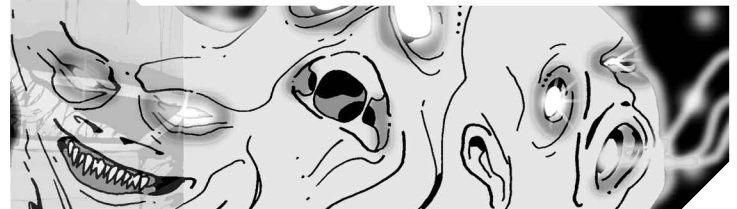# GURPS
Fourth Edition

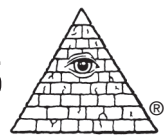# MONSTER HUNTERS 3™
THE ENEMY™

Written by **JASON "PK" LEVINE**

Illustrated by **GERINALDO COLON, PAUL DALY,
NEIL MELVILLE, SHEA RYAN, and DAN SMITH**

An e23 Sourcebook for **GURPS**®

STEVE JACKSON GAMES

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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.

INTRODUCTION

Though it was impossible to hear over the booming reggae music, Danielle continued to pray, holding her fetish high in the air. Try as they might, the zombies could not come close enough to harm the hunters . . . but for every shambling horror put down, two more seemed to come from the shadows.

"Guys, I'm running low on ammo here!" Brad warned.

"Everyone transition to melee when you have to," Scott shouted back, "but stay within the circle of protection! Cut and duck! Move as a group!"

"We're just wasting time!" Everett yelled. "If we don't take him out, he'll just keep creating more! We have to get closer!"

Over the PA system, the bokor on stage had actually started **singing.** *"Zombie come, yeah. Zombie come for you! You canna stop me, no, so you canna stop them too . . . you like that, Danni? I know it is you here!"*

All three men stopped firing simultaneously. "You **know** *this guy?"*

"No. Yes." Danielle sighed. "It's complicated, OK?"

Monster hunters are defined by the enemies they face – awe-inspiring champions need an array of powerful foes against which to prove themselves. Scary monsters and dangerous rogues are an absolute *necessity* in a monster-hunting game, so **GURPS Monster Hunters 3: The Enemy** offers an assortment of opponents tough enough to challenge even the mightiest hero!

Instead of trying to cover every potential enemy a hunter might face, this book focuses on some common ones. Ghosts, lycanthropes, vampires, and zombies are ubiquitous in horror fiction – with mummies and demons not far behind! Angels and skin-changers, each drawn from specific religious fears, are less common, but they make for dangerous and unnerving enemies. Rogue humans represent the dark side of champions, as they use their gifts against humanity for evil or selfish reasons. And some monsters, like albino alligators and chupacabras, are included because they're just fun to fight!

HOW TO USE THIS BOOK

Each opponent in **The Enemy** includes everything the GM needs to drop it into a game, plus suggestions for motivation and theme to help add *color* to adventures involving that foe. Stats use the abbreviated format for animals (p. B456), with two additions:

Attack Details: A foe with "**Bite (13):** 3d+1 cutting" rolls 13 or less to attack – possibly modified by Deceptive Attack, All-Out Attack, etc. – and inflicts 3d+1 cutting damage if successful. These details appear *instead of* the equivalent traits; e.g., this enemy's "Traits" line wouldn't explicitly list Sharp Teeth.

Fright Check: The enemy's suggested Fright Check modifier, as explained on pp. 28-29 of **GURPS Monster Hunters 2: The Mission.** It affects all the Fright Checks listed there. (*Exception:* Terror always uses the penalty listed for that advantage, *not* this

modifier.) The GM may worsen this by -1 to -5 for especially scary specimens.

Most foes come with notes on roughly how many hunters they're designed to face; e.g., the feral vampire (p. 10) suggests one or two enemies per champion, so a four-person team should be able to hold its own against six feral vamps. Such notes assume 400-point heroes. As the PCs grow in ability, the GM will need to throw more (or tougher) monsters at them!

Players should visit Chapter 5 – it contains valuable tips on hunting these enemies. It intentionally avoids mentioning obscure weaknesses or lesser-known abilities, allowing the GM to print out just those pages as a "general knowledge" handout. Useful traits for PCs to have are in **boldface.**

These enemies were written to face heroes built with **GURPS Monster Hunters 1: Champions,** using the rules in **The Mission,** but would work fine in *any* high-powered supernatural game. Note "high-powered" – most of these foes would *slaughter* 75- to 150-point characters!

The GM who seeks further opponents may find **GURPS Horror** and the **GURPS Creatures of the Night** series inspiring, although he might have to beef up the foes there to challenge 400-point heroes.

Terminology

Certain creatures can turn humans into monsters. For consistency, **The Enemy** uses the term *sire* for the "parent" monster and *progeny* for the new, "child" creature. *Example:* If Adam, a werebear, attacks Penelope, turning her into a lycanthrope, then Adam is Penelope's sire, while Penelope is Adam's progeny.

ABOUT THE AUTHOR

Jason Levine, known to the underworld as Reverend Pee Kitty, firmly denies the rumors that he is a vampire/weretiger half-breed. The fangs are just a coincidence. When not feeding off the blood of the living, he is the Assistant **GURPS** Line Editor and lives in northern Georgia with various human and animal relations. He has contributed to *Pyramid,* written several **GURPS** books, founded **www.mygurps.com,** and taken up permanent residence in your attic. He hopes you don't mind the last part.

Why Aren't I This Tough?

