, .55 Boys, .56-56 Spencer, 14.5x114mm, .577 NE, .577 Tyrannosaur
2x	20G slug, 15x96mm Mauser, .600 NE

MONSTER-HUNTING GUNS

High-Tech includes a massive catalog of hundreds of guns. Nevertheless, it cannot cover all the shooting irons a dedicated hunter might want. Most of the guns herein are especially useful with the *Bigger Is Better* rules (p. 9).

Magnum Arms BFR, .45-70 Springfield (USA, 1999-)

The Biggest Finest Revolver (BFR) is a huge single-action loading-gate revolver originally intended for rifle (!) cartridges, but also available in various Magnum-class handgun chamberings. It is an oversized, stainless weapon with a 7.5" barrel. It is prepared to mount a reflex sight (**High-Tech**, p. 156) or targeting scope (**High-Tech**, pp. 155-156). Note that two-handed firing (**High-Tech**, p. 84) is *very* advisable for all but the strongest shooters, to reduce the minimum ST to 10!

Alternate calibers available for it include: .30-30 Winchester (Dmg 5d pi, Wt. 5.5/0.24, Bulk -4, from 2004); .444 Marlin (Dmg 4d+2 pi+, Wt. 5.1/0.26, Bulk -4, from 1999); .454 Casull

(Dmg 5d-1 pi+, Wt. 4.1/0.33, from 1999); .50 AE (Dmg 4d pi+, Wt. 4.1/0.34, from 1999); and .500 S&W (Dmg 6d-1 pi+, Wt. 5/0.5, from 2003). It was also made in prototype form for the .50 Beowulf (Dmg 5d-1 pi+, Wt. 4.9/0.43, in 2004); a monster hunter with connections might acquire such a variant.

Guncrafter Industries Model 2, .50 GI (USA, 2004-)

This alternate version of the Colt .45 Government (**High-Tech**, pp. 98-99) fires a proprietary round, the .50 GI (12.7x23mmRB, CPS \$0.5, WPS 0.05). Though not a Magnum-class cartridge, the bullet is larger in diameter and heavier than that of the .45 ACP (see *Bigger Is Better*, p. 9). This is a fine (reliable) and fine (accurate) gun (**High-Tech**, p. 79). It has an integral accessory rail under the barrel (**High-Tech**, p. 161).

Crescent Faultless, 12G 2.75" (USA, 1893-1932)

Mail-order catalogs and hardware stores distributed this bargain-basement double-barreled hammer shotgun with automatic ejectors. Most of these cheapest of guns weren't even sold

Weapon Tables

See pp. B268-271 for an explanation of the statistics.

GUNS (PISTOL) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
8	Magnum BFR, .45-70 Springfield	4d+2 pi+	3	280/3,000	4.6/0.43	1	5(2i)	12	-3	4	\$900	3	[1]
8	GI Model 2, .50 GI	2d+2 pi+	3	150/1,600	3.2/0.6	3	7+1(3)	10	-2	3	\$2,800/\$27	3	[1, 2]

Notes:

[1] No lanyard ring.

[2] Very Reliable: Won't malfunction unless lack of maintenance lowers Malf. (p. B407).

GUNS (SHOTGUN) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
6	Crescent Faultless, 12G 2.75"	1d+1 pi	3	40/800	8/0.2	2x9	2(2i)	10†	-6	1/5	\$150	3	[1]

Note:

[1] First Rcl figure is for shot; second is for slugs.

GUNS (RIFLE) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
8	A-Square Hannibal, .577 Tyrannosaur	5dx2 pi+	4	700/3,000	14.1/0.5	1	3+1(2i)	13†	-5	8	\$4,175	3	
8	Alexander .50 Beowulf Entry, .50 Beowulf	6d+1 pi+	4	380/2,700	7/1.1	3	10+1(3)	10†	-5	4	\$1,200/\$34	3	

GUNS (GRENADE LAUNCHER) (DX-4 or most other Guns at -4)

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
8	FN MK 13 MOD 0 EGLM, 40x46mmSR linked	7d(10) cr ex 6d [2d] cr ex	1	30/440	3.5/0.5	1	1(3i)	9†	-	2	\$1,500	1	[1, 2]

Notes:

[1] First Range figure is *minimum* range, not 1/2D.

[2] Clamps under rifle or carbine; add weight to weight of host weapon and add -1 to weapon's Bulk.

under the manufacturer's name, instead being marked with one of more than 100 different brand names, including American Gun Co., T. Barker (one of several Sears, Roebuck brands), Daniel Boone Gun Co., Cherokee Arms, Connecticut Arms, National Arms Co., Smithsonian, Vulcan Arms, Wolverine Arms, etc. It is ideal for sawing off (*High-Tech*, p. 106).

A-Square Hannibal, .577 Tyrannosaur (USA, 1993-)

This is a big-bore hunting rifle based on the bolt-action mechanism of the Enfield Pattern 14 (*High-Tech: Pulp Guns, Volume 2*, pp. 10-11). Designed to stop a charging rhino or elephant, the Hannibal is chambered for the .577 Tyrannosaur (14.86×76mm, CPS \$16, WPS 0.18). Less than a hundred have been made so far.

Alexander Arms .50 Beowulf Entry, .50 Beowulf (USA, 2002-)

Using the same mechanism, layout, and most of the optional accessories of the Colt M16-series (*High-Tech*, p. 117), this semiautomatic carbine with fixed stock and 16.5" barrel is one of several AR-15 derivatives firing a bigger cartridge, in this case the .50 Beowulf (12.7×42mmRB, CPS \$1, WPS 0.086). It is an effective big-game gun, with power similar to the .45-70 Springfield used by Old West buffalo hunters. For added effect, it could be converted to full-automatic fire (*High-Tech*, p. 79): RoF 13, LC2.

Several magazine capacities are available: 4-round (\$32, 0.5 lb.), 7-round (\$33, 0.8 lb.), and 10-round (in table, p. 10). A converted twin drum (*High-Tech*, p. 117) would hold 36 rounds but lower Malf. to 16 (\$315, 5.3 lbs.). The Entry carbine features an integral accessory rail on the receiver (*High-Tech*, p. 161). Typical add-on gadgets include reflex or collimating sight (*High-Tech*, p. 156), tactical light (*High-Tech*, pp. 156-157), and brass catcher (*High-Tech*, p. 161). Shotguns like the KAC Masterkey (*High-Tech*, p. 106) or C-More M26 (*High-Tech*, pp. 104, 107) can be mounted below the barrel – with all the special ammo available to shotguns. Another LC3 option would be a TAPCO CM2037 underbarrel launcher (*High-Tech*, p. 142) loaded with an illumination flare, tear gas grenade, or net round (*High-Tech*, p. 143) – or even a stake (p. 12).

FN MK 13 MOD 0 EGLM, 40×46mmSR (Belgium, 2006-)

This is an underbarrel grenade launcher designed for the FN MK 16 and MK 17 SCAR-series of rifles (*High-Tech*, pp. 121-122). The U.S. SOCOM adopted it as the *MK 13 MOD 0 Enhanced Grenade Launcher Module*. The barrel slides forward and to the side to load, allowing grenades with long warheads to be used (*High-Tech*, p. 143).

MONSTER KILLERS

Crosses don't do squat. Some of the legends are true, though. Vampires are severely allergic to silver. Feed them garlic and they'll go into anaphylactic shock – and of course, there's always sunlight, ultraviolet rays.

– Abraham Whistler, *Blade*

Through the ages, various types of substances have been reputed to do special harm to monsters. GMs must decide how these substances and others effect specific monsters in their

campaign (see *The Fatal Four*, p. 5). Incorporating these items into existing weapons requires Armoury (Small Arms) (p. B178).

Herbs. Garlic, wolfsbane (also called aconitum), roses, juniper, holly, and other plants are sometimes considered potent defense versus supernatural creatures. A fresh sample of the finest quality is \$1-2 per ounce for common herbs, double or triple cost for rarer specimens. LC4.

Incense. In many cultures, incense can ward off evil creatures, and it is sometimes credited with the same power as holy water. A censer in which to carry the burning incense is \$35, 2 lbs. Enough incense to last for one hour is \$5, 0.5 lb., LC3.

Light. Many of the more nocturnal monsters react badly to light. The effects of sunlight or ultraviolet light on certain creatures are well-known. Even if a monster is generally unaffected, a high-powered light may at least temporarily blind it (see *Visibility*, p. B394). A UV bulb for a flashlight costs \$25 (*High-Tech*, p. 52). LC4.

*Perfect job for these
babies. Made 'em myself.
Holy water, cloverleaf,
silver shavings, white
oak . . . the works.*

– Hellboy,
Hellboy

Poison. Various types of poison may work on some monsters. Amity police chief Martin Brody prepared cyanide-tipped bullets (*High-Tech*, p. 167) for a particularly monstrous *Carcharodon megalodon* in the film *Jaws 2*. Cost and LC vary.

Silver Nitrate. Silver dissolved in nitric acid (see *Silver Bullets*, p. 13) becomes silver nitrate, a liquid sometimes credited with being as deadly to monsters as silver itself, since even a small amount will flow through the victim. It can be used in poison bullets (*High-Tech*, p. 167); CPS +\$1. Alternatively, it can be used as filler in a tear gas spray (*High-Tech*, p. 180); \$10 for a complete refill. LC3.

Water or Oil. Water or oil blessed by clergy is often a source of Dread, Revulsion, or Weakness (see *Holy Weapons*, pp. 12-13). Cost varies; it might even be free for the taking – a font can usually be found near the entrance of many churches and mosques, for instance. LC3.

Wood. Certain woods, such as ash, aspen, hawthorn, maple, rowan, ironwood (*Lignum vitae*), or white oak are claimed to be more efficacious against monsters than others. Wood may be used in melee or missile weapon form (see *Stakes*, p. 12). Cost is generally unchanged, though rare woods may double or triple asking price. LC4.

Many of these agents are either liquid to begin with or can be dissolved in a carrier liquid. They then can be delivered via poisoned bullets (*High-Tech*, p. 167), paintball projectiles (*High-Tech*, pp. 89, 171-172), liquid dispensers (including syringes), tear gas sprays (*High-Tech*, p. 180), or water guns (*High-Tech*, p. 180). Alternatively, it may simply be applied to the edge of a blade or the tip of an arrow. Liquid-filled “bombs” made of plastic balloons or empty bottles also do the trick (use the rules for *Molotov Cocktails and Oil Flasks*, p. B411; balloons always burst on impact). Splashing a monster in the face with a liquid (p. B405) or squirting it from a fountain pen (*High-Tech*, p. 19) can work in an emergency. With an Armoury (Small Arms)+2 roll, you could even refill a fire extinguisher (*High-Tech*, p. 29) or flamethrower (*High-Tech*, pp. 178-180) with several gallons of herbal infusion or holy water (note that these weapons obviously lose their normal damage, but keep their Range and Shots).

STAKES

Wooden stakes in the heart been workin’ pretty good so far.
– Frost, *From Dusk Till Dawn*

When the antagonists have Unkillable (Achilles’ Heel, Wood) (p. B95), only a wooden stake will put the monster to rest. Other creatures may have Vulnerability (Wood) (p. B161). There are several high-tech approaches to this – not all of them using stakes *per se*. Note that in cinematic campaigns, targets may actually be pinned by the stake to an object behind them (see *Martial Arts*, p. 232)!

Stake (TL0). A sharpened piece of wood, wielded like a knife or hammer and chisel. See pp. B272, 276. LC4.

Wooden Arrow (TL0). An arrow or crossbow bolt with sharpened wood tip instead of the usual metal arrowhead. This adds an armor divisor of (0.5) and halves Cost. LC4.

Wooden Bullet (TL3). Any smoothbore firearm can fire a wooden bullet without modification. For rifled guns, the design is usually somewhat more involved. For details, see *High-Tech*, p. 168; *High-Tech: Pulp Guns, Volume 1*, p. 23; and *High-Tech: Pulp Guns, Volume 2*, p. 12. Halve CPS. LC4.

Shotgun Stake (TL5). Any manually operated shotgun can fire a stake of suitable diameter from the muzzle, simply by inserting the stake from the front and then propelling it out of the barrel using a blank cartridge (half CPS). Treat this as a *rifled slug* (*High-Tech*, p. 166), except damage and range are

divided by three. Damage becomes impaling. Acc becomes 0. Reloading takes two *extra* Ready maneuvers: one to retrieve the stake, and another to insert the stake in the barrel. LC3.

Grenade Launcher Stake (TL7). This is a 37×122mmR or 40×46mmSR grenade cartridge replacing the usual projectile with a much longer stake. In the correct caliber, it can be used with any smoothbore flare gun or grenade launcher capable of firing long warheads (*High-Tech*, p. 143), but not in pump-action or semi- or full-automatic designs. Dmg 1d+1 imp, Acc 1, Range 20/150. \$15. LC3.

Automatic Crossbow (TL7^). This *cinematic* weapon is a powered crossbow, perhaps built by a Gadgeteer. It uses a built-in electric motor connected to pulleys, ratchets, cams, and so on to allow rapid fire. It uses an M-size battery every 30 shots. It is a complicated device and has Malf 16. The magazine holds 15 bolts. Dmg 2d imp, Acc 4, Range 50/200, Wt. 10/2.6, RoF 3, Shots 15+1(2i), ST 8†, Bulk -4, Rcl 3, Cost \$2,000, LC4.

HOLY WEAPONS

Now, since we all believe we’re dealing with vampires, what do we know about vampires? Crosses hurt vampires. Do you have a cross?

– Seth Gecko, *From Dusk Till Dawn*

The GM should carefully consider the nature of holy weapons in a supernatural hunter campaign. If holy water, consecrated host, incense, prayer, or prayer wheels are effective versus monsters, then hunters will want to use them. The GM should decide whether the potency of a holy weapon is due to ritualism or due to the monster’s susceptibility to a deity’s power as manifested through the wielder. If it’s ritualism, then Dread (p. B132), Vulnerability (p. B161), and other disadvantages are an intrinsic curse on monsters and take effect regardless of the circumstances surrounding a monster’s exposure. If it’s a susceptibility to a higher power, then the *hunter* needs True Faith (p. B94), Clerical Investment (p. B43), Power Investiture (p. B77), etc. for the holy weapon to work.

GURPS Fantasy suggests that true holy weapons must be blessed by clergy, someone with Clerical Investment (p. B43) and the Religious Ritual skill (p. B217). This can become an exceedingly powerful ability in a campaign, and the GM may forbid it to player characters, instead requiring access to it through other character features, such as the Contact (Religious) advantage (p. B44).

Bullet shavings from the assassination attempt on the Pope . . . Holy-water ampoules from the River Jordan . . . and . . . oh, you’ll love this . . . Screech beetle from Amityville.

– Beeman, *Constantine*

A suitably “blessed” holy weapon gains any effects appropriate to the monster’s disadvantages. This might mean a wound multiplier if the creature has Vulnerability (Holy Weapons) (p. B161), a fearful aspect if the monster has Dread (Holy Objects) (p. B132), the ability to invoke death on a monster with Unkillable (Achilles’ Heel, Holy Weapons) (p. B95), and so on.

In some settings, a blessed weapon may simply create a Weapon Bond (*High-Tech*, p. 250). Of course, in a “secret monsters” campaign the GM need not inform the *players* about the way in which holy weapons work! Such information may only be discovered in the course of play (“We just put a stake through his heart! Why is he *getting up?*”).

THE SILVER ANTIDOTE

Silver hollow-points filled with garlic. You aim for the head or the heart.

– Eric “Blade” Brooks, *Blade*

Silver has been lauded as a panacea against horrors since antiquity. Its alchemical association with light, purity, and wisdom means that is often ascribed great power against all types of evil. As a general cure-all, hunters can’t go far wrong by arming themselves with silvered weapons – including silver bullets.

Silver Blades

Silver or silver-coated knives and swords are as popular as their normal counterparts. Investigators might choose ordinary combat knives and broadswords or less-common bayonets, katanas, and sword canes (*High-Tech*, p. 197). Even more exotic silver blades include shuriken and hungamunga (*Martial Arts*, pp. 217, 231). Brass knuckles made of silver are an often-overlooked alternative. See p. B275 for giving all of these the silver treatment.

Silver Bullets

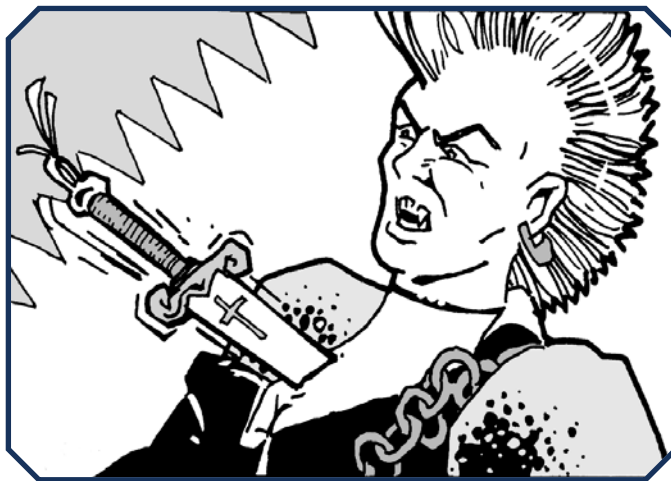
The *Basic Set* (p. B275) and *High-Tech* (p. 168) assume silver bullets are curios or one-offs commissioned from willing artisans. However, hunters might need dozens or even hundreds of them. A more detailed method for creating custom loads, based on *Handloading and Reloading* on p. 174 in *High-Tech*, is fitting for a book about monster-hunting equipment. This method allows cheaper (and therefore more plentiful) silver ammunition, but it requires more bookkeeping.

Start with the WPS (weight per shot) of the ammunition in question; this can be found in the *Ammunition Tables* on pp. 176-177 in *High-Tech*. Multiply WPS by 0.5 and then by \$200 (the price of a pound of silver). This is the cost of the silver only; *add* it to the CPS *after* all other modifications to the ammunition (see *Ammunition Upgrades* on p. 165 and *Projectile Upgrades* on pp. 174-175 in *High-Tech*). For bullets made from exotic materials other than silver (orichalcum, adamant, meteoric iron, etc.), simply substitute the price for a pound of it (the GM sets the price for such materials). Bullets only *tipped* with silver multiply WPS by 0.5 and then by \$40 before adding the CPS.

In certain genres, the wounding multiplier may scale with content. Thus silver-tipped bullets may be treated as silver-

coated, with a reduced wound multiplier (see *Silver Weapons*, p. B275). To get the full multiplier, an armorer may need to add additional silver or exotic contents, such as those described in *Monster Killers*, pp. 11-12. This can be expensive: The CPS for fully experimental rounds is normally 5-10 times usual, and the special contents may require Jeweler (p. B203) or Chemistry (p. B183).

An additional option is to purchase the silver bullets as consumable Signature Gear (p. 8).



Silver Fragmentation

While explosives themselves aren’t necessarily more effective against supernatural enemies than firearms, warheads generating fragmentation *can* be made so . . . This requires an Explosives (Demolition) (p. B194) roll to take apart the original ordnance, replace the fragmentation material with silver, and reassemble it.

The cast-iron fragmentation body of many TL6 hand grenades like the MK II (*High-Tech*, p. 191) can simply be replaced by a silver one – taking a mold from the original iron body is a trivial task for anyone with Jeweler (p. B203). Due to the higher density of silver, however, 1.5 lbs. of precious metal (\$300) is required rather than 1 lb. of iron for a MK II grenade. Bare materials cost would be \$320, total weight of a single MK II grenade would change to 1.8 lbs.

Similarly, the steel fragmentation pellets in some modern plastic-bodied grenades can also be replaced. For example, the fragmentation sleeve of the Diehl DM51 (*High-Tech*, p. 193) contains 6,500 2.2mm steel pellets (0.6 lb.); the same number of silver pellets weighs 0.85 lb. (\$170). Bare materials cost would be \$200; total weight would change to 1.25 lbs.

A more improvised solution would be to tie or tape a handful of silver jewelry around a stick of dynamite, in the manner of a jam-tin grenade (*High-Tech*, p. 191). This requires about a pound of silver plus the explosive, for a cost of \$210 (or more, depending on the artistic value of the jewelry!).

Finally, the 700 5.5mm steel balls (1.05 lbs.) in an M18A1 Claymore mine (*High-Tech*, p. 189) could be replaced with an equivalent number of identically sized silver balls, which would weigh 1.4 lbs. (\$280). Bare materials cost would be \$330 per mine; total weight would change to 3.85 lbs.

CHAPTER TWO

TL6: LOCK, STOCK, AND TWO SMOKING BARRELS

For other enemies more mundane, this revolver and this knife, and for aid in all . . . electric lamps.

– Prof. Abraham Van Helsing, *Dracula*

Bram Stoker's *Dracula* defined the modern concept of the vampire: part stalking horror, part sexual predator. However, it also became the quintessential monster-hunting story, with Van Helsing and friends relying upon – for the age –

cutting-edge technology, in addition to Old World folklore. H.P. Lovecraft drew upon a similar theme in some of his stories, where logic and science grappled with myth, superstition, and psychological terror from other times, places, or dimensions. The kits presented here assume a situation where equipment will matter, but where esoteric powers may play a supporting role.

THE GEAR

We had devised two weapons to fight it; a large and specially fitted Crookes tube operated by powerful storage batteries and provided with peculiar screens and reflectors, in case it proved intangible and opposable only by vigorously destructive ether radiations, and a pair of military flame-throwers of the sort used in the World War, in case it proved partly material and susceptible of mechanical destruction – for like the superstitious Exeter rustics, we were prepared to burn the thing's heart out if heart existed to burn.

– H.P. Lovecraft, “*The Shunned House*”

The monster-hunter kits at TL6 are offered for two income groups: The budget kits are for semi-professional hunters with Average starting wealth (\$10,000). The legendary kits are for professional hunters that are independently wealthy or supported by powerful organizations; they assume a Wealthy starting wealth (\$50,000).

Each basic kit includes clothing and other common household items. This is exempt of the customary 20% limit on “adventure gear” (p. B26). Each hunter must add at least one lens (slayer, scout, or sage) to get his specific hunting equipment. He may want to further upgrade this with the respective “supernatural” lens. In addition, there are some “special” lenses that can only be added if further funds are available –

including by pooling money for a group purchase. Upgrade and special lens must be purchased using the “adventure gear allowance.”

All the TL6 kits provide LC3 weaponry that should be legal even for civilians in most historical places. Note that even the Thompson SMG of the TL6 legendary slayer kit and the optional flamethrower are widely available (see *Firearms and the Law* on pp. 4-5 in *High-Tech: Pulp Guns, Volume 1*).

Example: A TL6 vampire slayer with Average wealth would buy the budget monster hunter basic kit for \$415 (but this wouldn't fall under his \$2,000 “adventure gear allowance”). He could then add the slayer and supernatural slayer kits, $\$1,707.50 + \$276.75 = \$1,984.25$. The rest of his allowance (\$15.75) could be saved, or he could spend it on another box of ammo, more batteries, etc. His total encumbrance would be $11.26 + 31.55 + 10.93 = 53.74$ lbs.

Budget Monster Hunter Basic Kit (TL6)

\$415, 11.26 lbs.

- *Ordinary Clothing* (p. HT63) [**Torso, Limbs**]. Status 0. \$120, 4 lbs.
- *Belt* (p. HT31) [**Torso**]. \$10, neg.

- *Boots* (p. HT68) [**Feet**]. DR 2*. \$80, 3 lbs.
- *Leather Gloves* (p. B284) [**Hands**]. DR 2*. \$30, neg.
- *Felt Hat* (p. HT64) [**Head**]. \$60, 0.5 lb.
- *Personal Basics* (p. B288) [**Clothing**]. \$5, 1 lb.
- *Cheap Pocket Watch* (p. HT31) [**Clothing**]. \$50, neg.
- *Multi-Function Knife* (p. HT26) [**Clothing**]. \$25, neg.
- *Notebook, Pencil, and Chalk* (p. HT17) [**Clothing**]. \$2, 0.1 lb.

lb.

- *Religious Symbol* (p. HT31) [**Neck**]. \$1, neg.
- *Waist Pack* (p. HT54) [**Sling**]. Carries 10 lbs. \$10, 1 lb.
- *Flashlight* (p. HT52) [**Waist Pack**]. Includes 2xS batteries. \$20, 1 lb.
- *2x Small Batteries* (p. HT13) [**Waist Pack**]. \$2, 0.66 lb.

Lens: Slayer

+\$1,707.50, +31.55 lbs.

- *Leather Long Coat* (p. HT64) [**Torso, Limbs**]. DR 1. \$250, 10 lbs.
- *Webley Mk VI Revolver* (pp. HT94, 96, PGO12) [**Holster**]. \$700, 2.4 lbs.
- *30x Rounds .455 Webley HP* (pp. HT166-167, 176) [**Revolver, Speedloaders, or Belt Loops**]. Dmg 2d-1(0.5) pi+-. \$15, 1.5 lbs.
- *2x Speedloaders* (p. HT155) [**Belt Pouch**]. \$20, 0.2 lb.
- *Belt Holster* (p. HT153) [**Belt**]. +0 Fast-Draw. \$25, 0.5 lb.
- *Large Knife/Bayonet With Sheath* (pp. B272, HT105, 197, 198) [**Belt or Shotgun Muzzle**]. Can be fixed to the muzzle of the Winchester Model 1897 Trench Gun. \$40, 1 lb.
- *Winchester Model 1897 Trench Gun With Bayonet Mount* (pp. HT105, PGO22-23) [**Sling**]. \$600, 8.2 lbs.
- *Shotgun Sling* (p. HT154) [**Torso**]. As for rifle sling. \$10, 1 lb.
- *Cartridge Bandoleer* (p. HT54) [**Torso**]. Holds 25 rounds. \$15, 1 lb.

- *20x Rounds 12G 2.75" Buckshot* (p. HT176) [**Bandoleer**]. \$10, 2.2 lbs.
- *5x Rounds 12G 2.75" Rifled Slug* (p. HT166) [**Bandoleer**]. Dmg 5d pi+-. \$2.50, 0.55 lb.
- *2x Hand Flares* (p. HT58) [**Waist Pack**]. \$10, 2 lbs.
- *2x Sticks Dynamite With Time Fuse* (pp. HT184-185, 187) [**Waist Pack**]. \$10, 1 lb.

Lens: Supernatural Slayer

+\$276.75, +10.93 lbs.

- Make religious symbol silver (p. B275). \$19.
- *12x Rounds .455 Webley Silver HP* (pp. 13, HT166-167, 176) [**Belt Loops**]. Dmg 2d-1(0.5) pi++ with follow-up silver effect. \$66, 0.6 lb.
- Fill all hollow-points with garlic (pp. HT167, 168). Free.
- *5x Rounds 12-Gauge 2.75" Silver Buckshot* (pp. 13, HT166-167, 176) [**Bandoleer**]. \$57.50, 0.55 lb.
- *5x Rounds 12-Gauge 2.75" Blank* (pp. 12, 176) [**Bandoleer**]. \$1.25, 0.28 lb.
- *5x Shotgun Stakes* (p. 12) [**Waist Pack**]. \$20, 2.5 lbs.
- Give bayonet a silver edge (p. B275). \$80.
- *2x Wooden Stakes* (p. B272) [**Waist Pack**]. \$8, 1 lb.
- *Hammer* (p. HT25) [**Belt Loop**]. \$15, 3 lbs.
- *Canteen* (p. HT53) [**Belt**]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$10, 3 lbs.

Lens: Scout

+\$1,389, +30.37 lbs.

- *Compass* (p. HT52) [**Clothing**]. +1 Navigation. \$25, neg.
- *Map* (pp. HT52-53) [**Clothing**]. \$30, 0.1 lb.
- *Lockpicks* (p. HT213) [**Clothing**]. \$50, neg.

How to Read the Loadouts

All the loadouts list individual items in an identical pattern. Foremost is a descriptive *Equipment Name*. This normally will be the header under which it can be found in the book(s) that are referenced immediately following in parenthesis. There may be minor but straightforward differences – for example, *High-Tech*, p. 154, only lists a rifle sling. Despite the name, it will obviously also work for a carbine, shotgun, SMG, etc. To conserve space, the page references use the following abbreviations: B means *GURPS Basic Set, Fourth Edition*; HT means *GURPS High-Tech, Fourth Edition*; PGO means *GURPS High-Tech: Pulp Guns, Volume 1*; and PGT means *GURPS High-Tech: Pulp Guns, Volume 2*.

Next follows a [**Carrying Location**]. This indicates where and sometimes how the item is transported. Sometimes multiple locations are listed. For objects of quantity (especially ammunition), these may be put in one location, up to the maximum amount that the location can hold, or the items may be split among multiple locations.

This information may be followed by specific rules details such as DR or damage statistics (especially for

weapons and ammunition with nonstandard values due to quality or upgrades). Note that all canteens and squirt carbines include one full quart of holy water (2 lbs./quart); other liquids (holy oil, ritual wine, silver nitrate in solution, acid, etc.) must be purchased separately, though most useful ones weigh roughly the same as water.

Each entry closes with the exact cost and weight of the item.

Firearms Costs and Weights

The costs of all firearms with a detachable magazine include *one* empty magazine (*High-Tech*, p. 79); the empty magazine is listed separately with a cost of free. Weapon and magazine costs and weights are listed here *empty*. This is to keep better track of the weight totals including spare magazines and specialty ammunition. The weights of the empty magazines are specific and real ones, not generic ones as per *High-Tech*, p. 175. Loaded weapon weights can be found in the respective weapon descriptions or tables.

- *Winchester Model 1894 Carbine* (p. PGT5) [**Sling**]. \$400, 6.3 lbs.
- *Carbine Sling* (p. HT154) [**Torso**]. As for rifle sling. \$10, 1 lb.
- *Cartridge Bandoleer* (p. HT54) [**Torso**]. Holds 30 rounds. \$15, 1 lb.
- *30× Rounds .30-30 Winchester HP* (pp. HT166-167, 176) [**Carbine or Bandoleer**]. Dmg 5d+1(0.5) pi+. \$24, 2.82 lbs.
- *Maxim Sound Suppressor* (pp. HT158-159, PGT5) [**Waist Pack or Carbine Muzzle**]. -2 Hearing. \$500, 0.75 lb.
- *Binoculars* (p. HT47) [**Waist Pack**]. +2 Vision. \$150, 3 lbs.
- *2× Hand Flares* (p. HT58) [**Waist Pack**]. \$10, 2 lbs.
- *Small Backpack* (p. HT54) [**Torso**]. \$60, 3 lbs.
- *Padded Grappling Hook* (p. HT55) [**Backpack**]. -2 Hearing. \$20, 3 lbs.
- *Climbing Harness* (p. HT55) [**Backpack**]. \$75, 3 lbs.
- *20-yard Coil of 0.5" Rope* (p. HT56) [**Backpack**]. Support 350 lbs. \$20, 4.4 lbs.

Weight of backpack with items, if dropped: 13.4 lbs.

Lens: Supernatural Scout

+ \$210, +4.88 lbs.

- Make religious symbol silver (p. B275). \$19.
- *Mirror* (p. HT31) [**Clothing**]. \$5, neg.
- *20× Rounds .30-30 Winchester Silver HP* (pp. 13, HT166-167, 176) [**Bandoleer**]. Dmg 5d+1(0.5) pi+ with follow-up silver effect. \$176, 1.88 lbs.
- Fill all hollow-points with garlic (pp. HT167, 168). Free.
- *Canteen* (p. HT53) [**Belt**]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$10, 3 lbs.

Lens: Sage

+ \$546.50, +20.55 or +26.55 lbs.

- *Crescent Faultless Double-Barrel Shotgun* (p. 10-11) [**Sling**]. The sawed-off barrels give Bulk -4 (p. HT106). \$150, 6.8 lbs.
- *Shotgun Sling* (p. HT154) [**Torso**]. As for rifle sling. \$10, 1 lb.
- *Cartridge Bandoleer* (p. HT54) [**Torso**]. Holds 25 rounds. \$15, 1 lb.
- *20× Rounds 12G 2.75" Buckshot* (p. HT176) [**Shotgun or Bandoleer**]. \$10, 2.2 lbs.
- *5× Rounds 12G 2.75" Slug* (p. HT166) [**Bandoleer**]. \$2.50, 0.55 lb.
- *Diary* (p. HT17) [**Coat**]. \$15, 0.5 lb.
- *Magnifying Glass* (p. HT57) [**Coat**]. \$10, neg.
- *Small Backpack* (p. HT54) [**Torso**]. \$60, 3 lbs.
- *Fingerprint Kit* (pp. HT216-217) [**Backpack**]. \$50, 1 lb.
- *Box Camera* (pp. HT42-43) [**Backpack**]. \$20, 0.5 lb.

- *2× Film Rolls* (p. HT44) [**Backpack**]. \$4, neg.

- *Mini-Tool Kit* (pp. 7, HT24) [**Backpack**]. -2 for the specific skill and specialty. \$200, 4 lbs.

or

- *Doctor's Bag* (pp. HT220-221) [**Backpack**]. Basic equipment for Physician, +1 to First-Aid, -5 to Surgery. \$200, 10 lbs.

Weight of backpack with items, if dropped: 8.5 or 14.5 lbs.

Lens: Supernatural Sage

+ \$1,348, +16.66 lbs.

- Make religious symbol silver (p. B275). \$19.
- *6× Rounds 12-Gauge 2.75" Silver Buckshot* (pp. 13, HT166-167, 176) [**Bandoleer**]. \$69, 0.66 lb.
- *Esoteric Tool Kit* (p. 7) [**Backpack**]. \$1,000, 10 lbs.
- *Grimoire* (p. 8) [**Backpack**]. \$200, 6 lbs.
- *2× IR Film Rolls* (p. HT44) [**Backpack**]. \$60, neg.

Weight of backpack with items, if dropped: 24.5 or 30.5 lbs.

Legendary Monster Hunter

Basic Kit (TL6)

\$1,419, 18.92 lbs.

- *Ordinary Clothing* (p. HT63) [**Torso, Limbs**]. Status 1. \$240, 4 lbs.
- *Bulletproof Vest* (p. HT66) [**Torso**]. The steel inserts protect against claws and teeth, too! DR 6. \$750, 8 lbs.
- *Boots* (p. HT68) [**Feet**]. DR 2*. \$80, 3 lbs.
- *Leather Gloves* (p. B284) [**Hands**]. DR 2*. \$30, neg.
- *Felt Hat* (p. HT64) [**Head**]. \$120, 0.5 lb.
- *Belt* (p. HT31) [**Torso**]. \$10, neg.
- *Expensive Personal Basics* (p. B288) [**Clothing**]. \$10, 0.66 lb.
- *Pocket Watch* (p. HT31) [**Clothing**]. \$100, neg.
- *Multi-Function Knife* (p. HT26) [**Clothing**]. \$25, neg.
- *Notebook, Pencil, and Chalk* (p. HT17) [**Clothing**]. \$2, 0.1 lb.
- *Silver Religious Symbol* (p. HT31) [**Neck**]. \$20, neg.
- *Waist Pack* (p. HT54) [**Sling**]. Carries 10 lbs. \$10, 1 lb.
- *Flashlight* (p. HT52) [**Waist Pack**]. Includes 2×S batteries. \$20, 1 lb.
- *2× Small Batteries* (p. HT13) [**Waist Pack**]. \$2, 0.66 lb.

Lens: Slayer

+ \$3,400.50, +43.87 lbs.

- *Leather Long Coat* (p. HT64) [**Torso, Limbs**]. DR 1. \$250, 10 lbs.
- *Skullcap* (p. HT69) [**Head**]. DR 3. \$50, 1 lb.

Whoever fights monsters should see to it that in the process he doesn't become a monster.

– Friedrich Nietzsche



- *Colt .45 Government Match Pistol* (pp. HT98, PGO17-18) [**Shoulder Holster**]. Acc 3. \$950, 2.3 lbs.
- *35× Rounds .45 ACP HP* (pp. HT166-167, 176) [**Magazines**]. Dmg 2d(0.5) pi++. \$17.50, 1.65 lb.
- *7-Round Magazine* [**Pistol**]. Free, 0.16 lb.
- *4× 7-Round Magazines* [**Pouch**]. \$108, 0.64 lb.
- *Shoulder Holster* (p. HT154) [**Torso**]. -1 Fast-Draw. \$50, 1 lb.
- *Pistol Magazine Pouch* (p. PGO33) [**Torso**]. Holds two magazines. \$15, 0.3 lb.
- *Pistol Magazine Pouch* (p. PGO33) [**Belt**]. Holds two magazines. \$15, 0.3 lb.
- *Fine (Accurate) Winchester Model 1895 Rifle* (p. PGT7) [**Sling**]. Acc 5. \$1,140, 8 lbs.
- *Rifle Sling* (p. HT154) [**Torso**]. \$10, 1 lb.
- *Cartridge Bandoleer* (p. HT54) [**Torso**]. Holds 30 carbine rounds. \$15, 1 lb.
- *20× Rounds .405 Winchester HP+P* (p. PGT33) [**Rifle or Bandoleer**]. Dmg 7d+2(0.5) pi++. \$30, 1.32 lb.
- *Ithaca NID Double-Barrel Shotgun* (p. PGO26) [**Back Holster**]. Sawed-off stock and barrels (p. HT106). Bulk -3. \$450, 5.4 lbs.
- *Back Holster* (p. HT153) [**Torso**]. An open holster worn on the back. -2 Fast-Draw. \$25, 0.5 lb.
- *Cartridge Bandoleer* (p. HT54) [**Torso**]. Holds 25 shotshells. \$15, 1 lb.
- *20× Rounds 12G 2.75" Buckshot* (p. HT176) [**Shotgun or Bandoleer**]. \$10, 2.2 lbs.
- *Fine Machete With Sheath* (p. HT197) [**Belt Sheath**]. Dmg sw cut and thr imp. -1 to break. \$200, 1.5 lb.
- *2× MK II Fragmentation Grenades* (pp. HT191, PGT31) [**Waist Pack**]. \$40, 2.6 lbs.
- *2× Hand Flares* (p. HT58) [**Waist Pack**]. \$10, 2 lbs.

Lens: Supernatural Slayer

+ \$1,552, +13.67 lbs.

- *Mirror* (p. HT31) [**Clothing**]. \$5, neg.
- *35× Rounds .45 ACP Silver HP* (pp. 13, HT166-167, 176) [**Magazines or Waist Pack**]. Dmg 2d(0.5) pi++ with follow-up silver effect. \$182, 1.65 lb.
- *20× Rounds .405 Winchester Silver HP+P* (pp. 13, PGT33) [**Rifle or Bandoleer**]. Dmg 7d+2(0.5) pi++ with follow-up silver effect. \$162, 1.32 lb.
- Fill all hollow-points with garlic (pp. HT167, 168). Free.
- *10× Rounds 12-Gauge 2.75" Silver Buckshot* (pp. 13, HT166-167, 176) [**Shotgun or Bandoleer**]. \$115, 1.1 lb.
- Give machete a silver edge (p. B275). \$400.
- *2× MK II Silver Fragmentation Grenades* (p. 13) [**Waist Pack or Belt**]. \$640, 3.6 lbs.

- *2× Wooden Stakes* (p. B272) [**Waist Pack**]. \$8, 1 lb.
- *Expensive Hammer* (p. HT25) [**Belt Loop**]. \$30, 2 lbs.
- *Canteen* (p. HT53) [**Belt**]. Holds 1 quart of holy water (p. 11) or other useful liquid. \$10, 3 lbs. Includes 1 quart of holy water (2 lbs./full quart).

Lens: Fire Slayer

+ \$2,126.25, +59.05 lbs.

- *HAG WEX17 Flamethrower* (p. PGT32) [**Torso**]. \$2,000, 55 lbs.
- *2× MK II White Phosphorus Grenades* (p. PGT31) [**Waist Pack**]. \$100, 2.4 lbs.
- *35× Rounds .45 ACP Incendiary* (pp. HT175, 176) [**Magazines or Waist Pack**]. \$26.25, 1.65 lbs.

Lens: Scout

+ \$5,201.50, +43.93 lbs.

- *Compass* (p. HT52) [**Clothing**]. +1 Navigation. \$25, neg.
- *Map* (pp. HT52-53) [**Clothing**]. \$30, 0.1 lb.
- *Good Lockpicks* (p. HT213) [**Clothing**]. +1 Lockpicking. \$250, neg.
- *Colt .45 Government Match Pistol* (pp. HT98, PGO17-18) [**Holster**]. Acc 3. \$950, 2.3 lbs.
- *151× Rounds .45 ACP HP* (pp. HT166-167, 176) [**Magazines**]. Dmg 2d(0.5) pi++ from the pistol, Dmg 2d+1(0.5) pi++ from the SMG. \$75.50, 7.1 lbs.
- *7-Round Magazine* [**Pistol**]. Free, 0.16 lb.
- *2× 7-Round Magazines* [**Pouch**]. \$54, 0.32 lb.
- *Shoulder Holster* (p. HT154) [**Torso**]. -1 Fast-Draw. \$50, 1 lb.
- *Pistol Magazine Pouch* (p. PGO33) [**Torso**]. Holds two magazines. \$15, 0.3 lb.
- *Auto-Ordnance Model 1921AC Thompson SMG* (pp. HT122, 124, PGO28-30) [**Sling**]. \$2,300, 10.8 lbs.
- *SMG Sling* (p. HT154) [**Torso**]. As for rifle sling. \$10, 1 lb.
- *20-Round Box Magazine* (pp. HT122, PGO28) [**Ammo Pouch**]. Free, 0.4 lb.
- *3× 20-Round Box Magazines* (pp. HT122, PGO28) [**Ammo Pouch**]. \$90, 1.2 lb.
- *50-Round Drum Magazine* (pp. HT124, PGO31) [**Ammo Pouch**]. \$262, 2.6 lbs.
- *2× Ammo Pouches* (p. PGO33) [**Belt**]. Hold one drum and four magazines. \$100, 1 lb.
- *Maxim Sound Suppressor* (pp. HT158-159, PGO29) [**Waist Pack or SMG Muzzle**]. -2 Hearing. \$500, 0.75 lb.
- *Binoculars* (p. HT47) [**Waist Pack**]. +2 Vision. \$150, 3 lbs.
- *2× Hand Flares* (p. HT58) [**Waist Pack**]. \$10, 2 lbs.
- *Expensive Small Backpack* (p. HT54) [**Torso**]. \$120, 2 lbs.

- *Padded Grappling Hook* (p. HT55) [**Backpack**]. -2 Hearing. \$20, 3 lbs.
- *Expensive Climbing Harness* (p. HT55) [**Backpack**]. \$150, 2 lbs.
- *Expensive 20-yard Coil of 0.5" Rope* (p. HT56) [**Backpack**]. Supports 350 lbs. \$40, 2.9 lbs.

Weight of backpack with items, if dropped: 9.9 lbs.

Lens: Supernatural Scout

+**\$838.20, +13.1 lbs.**

- *Mirror* (p. HT31) [**Clothing**]. \$5, neg.
- *151× Rounds .45 ACP Silver HP* (pp. 13, HT166-167, 176) [**Magazines or Waist Pack**]. Dmg 2d(0.5) pi++ with follow-up silver effect. \$785.20, 7.1 lbs.
- Fill all hollow-points with garlic (pp. HT167, 168). Free.
- *2× Wooden Stakes* (p. B272) [**Waist Pack**]. \$8, 1 lb.
- *Expensive Hammer* (p. HT25) [**Belt Loop**]. \$30, 2 lbs.
- *Canteen* (p. HT53) [**Belt**]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$10, 3 lbs.

Lens: Sage

+**\$2,838.50, +24.17 or 30.17 lbs.**

- *Colt .45 Government Match Pistol* (pp. HT98, PGO17-18) [**Holster**]. Acc 3. \$950, 2.3 lbs.
- *21× Rounds .45 ACP HP* (pp. HT166-167, 176) [**Magazines**]. Dmg 2d(0.5) pi++. \$10.50, 0.99 lb.
- *7-Round Magazine* [**Pistol**]. Free, 0.16 lb.
- *2× 7-Round Magazines* [**Pouch**]. \$54, 0.32 lb.
- *Shoulder Holster* (p. HT154) [**Torso**]. -1 Fast-Draw. \$50, 1 lb.
- *Pistol Magazine Pouch* (p. PGO33) [**Torso**]. Holds two magazines. \$15, 0.3 lb.
- *Remington Model 11 Riot Shotgun* (pp. HT105, PGO23) [**Sling**]. \$850, 8 lbs.
- *Cutts Compensator* (pp. PGO23, 30) [**Shotgun Muzzle**]. \$350, 0.5 lb.
- *Small Shotgun Shell Bag* (p. PGO33) [**Belt**]. Holds 25 rounds. \$35, 0.5 lb.
- *20× Rounds 12G 2.75" buckshot* (p. HT176) [**Shotgun or Shell Bag**]. \$10, 2.2 lbs.
- *Diary* (p. HT17) [**Clothing**]. \$15, 0.5 lb.
- *Magnifying Glass* (p. HT57) [**Clothing**]. \$10, neg.
- *Expensive Small Backpack* (p. HT54) [**Torso**]. Holds 50 lbs. \$120, 2 lbs.
- *Fingerprint Kit* (pp. HT216-217) [**Backpack**]. \$50, 1 lb.



- *Expensive Rugged Box Camera* (pp. HT42-43) [**Backpack**]. \$80, 0.4 lb.
- *6× Film Rolls* (p. HT44) [**Backpack**]. \$12, neg.

- *Mini-Tool Kit* (pp. 7, HT24) [**Backpack**]. -2 for the specific skill and specialty. \$200, 4 lbs.

or

- *Doctor's Bag* (pp. HT220-221) [**Backpack**]. Basic equipment for Physician, +1 to First-Aid, -5 to Surgery. \$200, 10 lbs.

Weight of backpack with items, if dropped: 7.4 or 13.4 lbs.

Lens: Supernatural Sage

+**\$5,519.20, +25.19 lbs.**

- *21× Rounds .45 ACP Silver HP* (pp. 13, HT166-167, 176) [**Magazines or Waist Pack**]. Dmg 2d(0.5) pi++ with follow-up silver effect. \$109.20, 0.99 lb.
- *20× Rounds 12-Gauge 2.75" Silver Buckshot* (pp. 13, HT166-167, 176) [**Bandoleer**]. \$230, 2.2 lbs.
- *Esoteric Tool Kit* (p. 7) [**Backpack**]. \$1,000, 10 lbs.
- *Legendary Grimoire* (p. 8) [**Backpack**]. \$4,000, 12 lbs.
- *6× IR Film Rolls* (p. HT44) [**Backpack**]. \$180, neg.

Weight of backpack with items, if dropped: 29.4 or 35.4 lbs.

I heard the stories of the ghost long before your aunt passed over and indeed took the liberty of trespassing for several nights without seeing anything. Of course, I had a gun with me, which sometimes dissuades the supernatural.

– Professor Gardner Cairey, **Campion**

CHAPTER THREE

TL8: VAMPIRE HUNTING ISN'T A CATCH-AND-RELEASE SPORT

Quarter and search by twos. Second team move inside. Hicks, take the upper level. Use your motion trackers.

– Lieutenant William Gorman, *Aliens*

At TL8, monster hunters have a wealth of sophisticated equipment at their disposal – but this doesn't necessarily improve their chances, no matter how ancient the evils are that they battle.

THE GEAR

The monster-hunter kits at TL8 have versions for two income groups. The budget kits are perfect for semi-professional hunters with Average starting wealth (\$20,000). The legendary kits are configured for professional hunters that are independently wealthy or supported by powerful organizations. They require a Wealthy starting wealth (\$100,000).

The budget kits are designed to come out below \$4,000, in addition to the basic nonadventurer equipment. The legendary kits were created for \$20,000. See p. 14 for further information on basic loadout assumptions.

All the kits include LC3 weaponry that should be legal even for civilians in most places; the exception are the *optional* assault rifle and machine gun kits, which are LC2 and LC1, respectively. These can only be acquired if the CR allows and the relevant permits can be secured; a suitable Patron may come in handy there. Of course, there is always the black market (*High-Tech*, pp. 7-9).

Budget Monster Hunter Basic Kit (TL8)

\$1,072, 11.02 lbs.

- *Ordinary Clothing* (p. HT63) [**Torso, Limbs**]. Status 0. \$120, 1 lb.
- *Belt* (p. HT31) [**Torso**]. \$10, neg.
- *Boots* (p. HT68) [**Feet**]. DR 2*. \$80, 3 lbs.
- *Leather Gloves* (p. B284) [**Hands**]. DR 2*. \$30, neg.

- *Cap* (p. HT64) [**Head**]. \$6, neg.
- *Personal Basics* (p. B288) [**Clothing**]. \$5, 1 lb.
- *Multi-Tool* (p. HT26) [**Clothing**]. \$50, 0.5 lb.
- *Notebook, Pencil, and Chalk* (p. HT17) [**Clothing**]. \$2, 0.1 lb.
- *Cellular Phone* (p. HT39) [**Clothing**]. Includes rechargeable S battery. \$100, 0.5 lb.
- *Rugged Digital Storage Device* (p. HT22) [**Clothing**]. 16 GB. Waterproof, shock-resistant, durable. \$60, neg.
- *Wristwatch* (p. HT31) [**Wrist**]. \$25, neg.
- *Religious Symbol* (p. HT31) [**Neck**]. \$1, neg.
- *Waist Pack* (p. HT54) [**Sling**]. Carries 10 lbs. \$10, 0.5 lb.
- *Cheap Small Tactical Light* (p. HT52) [**Waist Pack**]. \$50, 0.38 lb.
- *2x Extra-Small Batteries* (p. HT13) [**Tactical Light**]. \$1, included.

How to Read the Loadouts

For an explanation of the information presented in the loadouts, including firearm costs and weight, see *How to Read the Loadouts*, p. 15.

- 2× Extra-Small Batteries (p. HT13) [**Waist Pack**]. \$1, 0.2 lb.
- 10× Chemlights (p. HT52) [**Waist Pack**]. \$20, 1 lb.
- Rugged Small Computer With Rugged Portable Terminal (p. HT20, 21) [**Waist Pack**]. Complexity 2. Includes rechargeable 2×XS batteries. \$500, 0.84 lbs.
- Duct Tape (p. HT26) [**Waist Pack**]. 60-yard. \$1, 2 lbs.

Here, vampire mace – silver nitrate, essence of garlic.

– Abraham Whistler, *Blade*

Lens: Slayer

+**\$2,399.25, +23.37 lbs.**

- Early Concealable Vest (p. HT66) [**Torso**]. DR 8/2*. \$200, 2.5 lbs.
- Wicking Undergarment (p. HT64) [**Torso**]. +1 to avoid FP loss due to heat. \$30, neg.
- Load-Bearing Vest (p. HT54) [**Torso**]. \$30, 2 lbs.
- Glock 21 Pistol (p. HT101) [**LBV**]. Has rail for tactical light. \$600, 1.6 lbs.
- 13-Round Magazine [**Pistol**]. Free, 0.17 lb.
- 2× 13-Round Magazines [**LBV**]. \$64, 0.34 lb.
- 39× Rounds .45 ACP HP+P Cartridges (pp. HT165, 166-167, 176) [**Magazines**]. Dmg 2d+1(0.5) pi++. \$29.25, 1.83 lbs.
- FN BAR Magnum Rifle (pp. HT117, 120) [**Sling**]. \$890, 8.4 lbs.
- 4-Round Magazine [**Rifle**]. Free, 0.15 lb.
- 5× 4-Round Magazines [**LBV**]. \$130, 0.75 lb.
- 24× Rounds .300 Winchester Magnum HP (pp. HT166-167, 176) [**Magazines**]. Dmg 8d+1(0.5) pi+. \$36, 1.63 lbs.
- Patrol Sling (p. HT154) [**Torso**]. +1 Fast-Draw (Long Arm). \$50, 2 lbs.
- 4× Fixed-Power Scope (pp. HT155-156) [**Rifle**]. +2 Acc. \$300, 1 lb.
- Fine Large Knife (p. B272) [**LBV**]. Dmg sw-1 cut or thr+1 imp. \$40, 1 lb.

Lens: Assault Rifle Slayer

+**\$64.35, +12.13 lbs.**

Replace the rifle, magazines, and rifle rounds (\$1,056, 10.93 lbs.) with this:

- Izhmash AKMS Assault Rifle (p. HT114) [**Sling**]. LC2. \$450, 7.6 lbs.
- 30-Round Magazine [**LBV**]. Free, 0.73 lb.
- 5× 30-Round Magazines [**LBV**]. \$150, 3.65 lbs.
- 75-round Drum [**Rifle**]. \$264, 1.9 lbs.
- 255× Rounds 7.62×39mm API (pp. HT167, 175, 176) [**Drum or Magazines**]. Dmg 3d+2(2) pi-inc. \$256.35, 9.18 lbs.

Lens: Supernatural Slayer

+**\$430.10, +11.86 lbs. (rifle) or +\$489.70, +12.4 lbs. (assault rifle)**

- Make religious symbol silver (p. B275). \$19.
- Mirror (p. HT31) [**Clothing**]. \$5, neg.

- 26× Rounds .45 ACP Silver HP+P (pp. 13, HT165, 166-167, 176) [**Magazines or Waist Pack**]. Dmg 2d+1(0.5) pi++ with follow-up silver effect. \$141.70, 1.22 lbs.

- 8× Rounds .300 Winchester Magnum Silver HP (pp. 13, HT166-167, 176) [**Magazines or Waist Pack**]. Dmg 8d+1(0.5) pi+ with follow-up silver effect. \$66.40, 0.54 lb.

or

- 30× Rounds 7.62×39mm Silver Ball (pp. HT167, 175, 176) [**Magazine or Waist Pack**]. Dmg 5d+1 pi with follow-up silver effect. \$126, 1.08 lbs.

- Fill all hollow-points with garlic (pp. HT167, 168). Free.
- Give knife a silver edge (p. B275). \$80.
- Tear Gas Spray (p. HT180) [**LBV**]. Silver nitrate filler (p. 11). \$20, 0.1 lb.
- UV Bulb (p. HT52) [**Tactical Light or LBV**]. \$25, neg.
- 2× Wooden Stakes (p. B272) [**Waist Pack**]. \$8, 1 lb.
- Hammer (p. HT25) [**LBV**]. \$15, 1.5 lbs.
- Canteen (p. HT53) [**Belt**]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$10, 3 lbs.
- Squirt Carbine (p. HT180) [**Sling**]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$30, 3.5 lbs.
- Carbine Sling (p. HT154) [**Torso**]. As for rifle sling. \$10, 1 lbs.

Lens: Scout

+**\$2,844.25, +33.04 lbs.**

- Early Concealable Vest (p. HT66) [**Torso**]. DR 8/2*. \$200, 2.5 lbs.
- Wicking Undergarment (p. HT64) [**Torso**]. +1 to avoid FP loss due to heat. \$30, neg.
- Load-Bearing Vest (p. HT54) [**Torso**]. \$30, 2 lbs.
- Compass (p. HT52) [**LBV**]. +1 Navigation. \$25, neg.
- GPS (p. HT53) [**LBV**]. +3 Navigation. Includes 2×S batteries. \$100, 0.25 lb.
- Good Lockpicks (p. HT213) [**LBV**]. +1 Lockpicking. \$250, neg.
- Glock 21 Pistol (p. HT101) [**LBV**]. Has rail for tactical light. \$600, 1.6 lbs.
- 13-Round Magazine [**Pistol**]. Free, 0.17 lb.
- 2× 13-Round Magazines [**LBV**]. \$64, 0.34 lb.
- 39× Rounds .45 ACP HP+P Cartridges (pp. HT165, 166-167, 176) [**Magazines**]. Dmg 2d+1(0.5) pi++. \$29.25, 1.83 lbs.
- Compound Longbow (pp. B275, HT201) [**Scabbard**]. ST 11. \$400, 3 lbs.
- Pair of Bowstring Silencers (p. HT201) [**Bow**]. -2 Hearing. \$1, neg.
- Battery Reflex Sight (p. HT156) [**Bow**]. +1 Bow. Includes XS battery. \$350, 0.25 lb.
- Scabbard for Bow (p. HT154) [**Torso**]. \$25, 1 lb.
- 10× Fine Arrows (p. B275) [**Quiver**]. Dmg thr+3 imp. \$20, 1 lb.
- 10× Fine Bodkin Arrows (p. B276) [**Quiver**]. Dmg thr+3(2) pi. \$20, 1 lb.
- Hip Quiver (p. B289) [**Belt**]. \$15, 1 lb.
- Fine Tactical Folding Knife (p. HT198) [**LBV**]. Dmg sw-2 cut or thr imp. \$30, 0.5 lb.
- Titanium Crowbar (p. HT30) [**LBV**]. \$50, 2 lbs.

- *Rugged Binoculars* (p. HT47) [**Waist Pack**]. +2 Vision. \$300, 3.6 lbs.
- *2x Hand Flares* (p. HT58) [**LBV**]. \$10, 2 lbs.
- *Climbing Harness* (p. HT55) [**LBV**]. Integrated in LBV. \$75, 3 lbs.
- *Expensive Padded Grappling Hook* (p. HT55) [**Waist Pack**]. -2 Hearing. \$40, 2 lbs.
- *20-yard Coil of 0.5" Rope* (p. HT56) [**Waist Pack**]. Supports 4,000 lbs. \$180, 4 lbs.

Lens: Supernatural Scout

+\$439.55, +14.51 lbs.

- Make religious symbol silver (p. B275). \$19.
- *Mirror* (p. HT31) [**Clothing**]. \$5, neg.
- *Tear Gas Spray* (p. HT180) [**LBV**]. Silver nitrate filler (p. 11). \$20, 0.1 lb.
- *UV Bulb* (p. HT52) [**Tactical Light or LBV**]. \$25, neg.
- *26x Rounds .45 ACP Silver HP+P* (pp. 13, HT165, 166-167, 176) [**Magazines or Waist Pack**]. Dmg 2d+1(0.5) pi++ with follow-up silver effect. \$212.55, 1.22 lbs.
- Fill all hollow-points with garlic (pp. HT167, 168). Free.
- *10x Fine Silver-Coated Arrows* (p. B275) [**Quiver**]. Dmg thr+3 imp with follow-up silver effect. \$60, 1 lb.
- *10x Wooden Arrows* (p. 12) [**Quiver**]. Dmg thr+2(0.5) imp with follow-up wood effect. \$10, 1 lb.
- *Quiver* (p. B289) [**Torso**]. \$15, 1 lb.
- *2x Wooden Stakes* (p. B272) [**LBV**]. \$8, 1 lb.
- *Hammer* (p. HT25) [**Belt Loop**]. \$15, 1.5 lbs.
- *Canteen* (p. HT53) [**Belt**]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$10, 3 lbs.
- *Squirt Carbine* (p. HT180) [**Sling**]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$30, 3.5 lbs.
- *Carbine Sling* (p. HT154) [**Torso**]. \$10, 1 lb.

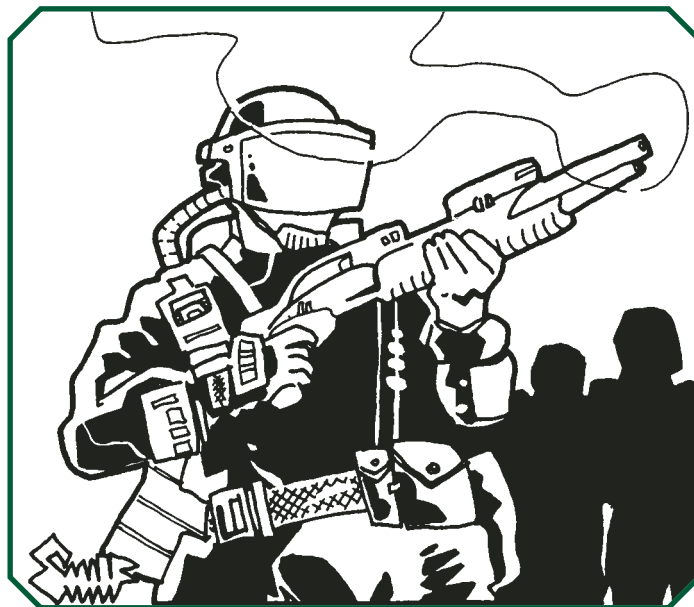
Lens: Sage

+\$2,040.75, +27.44 or 33.44 lbs.

- *Early Concealable Vest* (p. HT66) [**Torso**]. DR 8/2*. \$200, 2.5 lbs.
- *Wicking Undergarment* (p. HT64) [**Torso**]. +1 to avoid FP loss due to heat. \$30, neg.
- *Load-Bearing Vest* (p. HT54) [**Torso**]. \$30, 2 lbs.
- *Glock 21 Pistol* (p. HT101) [**LBV**]. Has rail for tactical light. \$600, 1.6 lbs.
- *13-round Magazine* [**Pistol**]. Free, 0.17 lb.
- *2x 13-round Magazines* [**LBV**]. \$64, 0.34 lb.
- *39x Rounds .45 ACP HP+P Cartridges* (pp. HT165, 166-167, 176) [**Magazines**]. Dmg 2d+1(0.5) pi++. \$29.25, 1.83 lbs.
- *Remington Model 870P Shotgun* (pp. HT105-106) [**Sling**]. Has rail for tactical light. \$400, 7.5 lbs.
- *Patrol Sling* (p. HT154) [**Torso**]. +1 Fast-Draw (Long Arm). \$50, 2 lbs.
- *20x Rounds 12G 2.75" buckshot* (p. HT176) [**Shotgun or LBV**]. \$10, 2.2 lbs.
- *5x Rounds 12G 2.75" slug* (p. HT166) [**LBV**]. \$2.50, 0.55 lb.
- *Magnifying Glass* (p. HT57) [**LBV**]. \$10, neg.
- *Expensive Small Backpack* (p. HT54) [**Torso**]. Holds 50 lbs. \$240, 1 lb.

- *Cheap Micro-Camcorder* (p. HT43) [**Backpack**]. Integral rechargeable battery. \$100, 0.25 lb.
- *Fingerprint Kit* (pp. HT216-217) [**Backpack**]. \$50, 1 lb.
- *Chemical Test Kit* (p. HT48) [**Backpack**]. \$25, 0.5 lb.
- *Mini-Tool Kit* (pp. 7, HT24) [**Backpack**]. -2 for the specific skill and specialty. Includes 2xXS batteries. \$200, 4 lbs.
- or
- *Doctor's Bag* (pp. HT220-221) [**Backpack**]. Basic equipment for Physician, +1 to First-Aid, -5 to Surgery. \$200, 10 lbs.

Weight of backpack with items, if dropped: 6.75 or 12.75 lbs.



Lens: Supernatural Sage

+\$1,900.30, +21.31 lbs.

- Make religious symbol silver (p. B275). \$19.
- *Mirror* (p. HT31) [**Clothing**]. \$5, neg.
- *Tear Gas Spray* (p. HT180) [**LBV**]. Silver nitrate filler (p. 11). \$20, 0.1 lb.
- *UV Bulb* (p. HT52) [**Tactical Light or LBV**]. \$25, neg.
- *13x Rounds .45 ACP Silver HP+P* (pp. 13, HT165, 166-167, 176) [**Magazines or Waist Pack**]. Dmg 2d+1(0.5) pi++ with follow-up silver effect. \$106.30, 0.61 lb.
- *10x Rounds 12-Gauge 2.75" Silver Buckshot* (pp. 13, HT166-167, 176) [**Bandoleer**]. \$115, 1.1 lb.
- *Canteen* (p. HT53) [**Belt**]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$10, 3 lbs.
- *Esoteric Tool Kit* (p. 7) [**Backpack**]. \$1,000, 10 lbs.
- *Grimoire* (p. 8) [**Backpack**]. \$200, 6 lbs.
- *Geiger Counter* (p. HT49) [**Backpack**]. Includes XS battery. \$400, 0.5 lb.
- or
- *Temperature Gun* (p. HT50) [**Backpack**]. Includes S battery. \$400, 0.5 lb.

Weight of backpack with items, if dropped: 23.25 or 29.25 lbs.

Legendary Monster Hunter Basic Kit (TL8)

\$2,351, 10 lbs.

- *Ordinary Clothing* (p. HT63) [**Torso, Limbs**]. Status 1. \$240, 1 lb.
- *Scent-Masking for Clothing* (p. HT77) [**Torso, Limbs**]. -4 Tracking. \$480.
- *Belt* (p. HT31) [**Torso**]. \$10, neg.
- *Expensive Boots* (p. HT68) [**Feet**]. DR 2*. \$160, 2 lbs.
- *Expensive Leather Gloves* (p. B284) [**Hands**]. DR 2*. \$60, neg.
- *Expensive Cap* (p. HT64) [**Head**]. \$12, neg.
- *Expensive Personal Basics* (p. B288) [**Clothing**]. \$10, 0.66 lb.
- *Expensive Multi-Tool* (p. HT26) [**Clothing**]. \$100, 0.5 lb.
- *Notebook, Pencil, and Chalk* (p. HT17) [**Clothing**]. \$2, 0.1 lb.
- *Cellular Phone With Digital Camera* (p. HT39) [**Clothing**]. Includes rechargeable S battery. \$200, 0.5 lb.
- *Gadget Wristwatch With Compass and Thermometer* (p. HT32) [**Wrist**]. Includes T battery. \$100, neg.
- *Silver Religious Symbol* (p. HT31) [**Neck**]. \$20, neg.
- *Waist Pack* (p. HT54) [**Sling**]. Carries 10 lbs. \$10, 0.5 lb.
- *Small Tactical Light* (p. HT52) [**Waist Pack**]. Includes 2×XS batteries. \$100, 0.25 lb.
- *2× Extra-Small Batteries* (p. HT13) [**Waist Pack**]. \$1, 0.2 lb.
- *10× Chemlights* (p. HT52) [**Waist Pack**]. \$20, 1 lb.
- *Rugged Small Computer With Rugged Portable Terminal* (p. HT20, 21) [**Waist Pack**]. Complexity 2. Includes rechargeable 2×XS batteries. \$500, 0.84 lbs.
- *2×XS Rechargeable Batteries* (p. HT13) [**Waist Pack**]. \$5, 0.2 lbs.
- *Micro-Camcorder* (p. HT43) [**Head**]. Includes integral rechargeable battery. \$200, 0.25 lb.
- *2× Rugged Digital Storage Device* (p. HT22) [**Clothing**]. 16 GB each. Waterproof, shock-resistant, durable. \$120, neg.
- *Duct Tape* (p. HT26) [**Waist Pack**]. 60-yard. \$1, 2 lbs.



Lens: Slayer

+ \$11,919.50 or + \$11,729.5, +45.86 or. +43.24 lbs.

- *Concealable Vest* (p. HT66) [**Torso**]. DR 12/5*. \$1,000, 2 lbs.
- *Anti-Stab Plate* (p. HT67) [**Vitals**]. +4 DR against imp. \$150, 0.5 lb.
- *Wicking Undergarment* (p. HT64) [**Torso**]. +1 to avoid FP loss due to heat. \$30, neg.
- *Sharp-Protective Armor* (pp. HT67, 68) [**Arms, Legs**]. DR 3/1*. \$200, 6 lbs.

- *Ballistic Sunglasses* (p. HT71) [**Eyes**]. DR 4. \$35, neg.
- *Expensive Load-Bearing Vest* (p. HT54) [**Torso**]. \$60, 1.32 lbs.
- *Rugged Small Radio With ECCM and Secure Encryption* (pp. HT38-39, 211) [**LBV**]. Includes 2×XS batteries. \$1,500, 0.6 lb.
- *Expensive Tactical Headset* (p. HT39) [**Head**]. \$400, 0.66 lb.
- *IMI Desert Eagle Pistol* (pp. HT101, 102) [**LBV**]. \$1,250, 4 lbs.
- *Improved-Visibility Sights* (p. HT156) [**Pistol**]. \$75, neg.
- *Integral Targeting Laser* (pp. HT156-157) [**Pistol**]. Includes 4×T batteries. \$450, neg.
- *7-Round Magazine* [**Pistol**]. Free, 0.15 lb.
- *4× 7-Round Magazines* [**LBV**]. \$108, 0.6 lb.
- *35× Rounds .50 AE HP+P* (pp. HT165, 166-167, 176) [**Magazines**]. Dmg 4d+2(0.5) pi++. \$52.50, 2.34 lbs.
- *Alexander Arms .50 Beowulf Entry Carbine* (p. 10, 11) [**Sling**]. \$1,200, 5.9 lbs.
- *10-Round Magazine* (p. 11) [**Carbine**]. Free, 0.24 lb.
- *6× 10-Round Magazines* (p. 11) [**LBV**]. \$204, 1.44 lbs.
- *70× Rounds .50 Beowulf HP* (pp. 9, 11, HT166-167) [**Magazines**]. Dmg 6d+1(0.5) pi++. \$70, 6.02 lbs.
- *Expensive Patrol Sling* (p. HT154) [**Torso**]. +1 Fast-Draw (Long Arm). \$100, 1.32 lbs.
- *Large Tactical Light* (p. HT52, 155) [**Carbine**]. Includes 4×XS batteries. \$200, 0.5 lb.
- *Tritium Collimating Sight* (p. HT156) [**Carbine**]. +1 Guns (Rifle). \$400, 0.5 lb.
- *TAPCO CM2037 Underbarrel Launcher* (p. HT142) [**Carbine**]. \$225, 4.3 lbs.
- *2× Rounds 37×122mmR illumination* (p. HT143) [**LBV**]. \$50, 0.74 lb.
- *2× Rounds 37×122mmR net* (p. HT143) [**LBV**]. \$100, 0.74 lb.
- *2× Rounds 37×122mmR shot* (p. HT143) [**LBV**]. \$10, 0.74 lb.
- *Night Vision Goggles* (p. HT48) [**Waist Pack**]. Includes 2×XS batteries. \$3,500, 1.5 lbs.

● *Fine Katana* (p. HT197) [**Torso**]. Dmg (one-handed) sw+2 cut or thr+2 imp. Includes 1.25 lb. sheath. \$550, 3.75 lbs.

or

● *Very Fine Titanium Trench Knife* (p. HT198, 200) [**Torso**]. Dmg sw cut or thr+2 imp or thr cr with Brawling. Includes 0.5 lb. sheath. \$360, 1.13 lbs.

Lens: Assault Rifle Slayer

+ \$2,173, +5.78 lbs.

Replace the slayer's carbine, magazines, carbine rounds, underbarrel launcher, and launcher ammo (\$1,859, 20.12 lbs.) with this:

- *FN MK 17 MOD 0 SCAR-H Assault Carbine* (p. HT122) [**Sling**]. LC2. \$1,500, 7.2 lbs.
- *20-Round Magazine* [**Carbine**]. Free, 0.48 lb.

- 6× 20-Round Magazines [LBV]. \$216, 2.88 lbs.
- 80× Rounds 7.62×51mm HP (pp. HT166-167, 176) [Magazines]. Dmg 6d(0.5) pi+. \$64, 4.48 lbs.
- 20× Rounds 7.62×51mm APHCI (pp. HT167, 175, 176) [Magazine]. Dmg 6d(2) pi- inc. \$36, 1.12 lbs.
- 40× Rounds 7.62×51mm APDS (pp. HT167, 176) [Magazines]. Dmg 8d-1(2) pi-. \$96, 2.24 lbs.
- Quick-Detach Baffle Sound Suppressor (p. HT159) [Carbine Muzzle]. -2 Hearing. \$500, 1.5 lbs.
- FN MK 13 MOD 0 EGLM Underbarrel Launcher (pp. 10, 11) [Carbine]. \$1,500, 3 lbs.
- 6× Rounds 40×46mmSR HEDP (pp. HT143, 170, 177) [Launcher or LBV]. \$120, 3 lbs.

Lens: Minigun Slayer

+ \$26,440, +122 lbs.

Note that even with the ST 16 this weapon requires, carrying about 180 lbs. of gear will limit mobility. Take ST 18+ if you want to be able to keep up, or ST 22+ if you value the option of running away!

- GE M134 Minigun in Man-Pack Configuration (pp. HT135-136) [Sling]. Includes 5×M batteries. LC1. \$25,000, 95.6 lbs.
- 400× Belted Rounds 7.62×51mm APHCI-T (pp. HT167, 175, 176) [Ammo Can on Back]. +1 Gunner. Dmg 7d(2) pi- inc. \$1,440, 26.4 lbs.

Lens: Supernatural Slayer

+ \$2,262 (katana) or + \$1,342 (knife), +19.2 lbs. (rifle) or +18.92 lbs. (assault rifle)

- Mirror (p. HT31) [Clothing]. \$5, neg.
- 35× Rounds .50 AE Silver HP+P (pp. 13, HT165, 166-167, 176) [Magazines or Waist Pack]. Dmg 4d+2(0.5) pi++ with follow-up silver effect. \$287, 2.34 lbs.
- 70× Rounds .50 Beowulf Silver HP (pp. 9, 11, 13, HT166-167) [Magazines or Waist Pack]. Dmg 6d+1(0.5) pi++ with follow-up silver effect. \$672, 6.02 lbs.
- 4× Rounds 37×122mmR Wooden Stake (p. 12) [LBV]. Dmg 1d+1(0.5) imp. \$80, 0.74 lb.
- or
- 80× Rounds 7.62×51mm Silver HP (pp. 12, HT166-167, 176) [Magazines or Waist Pack]. Dmg 6d(0.5) pi+ with follow-up silver effect. \$512, 4.48 lbs.
- 6× Rounds 40×46mmSR Thermobaric (pp. HT143, 170, 177) [LBV]. Dmg 8d cr ex. \$240, 2 lbs.
- Fill all hollow-points with garlic (pp. HT167, 168). Free.
- Give katana or knife a silver edge (p. B275). \$1,100 or \$180.
- Tear Gas Spray (p. HT180) [LBV]. Silver nitrate filler (p. 11). \$20, 0.1 lb.
- UV Bulb (p. HT52) [Tactical Light or LBV]. \$25, neg.
- 2× Wooden Stakes (p. B272) [LBV]. \$8, 1 lb.
- Hammer (p. HT25) [LBV]. \$15, 1.5 lbs.
- Canteen (p. HT53) [Belt]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$10, 3 lbs.
- Squirt Carbine (p. HT180) [Sling]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$30, 3.5 lbs.

- Carbine Sling (p. HT154) [Torso]. As for rifle sling. \$10, 1 lbs.

Lens: Supernatural Chainsaw Slayer

+ \$570, +16.33 lbs.

- Silver-Coated Chainsaw (p. B275, HT27) [Travel Bag]. Dmg sw+1d cut with follow-up silver effects. \$450, 13 lbs.
- Expensive Travel Bag (p. HT54). \$120, 3.33 lbs.

Our courteous and efficient staff is on call 24 hours a day to serve all your supernatural elimination needs.

*– Dr. Ray Stantz,
Ghostbusters*

Lens: Scout

+ \$13,051.50, +46.67 lbs.

- Concealable Vest (p. HT66) [Torso]. DR 12/5*. \$1,000, 2 lbs.
- Wicking Undergarment (p. HT64) [Torso]. +1 to avoid FP loss due to heat. \$30, neg.
- Ballistic Sunglasses (p. HT71) [Eyes]. DR 4. \$35, neg.
- Expensive Load-Bearing Vest (p. HT54) [Torso]. \$60, 1.32 lbs.
- Rugged Small Radio With ECCM and Secure Encryption (pp. HT38-39, 211) [LBV]. Includes 3×XS batteries. \$1,500, 0.6 lb.
- Expensive Tactical Headset (p. HT39) [Head]. \$400, 0.66 lb.
- Expensive Compass (p. HT52) [LBV]. +1 Navigation. \$50, neg.
- GPS (p. HT53) [LBV]. +3 Navigation. Includes 2×S batteries. \$100, 0.25 lb.
- Fine Lockpicks (p. HT213) [LBV]. +2 Lockpicking. \$1,000, neg.
- IMI Desert Eagle Pistol (pp. HT101, 102) [LBV]. \$1,250, 4 lbs.
- Improved-Visibility Sights (p. HT156) [Pistol]. \$75, neg.
- Integral Targeting Laser (pp. HT156-157) [Pistol]. Includes 4×T batteries. \$450, neg.
- 7-Round Magazine [Pistol]. Free, 0.15 lb.
- 2× 7-Round Magazines [LBV]. \$54, 0.3 lb.
- 21× Rounds .50 AE HP+P (pp. HT165, 166-167, 176) [Magazines]. Dmg 4d+2(0.5) pi++. \$31.50, 1.4 lbs.
- Alexander Arms .50 Beowulf Entry Carbine (p. 10, 11) [Sling]. \$1,200, 5.9 lbs.
- 20-round Magazine [Carbine]. Free, 0.48 lb.
- 6× 20-round Magazines [LBV]. \$216, 2.88 lbs.
- 70× Rounds .50 Beowulf HP (pp. 11, HT166-167) [Magazines]. Dmg 6d+1(0.5) pi++. \$70, 6.02 lbs.

- *Expensive Patrol Sling* (p. HT154) [**Torso**]. +1 Fast-Draw (Long Arm). \$100, 1.32 lbs.
- *Large Tactical Light* (p. HT52, 155) [**Carbine**]. Includes 4xXS batteries. \$200, 0.5 lb.
- *Tritium Collimating Sight* (p. HT155) [**Carbine**]. +1 Guns (Rifle). \$400, 0.5 lb.
- *MX Animal TASER Pistol* (p. HT90) [**LBV**]. Includes 8xXS batteries. \$400, 0.85 lb.
- *2x MX Animal TASER Air Cartridges* (p. HT90) [**TASER or LBV**]. \$40, 0.3 lb.
- *Fine Tactical Folding Knife* (p. HT198) [**LBV**]. Dmg sw-2 cut or thr imp. \$30, 0.5 lb.
- *Titanium Crowbar* (p. HT30) [**LBV**]. \$50, 2 lbs.
- *Pocket Torch* (p. HT27) [**Waist Pack**]. \$25, neg.
- *Night Vision Goggles* (p. HT48) [**Waist Pack**]. Includes 2xXS batteries. \$3,500, 1.5 lbs.
- *Rugged Binoculars* (p. HT47) [**Waist Pack**]. +2 Vision. \$300, 3.6 lbs.
- *2x Hand Flares* (p. HT58) [**LBV**]. \$10, 2 lbs.
- *Climbing Harness* (p. HT55) [**LBV**]. Integrated in LBV. \$75, 3 lbs.
- *Expensive Padded Grappling Hook* (p. HT55) [**Waist Pack**]. -2 Hearing. \$40, 2 lbs.
- *Expensive 20-Yard Coil of 0.5" Rope* (p. HT56) [**Waist Pack**]. Supports 4,000 lbs. \$360, 2.64 lbs.

Lens: Supernatural Scout

+**\$927.20, +13.02 lbs.**

- *Mirror* (p. HT31) [**Clothing**]. \$5, neg.
- *21x Rounds .50 AE Silver HP+P* (pp. 13, HT165, 166-167, 176) [**Magazines or Waist Pack**]. Dmg 4d+2(0.5) pi++ with follow-up silver effect. \$172.20, 1.4 lbs.
- *70x Rounds .50 Beowulf Silver HP* (pp. 9, 11, 13, HT166-167) [**Magazines or Waist Pack**]. Dmg 6d+1(0.5) pi++ with follow-up silver effect. \$672, 6.02 lbs.
- Fill all hollow-points with garlic (pp. HT167, 168). Free.
- *Tear Gas Spray* (p. HT180) [**LBV**]. Silver nitrate filler (p. 11). \$20, 0.1 lb.
- *UV Bulb* (p. HT52) [**Tactical Light or LBV**]. \$25, neg.
- *2x Wooden Stakes* (p. 12, B272) [**LBV**]. \$8, 1 lb.
- *Hammer* (p. HT25) [**LBV**]. \$15, 1.5 lbs.
- *Canteen* (p. HT53) [**Belt**]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$10, 3 lbs.

Lens: Sage

+**\$4,995.50, +26.64 or 32.64 lbs.**

- *Concealable Vest* (p. HT66) [**Torso**]. DR 12/5*. \$1,000, 2 lbs.
- *Wicking Undergarment* (p. HT64) [**Torso**]. +1 to avoid FP loss due to heat. \$30, neg.
- *Ballistic Sunglasses* (p. HT71) [**Eyes**]. DR 4. \$35, neg.
- *Expensive Load-Bearing Vest* (p. HT54) [**Torso**]. \$60, 1.32 lbs.
- *Rugged Small Radio With ECCM and Secure Encryption* (pp. HT38-39, 211) [**LBV**]. Includes 2xXS batteries. \$1,500, 0.6 lb.
- *Expensive Tactical Headset* (p. HT39) [**Head**]. \$400, 0.66 lb.
- *Ruger Super Redhawk Alaskan Revolver* (p. HT97) [**LBV**]. \$820, 2.6 lbs.

- *Improved-Visibility Sights* (p. HT156) [**Revolver**]. \$75, neg.
 - *18x .454 Casull HP Cartridges* (pp. HT166-167, 176) [**Revolver or Speedloaders**]. Dmg 4d(0.5) pi++. \$18, 1.19 lbs.
 - *2x Speedloaders* (p. HT155) [**LBV**]. \$20, 0.2 lb.
 - *Remington Model 870P Shotgun* (p. HT106) [**Sling**]. Has rail for tactical light. \$400, 7.5 lbs.
 - *Expensive Patrol Sling* (p. HT154) [**Torso**]. +1 Fast-Draw (Long Arm). \$100, 1.32 lbs.
 - *20x Rounds 12G 2.75" Buckshot* (p. HT176) [**Shotgun or LBV**]. \$10, 2.2 lbs.
 - *5x Rounds 12G 2.75" Slug* (p. HT166) [**LBV**]. \$2.50, 0.55 lb.
 - *Magnifying Glass* (p. HT57) [**LBV**]. \$10, neg.
 - *Expensive Small Backpack* (p. HT54) [**Torso**]. Holds 50 lbs. \$240, 1 lbs.
 - *Fingerprint Kit* (pp. HT216-217) [**Backpack**]. \$50, 1 lb.
 - *Chemical Test Kit* (p. HT48) [**Backpack**]. \$25, 0.5 lb.
 - *Mini-Tool Kit* (pp. 7, HT24) [**Backpack**]. -2 for the specific skill and specialty. Includes 2xXS batteries. \$200, 4 lbs.
 - or
 - *Doctor's Bag* (pp. HT220-221) [**Backpack**]. Basic equipment for Physician, +1 to First-Aid, -5 to Surgery. \$200, 10 lbs.
- Weight of backpack with items, if dropped: 6.5 or 12.5 lbs.

What would a Mohammedan vampire do if faced with a cross?

– *Richard Matheson,*
I Am Legend

Lens: Supernatural Sage

+**\$6,075, +27.7 lbs.**

- *Mirror* (p. HT31) [**Clothing**]. \$5, neg.
- *Tear Gas Spray* (p. HT180) [**LBV**]. Silver nitrate filler (p. 11). \$20, 0.1 lb.
- *UV Bulb* (p. HT52) [**Tactical Light or LBV**]. \$25, neg.
- *10x Rounds 12-Gauge 2.75" Silver Buckshot* (pp. 13, HT166-167, 176) [**Bandoleer**]. \$115, 1.1 lb.
- *Canteen* (p. HT53) [**Belt**]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$10, 3 lbs.
- *EM Field Meter* (p. HT50) [**Backpack**]. Includes S battery. \$500, 1 lb.
- *Esoteric Tool Kit* (p. 7) [**Backpack**]. \$1,000, 10 lbs.
- *Legendary Grimoire* (p. 8) [**Backpack**]. \$4,000, 12 lbs.
- *Geiger Counter* (p. HT49) [**Backpack**]. Includes XS battery. \$400, 0.5 lb.
- or
- *Temperature Gun* (p. HT50) [**Backpack**]. Includes S battery. \$400, 0.5 lb.

Weight of backpack with items, if dropped: 30 or 36 lbs.

APPENDIX

REFERENCE SHEETS

The bulk of *Loadouts: Monster Hunters* is devoted to lists of useful gear for heroes in monster-hunting campaigns. Since fighting the forces of evil is difficult enough, we've tried to make it easier to access and use your gear. To this end, these *Reference Sheets* contain the equipment selections found in the main *Loadouts: Monster Hunters* book, reformatted for easier printing. They're sorted first by TL (TL6 or TL8), then by cash layout (budget or legendary), and finally by role. They

also contain any lenses for the relevant role. See *Loadouts: Monster Hunters*, p. 14 and p. 19 for basic assumptions about the loadouts, and p. 15 for how to interpret these lists.

Be sure to cross out or cover up the options that your character doesn't choose. White sticky labels work well for this purpose. For example, the sage has a choice of a mini-tool kit or a doctor's bag; just eliminate the one that you decide not to take.



THE LOADOUTS

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Name: _____ Player: _____

Total Cost of Loadout: _____ Total Weight of Loadout: _____

Legendary Monster Hunter: Sage (TL6)

\$4,257.50

With Mini-Tool Kit: 43.09 lbs.

With Doctor's Bag: 49.09 lbs.

Basic Kit

- Ordinary Clothing (p. HT63) [**Torso, Limbs**]. Status 1. \$240, 4 lbs.
- Bulletproof Vest (p. HT66) [**Torso**]. The steel inserts protect against claws and teeth, too! DR 6. \$750, 8 lbs.
- Boots (p. HT68) [**Feet**]. DR 2*. \$80, 3 lbs.
- Leather Gloves (p. B284) [**Hands**]. DR 2*. \$30, neg.
- Felt Hat (p. HT64) [**Head**]. \$120, 0.5 lb.
- Belt (p. HT31) [**Torso**]. \$10, neg.
- Expensive Personal Basics (p. B288) [**Clothing**]. \$10, 0.66 lb.
- Pocket Watch (p. HT31) [**Clothing**]. \$100, neg.
- Multi-Function Knife (p. HT26) [**Clothing**]. \$25, neg.
- Notebook, Pencil, and Chalk (p. HT17) [**Clothing**]. \$2, 0.1 lb.
- Silver Religious Symbol (p. HT31) [**Neck**]. \$20, neg.
- Waist Pack (p. HT54) [**Sling**]. Carries 10 lbs. \$10, 1 lb.
- Flashlight (p. HT52) [**Waist Pack**]. Includes 2xS batteries. \$20, 1 lb.
- 2x Small Batteries (p. HT13) [**Waist Pack**]. \$2, 0.66 lb.

Sage Kit

- Colt .45 Government Match Pistol (pp. HT98, PGO17-18) [**Holster**]. Acc 3. \$950, 2.3 lbs.
- 21x Rounds .45 ACP HP (pp. HT166-167, 176) [**Magazines**]. Dmg 2d(0.5) pi++. \$10.50, 0.99 lb.
- 7-Round Magazine [**Pistol**]. Free, 0.16 lb.
- 2x 7-Round Magazines [**Pouch**]. \$54, 0.32 lb.
- Shoulder Holster (p. HT154) [**Torso**]. -1 Fast-Draw. \$50, 1 lb.
- Pistol Magazine Pouch (p. PGO33) [**Torso**]. Holds two magazines. \$15, 0.3 lb.

- Remington Model 11 Riot Shotgun (pp. HT105, PGO23) [**Sling**]. \$850, 8 lbs.
 - Cutts Compensator (pp. PGO23, 30) [**Shotgun Muzzle**]. \$350, 0.5 lb.
 - Small Shotgun Shell Bag (p. PGO33) [**Belt**]. Holds 25 rounds. \$35, 0.5 lb.
 - 20x Rounds 12G 2.75" buckshot (p. HT176) [**Shotgun or Shell Bag**]. \$10, 2.2 lbs.
 - Diary (p. HT17) [**Clothing**]. \$15, 0.5 lb.
 - Magnifying Glass (p. HT57) [**Clothing**]. \$10, neg.
 - Expensive Small Backpack (p. HT54) [**Torso**]. Holds 50 lbs. \$120, 2 lbs.
 - Fingerprint Kit (pp. HT216-217) [**Backpack**]. \$50, 1 lb.
 - Expensive Rugged Box Camera (pp. HT42-43) [**Backpack**]. \$80, 0.4 lb.
 - 6x Film Rolls (p. HT44) [**Backpack**]. \$12, neg.
 - Mini-Tool Kit (pp. 7, HT24) [**Backpack**]. -2 for the specific skill and specialty. \$200, 4 lbs.
or
 - Doctor's Bag (pp. HT220-221) [**Backpack**]. Basic equipment for Physician, +1 to First-Aid, -5 to Surgery. \$200, 10 lbs.
- Weight of backpack with items, if dropped: 7.4 or 13.4 lbs.

Optional Lens: Supernatural Sage

+\$5,519.20, +25.19 lbs.

- 21x Rounds .45 ACP Silver HP (pp. 13, HT166-167, 176) [**Magazines or Waist Pack**]. Dmg 2d(0.5) pi++ with follow-up silver effect. \$109.20, 0.99 lb.
- 20x Rounds 12-Gauge 2.75" Silver Buckshot (pp. 13, HT166-167, 176) [**Bandoleer**]. \$230, 2.2 lbs.
- Esoteric Tool Kit (p. 7) [**Backpack**]. \$1,000, 10 lbs.
- Legendary Grimoire (p. 8) [**Backpack**]. \$4,000, 12 lbs.
- 6x IR Film Rolls (p. HT44) [**Backpack**]. \$180, neg.

Weight of backpack with items, if dropped: 29.4 or 35.4 lbs.

Notes:



Name: _____ Player: _____

Total Cost of Loadout: _____ Total Weight of Loadout: _____

Budget Monster Hunter: Slayer (TL8)

\$3,471.25, 34.39 lbs.

Basic Kit

- Ordinary Clothing (p. HT63) [**Torso, Limbs**]. Status 0. \$120, 1 lb.
- Belt (p. HT31) [**Torso**]. \$10, neg.
- Boots (p. HT68) [**Feet**]. DR 2*. \$80, 3 lbs.
- Leather Gloves (p. B284) [**Hands**]. DR 2*. \$30, neg.
- Cap (p. HT64) [**Head**]. \$6, neg.
- Personal Basics (p. B288) [**Clothing**]. \$5, 1 lb.
- Multi-Tool (p. HT26) [**Clothing**]. \$50, 0.5 lb.
- Notebook, Pencil, and Chalk (p. HT17) [**Clothing**]. \$2, 0.1 lb.
- Cellular Phone (p. HT39) [**Clothing**]. Includes rechargeable S battery. \$100, 0.5 lb.
- Rugged Digital Storage Device (p. HT22) [**Clothing**]. 16 GB. Waterproof, shock-resistant, durable. \$60, neg.
- Wristwatch (p. HT31) [**Wrist**]. \$25, neg.
- Religious Symbol (p. HT31) [**Neck**]. \$1, neg.
- Waist Pack (p. HT54) [**Sling**]. Carries 10 lbs. \$10, 0.5 lb.
- Cheap Small Tactical Light (p. HT52) [**Waist Pack**]. \$50, 0.38 lb.
- 2x Extra-Small Batteries (p. HT13) [**Tactical Light**]. \$1, included.
- 2x Extra-Small Batteries (p. HT13) [**Waist Pack**]. \$1, 0.2 lb.
- 10x Chemlights (p. HT52) [**Waist Pack**]. \$20, 1 lb.
- Rugged Small Computer With Rugged Portable Terminal (p. HT20, 21) [**Waist Pack**]. Complexity 2. Includes rechargeable 2xXS batteries. \$500, 0.84 lbs.
- Duct Tape (p. HT26) [**Waist Pack**]. 60-yard. \$1, 2 lbs.

Slayer Kit

- Early Concealable Vest (p. HT66) [**Torso**]. DR 8/2*. \$200, 2.5 lbs.
- Wicking Undergarment (p. HT64) [**Torso**]. +1 to avoid FP loss due to heat. \$30, neg.
- Load-Bearing Vest (p. HT54) [**Torso**]. \$30, 2 lbs.
- Glock 21 Pistol (p. HT101) [**LBV**]. Has rail for tactical light. \$600, 1.6 lbs.
- 13-Round Magazine [**Pistol**]. Free, 0.17 lb.
- 2x 13-Round Magazines [**LBV**]. \$64, 0.34 lb.
- 39x Rounds .45 ACP HP+P Cartridges (pp. HT165, 166-167, 176) [**Magazines**]. Dmg 2d+1(0.5) pi++. \$29.25, 1.83 lbs.
- FN BAR Magnum Rifle (pp. HT117, 120) [**Sling**]. \$890, 8.4 lbs.
- 4-Round Magazine [**Rifle**]. Free, 0.15 lb.
- 5x 4-Round Magazines [**LBV**]. \$130, 0.75 lb.
- 24x Rounds .300 Winchester Magnum HP (pp. HT166-167, 176) [**Magazines**]. Dmg 8d+1(0.5) pi+. \$36, 1.63 lbs.

- Patrol Sling (p. HT154) [**Torso**]. +1 Fast-Draw (Long Arm). \$50, 2 lbs.
- 4x Fixed-Power Scope (pp. HT155-156) [**Rifle**]. +2 Acc. \$300, 1 lb.
- Fine Large Knife (p. B272) [**LBV**]. Dmg sw-1 cut or thr+1 imp. \$40, 1 lb.

Optional Lens: Assault Rifle Slayer

+ \$64.35, +12.13 lbs.

Replace the rifle, magazines, and rifle rounds (\$1,056, 10.93 lbs.) with this:

- Izhmash AKMS Assault Rifle (p. HT114) [**Sling**]. LC2. \$450, 7.6 lbs.
- 30-Round Magazine [**LBV**]. Free, 0.73 lb.
- 5x 30-Round Magazines [**LBV**]. \$150, 3.65 lbs.
- 75-round Drum [**Rifle**]. \$264, 1.9 lbs.
- 255x Rounds 7.62x39mm API (pp. HT167, 175, 176) [**Drum or Magazines**]. Dmg 3d+2(2) pi- inc. \$256.35, 9.18 lbs.

Optional Lens: Supernatural Slayer

+ \$430.10, +11.86 lbs. (rifle) or
+ \$489.70, +12.4 lbs. (assault rifle)

- Make religious symbol silver (p. B275). \$19.
- Mirror (p. HT31) [**Clothing**]. \$5, neg.
- 26x Rounds .45 ACP Silver HP+P (pp. 13, HT165, 166-167, 176) [**Magazines or Waist Pack**]. Dmg 2d+1(0.5) pi++ with follow-up silver effect. \$141.70, 1.22 lbs.
- 8x Rounds .300 Winchester Magnum Silver HP (pp. 13, HT166-167, 176) [**Magazines or Waist Pack**]. Dmg 8d+1(0.5) pi+ with follow-up silver effect. \$66.40, 0.54 lb. or
- 30x Rounds 7.62x39mm Silver Ball (pp. HT167, 175, 176) [**Magazine or Waist Pack**]. Dmg 5d+1 pi with follow-up silver effect. \$126, 1.08 lbs.
- Fill all hollow-points with garlic (pp. HT167, 168). Free.
- Give knife a silver edge (p. B275). \$80.
- Tear Gas Spray (p. HT180) [**LBV**]. Silver nitrate filler (p. 11). \$20, 0.1 lb.
- UV Bulb (p. HT52) [**Tactical Light or LBV**]. \$25, neg.
- 2x Wooden Stakes (p. B272) [**Waist Pack**]. \$8, 1 lb.
- Hammer (p. HT25) [**LBV**]. \$15, 1.5 lbs.
- Canteen (p. HT53) [**Belt**]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$10, 3 lbs.
- Squirt Carbine (p. HT180) [**Sling**]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$30, 3.5 lbs.
- Carbine Sling (p. HT154) [**Torso**]. As for rifle sling. \$10, 1 lbs.

Notes:

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Name: _____ Player: _____
 Total Cost of Loadout: _____ Total Weight of Loadout: _____

Budget Monster Hunter: Scout (TL8)

\$3,916.25, 44.06 lbs.

Basic Kit

- Ordinary Clothing (p. HT63) [**Torso, Limbs**]. Status 0. \$120, 1 lb.
- Belt (p. HT31) [**Torso**]. \$10, neg.
- Boots (p. HT68) [**Feet**]. DR 2*. \$80, 3 lbs.
- Leather Gloves (p. B284) [**Hands**]. DR 2*. \$30, neg.
- Cap (p. HT64) [**Head**]. \$6, neg.
- Personal Basics (p. B288) [**Clothing**]. \$5, 1 lb.
- Multi-Tool (p. HT26) [**Clothing**]. \$50, 0.5 lb.
- Notebook, Pencil, and Chalk (p. HT17) [**Clothing**]. \$2, 0.1 lb.
- Cellular Phone (p. HT39) [**Clothing**]. Includes rechargeable S battery. \$100, 0.5 lb.
- Rugged Digital Storage Device (p. HT22) [**Clothing**]. 16 GB. Waterproof, shock-resistant, durable. \$60, neg.
- Wristwatch (p. HT31) [**Wrist**]. \$25, neg.
- Religious Symbol (p. HT31) [**Neck**]. \$1, neg.
- Waist Pack (p. HT54) [**Sling**]. Carries 10 lbs. \$10, 0.5 lb.
- Cheap Small Tactical Light (p. HT52) [**Waist Pack**]. \$50, 0.38 lb.
- 2x Extra-Small Batteries (p. HT13) [**Tactical Light**]. \$1, included.
- 2x Extra-Small Batteries (p. HT13) [**Waist Pack**]. \$1, 0.2 lb.
- 10x Chemlights (p. HT52) [**Waist Pack**]. \$20, 1 lb.
- Rugged Small Computer With Rugged Portable Terminal (p. HT20, 21) [**Waist Pack**]. Complexity 2. Includes rechargeable 2xXS batteries. \$500, 0.84 lbs.
- Duct Tape (p. HT26) [**Waist Pack**]. 60-yard. \$1, 2 lbs.

Scout Kit

- Early Concealable Vest (p. HT66) [**Torso**]. DR 8/2*. \$200, 2.5 lbs.
- Wicking Undergarment (p. HT64) [**Torso**]. +1 to avoid FP loss due to heat. \$30, neg.
- Load-Bearing Vest (p. HT54) [**Torso**]. \$30, 2 lbs.
- Compass (p. HT52) [**LBV**]. +1 Navigation. \$25, neg.
- GPS (p. HT53) [**LBV**]. +3 Navigation. Includes 2xS batteries. \$100, 0.25 lb.
- Good Lockpicks (p. HT213) [**LBV**]. +1 Lockpicking. \$250, neg.
- Glock 21 Pistol (p. HT101) [**LBV**]. Has rail for tactical light. \$600, 1.6 lbs.
- 13-Round Magazine [**Pistol**]. Free, 0.17 lb.
- 2x 13-Round Magazines [**LBV**]. \$64, 0.34 lb.
- 39x Rounds .45 ACP HP+P Cartridges (pp. HT165, 166-167, 176) [**Magazines**]. Dmg 2d+1(0.5) pi++. \$29.25, 1.83 lbs.
- Compound Longbow (pp. B275, HT201) [**Scabbard**]. ST 11. \$400, 3 lbs.

- Pair of Bowstring Silencers (p. HT201) [**Bow**]. -2 Hearing. \$1, neg.
- Battery Reflex Sight (p. HT156) [**Bow**]. +1 Bow. Includes XS battery. \$350, 0.25 lb.
- Scabbard for Bow (p. HT154) [**Torso**]. \$25, 1 lb.
- 10x Fine Arrows (p. B275) [**Quiver**]. Dmg thr+3 imp. \$20, 1 lb.
- 10x Fine Bodkin Arrows (p. B276) [**Quiver**]. Dmg thr+3(2) pi. \$20, 1 lb.
- Hip Quiver (p. B289) [**Belt**]. \$15, 1 lb.
- Fine Tactical Folding Knife (p. HT198) [**LBV**]. Dmg sw-2 cut or thr imp. \$30, 0.5 lb.
- Titanium Crowbar (p. HT30) [**LBV**]. \$50, 2 lbs.
- Rugged Binoculars (p. HT47) [**Waist Pack**]. +2 Vision. \$300, 3.6 lbs.
- 2x Hand Flares (p. HT58) [**LBV**]. \$10, 2 lbs.
- Climbing Harness (p. HT55) [**LBV**]. Integrated in LBV. \$75, 3 lbs.
- Expensive Padded Grappling Hook (p. HT55) [**Waist Pack**]. -2 Hearing. \$40, 2 lbs.
- 20-yard Coil of 0.5" Rope (p. HT56) [**Waist Pack**]. Supports 4,000 lbs. \$180, 4 lbs.

Optional Lens: Supernatural Scout

+ \$439.55, +14.51 lbs.

- Make religious symbol silver (p. B275). \$19.
- Mirror (p. HT31) [**Clothing**]. \$5, neg.
- Tear Gas Spray (p. HT180) [**LBV**]. Silver nitrate filler (p. 11). \$20, 0.1 lb.
- UV Bulb (p. HT52) [**Tactical Light or LBV**]. \$25, neg.
- 26x Rounds .45 ACP Silver HP+P (pp. 13, HT165, 166-167, 176) [**Magazines or Waist Pack**]. Dmg 2d+1(0.5) pi++ with follow-up silver effect. \$212.55, 1.22 lbs.
- Fill all hollow-points with garlic (pp. HT167, 168). Free.
- 10x Fine Silver-Coated Arrows (p. B275) [**Quiver**]. Dmg thr+3 imp with follow-up silver effect. \$60, 1 lb.
- 10x Wooden Arrows (p. 12) [**Quiver**]. Dmg thr+2(0.5) imp with follow-up wood effect. \$10, 1 lb.
- Quiver (p. B289) [**Torso**]. \$15, 1 lb.
- 2x Wooden Stakes (p. B272) [**LBV**]. \$8, 1 lb.
- Hammer (p. HT25) [**Belt Loop**]. \$15, 1.5 lbs.
- Canteen (p. HT53) [**Belt**]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$10, 3 lbs.
- Squirt Carbine (p. HT180) [**Sling**]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$30, 3.5 lbs.
- Carbine Sling (p. HT154) [**Torso**]. \$10, 1 lbs.

Notes:

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Name: _____ Player: _____

Total Cost of Loadout: _____ Total Weight of Loadout: _____

Legendary Monster Hunter: Scout (TL8)

\$15,402.50, 56.67 lbs.

Basic Kit

- *Ordinary Clothing* (p. HT63) [**Torso, Limbs**]. Status 1. \$240, 1 lb.
- *Scent-Masking for Clothing* (p. HT77) [**Torso, Limbs**]. -4 Tracking. \$480.
- *Belt* (p. HT31) [**Torso**]. \$10, neg.
- *Expensive Boots* (p. HT68) [**Feet**]. DR 2*. \$160, 2 lbs.
- *Expensive Leather Gloves* (p. B284) [**Hands**]. DR 2*. \$60, neg.
- *Expensive Cap* (p. HT64) [**Head**]. \$12, neg.
- *Expensive Personal Basics* (p. B288) [**Clothing**]. \$10, 0.66 lb.
- *Expensive Multi-Tool* (p. HT26) [**Clothing**]. \$100, 0.5 lb.
- *Notebook, Pencil, and Chalk* (p. HT17) [**Clothing**]. \$2, 0.1 lb.
- *Cellular Phone With Digital Camera* (p. HT39) [**Clothing**]. Includes rechargeable S battery. \$200, 0.5 lb.
- *Gadget Wristwatch With Compass and Thermometer* (p. HT32) [**Wrist**]. Includes T battery. \$100, neg.
- *Silver Religious Symbol* (p. HT31) [**Neck**]. \$20, neg.
- *Waist Pack* (p. HT54) [**Sling**]. Carries 10 lbs. \$10, 0.5 lb.
- *Small Tactical Light* (p. HT52) [**Waist Pack**]. Includes 2xXS batteries. \$100, 0.25 lb.
- 2x *Extra-Small Batteries* (p. HT13) [**Waist Pack**]. \$1, 0.2 lb.
- 10x *Chemlights* (p. HT52) [**Waist Pack**]. \$20, 1 lb.
- *Rugged Small Computer With Rugged Portable Terminal* (p. HT20, 21) [**Waist Pack**]. Complexity 2. Includes rechargeable 2xXS batteries. \$500, 0.84 lbs.
- 2xXS *Rechargeable Batteries* (p. HT13) [**Waist Pack**]. \$5, 0.2 lbs.
- *Micro-Camcorder* (p. HT43) [**Head**]. Includes integral rechargeable battery. \$200, 0.25 lb.
- 2x *Rugged Digital Storage Device* (p. HT22) [**Clothing**]. 16 GB each. Waterproof, shock-resistant, durable. \$120, neg.
- *Duct Tape* (p. HT26) [**Waist Pack**]. 60-yard. \$1, 2 lbs.

Scout Kit

- *Concealable Vest* (p. HT66) [**Torso**]. DR 12/5*. \$1,000, 2 lbs.
- *Wicking Undergarment* (p. HT64) [**Torso**]. +1 to avoid FP loss due to heat. \$30, neg.
- *Ballistic Sunglasses* (p. HT71) [**Eyes**]. DR 4. \$35, neg.
- *Expensive Load-Bearing Vest* (p. HT54) [**Torso**]. \$60, 1.32 lbs.
- *Rugged Small Radio With ECCM and Secure Encryption* (pp. HT38-39, 211) [**LBV**]. Includes 3xXS batteries. \$1,500, 0.6 lb.
- *Expensive Tactical Headset* (p. HT39) [**Head**]. \$400, 0.66 lb.
- *Expensive Compass* (p. HT52) [**LBV**]. +1 Navigation. \$50, neg.
- *GPS* (p. HT53) [**LBV**]. +3 Navigation. Includes 2xS batteries. \$100, 0.25 lb.
- *Fine Lockpicks* (p. HT213) [**LBV**]. +2 Lockpicking. \$1,000, neg.
- *IMI Desert Eagle Pistol* (pp. HT101, 102) [**LBV**]. \$1,250, 4 lbs.
- *Improved-Visibility Sights* (p. HT156) [**Pistol**]. \$75, neg.

- *Integral Targeting Laser* (pp. HT156-157) [**Pistol**]. Includes 4xT batteries. \$450, neg.
- *7-Round Magazine* [**Pistol**]. Free, 0.15 lb.
- 2x *7-Round Magazines* [**LBV**]. \$54, 0.3 lb.
- 21x *Rounds .50 AE HP+P* (pp. HT165, 166-167, 176) [**Magazines**]. Dmg 4d+2(0.5) pi++. \$31.50, 1.4 lbs.
- *Alexander Arms .50 Beowulf Entry Carbine* (p. 10, 11) [**Sling**]. \$1,200, 5.9 lbs.
- *20-round Magazine* [**Carbine**]. Free, 0.48 lb.
- 6x *20-round Magazines* [**LBV**]. \$216, 2.88 lbs.
- 70x *Rounds .50 Beowulf HP* (pp. 11, HT166-167) [**Magazines**]. Dmg 6d+1(0.5) pi++. \$70, 6.02 lbs.
- *Expensive Patrol Sling* (p. HT154) [**Torso**]. +1 Fast-Draw (Long Arm). \$100, 1.32 lbs.
- *Large Tactical Light* (p. HT52, 155) [**Carbine**]. Includes 4xXS batteries. \$200, 0.5 lb.
- *Tritium Collimating Sight* (p. HT155) [**Carbine**]. +1 Guns (Rifle). \$400, 0.5 lb.
- *MX Animal TASER Pistol* (p. HT90) [**LBV**]. Includes 8xXS batteries. \$400, 0.85 lb.
- 2x *MX Animal TASER Air Cartridges* (p. HT90) [**TASER or LBV**]. \$40, 0.3 lb.
- *Fine Tactical Folding Knife* (p. HT198) [**LBV**]. Dmg sw-2 cut or thr imp. \$30, 0.5 lb.
- *Titanium Crowbar* (p. HT30) [**LBV**]. \$50, 2 lbs.
- *Pocket Torch* (p. HT27) [**Waist Pack**]. \$25, neg.
- *Night Vision Goggles* (p. HT48) [**Waist Pack**]. Includes 2xXS batteries. \$3,500, 1.5 lbs.
- *Rugged Binoculars* (p. HT47) [**Waist Pack**]. +2 Vision. \$300, 3.6 lbs.
- 2x *Hand Flares* (p. HT58) [**LBV**]. \$10, 2 lbs.
- *Climbing Harness* (p. HT55) [**LBV**]. Integrated in LBV. \$75, 3 lbs.
- *Expensive Padded Grappling Hook* (p. HT55) [**Waist Pack**]. -2 Hearing. \$40, 2 lbs.
- *Expensive 20-Yard Coil of 0.5" Rope* (p. HT56) [**Waist Pack**]. Supports 4,000 lbs. \$360, 2.64 lbs.

Lens: Supernatural Scout

+\$927.20, +13.02 lbs.

- *Mirror* (p. HT31) [**Clothing**]. \$5, neg.
- 21x *Rounds .50 AE Silver HP+P* (pp. 13, HT165, 166-167, 176) [**Magazines or Waist Pack**]. Dmg 4d+2(0.5) pi++ with follow-up silver effect. \$172.20, 1.4 lbs.
- 70x *Rounds .50 Beowulf Silver HP* (pp. 9, 11, 13, HT166-167) [**Magazines or Waist Pack**]. Dmg 6d+1(0.5) pi++ with follow-up silver effect. \$672, 6.02 lbs.
- Fill all hollow-points with garlic (pp. HT167, 168). Free.
- *Tear Gas Spray* (p. HT180) [**LBV**]. Silver nitrate filler (p. 11). \$20, 0.1 lb.
- *UV Bulb* (p. HT52) [**Tactical Light or LBV**]. \$25, neg.
- 2x *Wooden Stakes* (p. 12, B272) [**LBV**]. \$8, 1 lb.
- *Hammer* (p. HT25) [**LBV**]. \$15, 1.5 lbs.
- *Canteen* (p. HT53) [**Belt**]. Holds 1 quart of holy water (p. 11) or other useful liquid. Includes 1 quart of holy water (2 lbs./full quart). \$10, 3 lbs.

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