The vampires, lycanthropes, etc. in this book are intentionally more powerful than the equivalent inhuman templates in **Champions** (pp. 49-51). While that may not seem fair at first glance, consider that these monsters are bestial, murderous, and often barely intelligent; their raw power comes at the expense of being a true *monster,* not a member of society. (Inhuman NPCs with self-control and humanity don't use these stats either; build them using the **Champions** templates.) In theory, any inhuman PC could "embrace his inner monster," renounce his human side, and eventually develop into a potent monstrosity . . . but his former teammates would have to hunt him down long before the process was complete!

THE UNDEAD

"You're awfully cheerful for someone who's about to die a second time," Brad commented, as he slapped stake rounds into his shotgun. The vampire struggled, but Scott and Everett had too much leverage, and bore it back to the floor. *"And seriously, a vamp living underneath a blood bank, making withdrawals? Can you* **get** *any more clichéd than that?"*

The monster gave up trying to get free, and lay back – still wearing that subtle grin. *"Withdrawals? Is that what you think? Try* **deposits,** *you mindless meat sack. You can kill me, but my blood lives on forever!"*

Everyone paused for a moment, then Danielle's eyes opened wide. *"Transfusions! Most of them wouldn't have any special effect, but if the patient had lost* **all** *of his blood first . . ."*

". . . the hospital would have a feral vamp on its hands within hours," Everett continued. *"How long have you been doing this?"* he demanded of the bloodsucker. *"How many packs?"*

"Go to Hell," the vampire replied. Brad pulled the trigger.

There aren't many things creepier than the dead rising up and taking on an uncanny semblance of life. Because of this, the undead have always made excellent supernatural foes, from classic horror to modern monster hunting. Many Mysticism (**Champions,** p. 42) abilities give crusaders an edge against the undead, making them particularly useful in such a fight.

GHOSTS

Ghosts are spirits of the dead who have not moved on to the afterlife for some reason (*The Ties That Bind,* below). They are often tied to a particular location, though a few are either connected to something mobile or otherwise free to travel. Ghosts are invisible, but they can show themselves for 1 FP per second; when visible, their physical appearance depends on their self-awareness (pp. 5-6) – a mindless ghost will be fuzzy and indistinct, while an intelligent one will look exactly as it did in life. They can hear the living, but not vice-versa – a power, spell, or piece of specialized hardware is needed for two-way communication.

Ghosts can serve many uses in a game. A ghost is often an interesting and somewhat sympathetic enemy; as it's already dead, the heroes should have no moral issues with sending it on to its eternal reward. The problem with fighting a ghost is the lack of ways to do it! The champions *must* have access to Mysticism, psionics, magic, or psychotronics to confront an intangible ghost directly. Some ghosts can materialize physically (for 1 FP per second), at which point they *can* be defeated – but unless such a foe can be "killed" in a single turn, it's likely simply to *de*materialize if hurt.

Instead of acting as a clear enemy, a hostile ghost can be a plot point. Once the heroes determine what's tying the ghost to this world (below), they can resolve it. Furthermore, not all ghosts are hostile. Some are mindless but relatively harmless, and can serve as a bit of color. Others may be intelligent enough to serve as interesting NPCs!

The Ties That Bind

A ghost is created when a person's soul refuses to move on to the afterlife, and instead ties itself to something (an object, a person, a concept, etc.) in the physical world. The ghost can move on if the tie to this *anchor* is severed. Either **Hidden Lore (Restless Undead)** or **Theology (Shamanic)** can provide insight on the anchor; if the champion is able to talk to the ghost (e.g., with a Spiricom or **Spirit Communication**) he may instead use **Psychology** or a different specialty of **Theology.**

Some common types of anchors:

Incomplete Task: The ghost never got to do something, or to see something happen. This can be anything from having its final story published to witnessing its murder avenged. Completing the task allows the ghost to move on. Heroes who can talk to the ghost (see above) may try to use **Psychology** to convince it to abandon the task, but this takes a penalty (from -4 to -10) based on how stubborn the ghost is.

Location: A ghost may haunt its home or place of death. Such a ghost is often hostile, since the tie is one of jealous possession – it doesn't want any other occupants. This often requires an exorcism. Use the rules for *Confronting Curses* (**The Mission,** p. 23); the ghost resists with its own Will.

Person: Rarely, a ghost attaches itself to a person – usually a loved one, but sometimes an unlucky stranger, or even its killer! It always has Possession (*Ghostly Abilities,* p. 5) and may not be able to show itself or otherwise act *except* when "riding" its host. Killing the host *may* send the ghost onward – or you may end up facing *two* angry ghosts!

Object: This is the source of many "cursed item" myths. A ghost tied to an object often has no or low self-awareness (below); it devotes most of its psychic energy toward empowering the item. The classic example is a ghost bonded with its own murder weapon, who may use Possession or Mind Control (*Ghostly Abilities,* below) to force the wielder to commit similar murders. The bond may give the item supernatural abilities, from a knife doing +2 damage to a typewriter that can predict future events. Destroying the item is dangerous, as it usually results in a free, angry, mindless ghost!

Confusion: Many ghosts – especially victims of sudden, violent deaths – don't realize they are dead! Though tragic, they can still be a danger, as they unknowingly use their ghostly abilities (below) on those nearby. Left alone, such a ghost will usually, *eventually* realize the truth and move on willingly; champions able to talk with it (see p. 4) can use **Psychology** or **Theology** to help this happen right away.

Anchorless Ghosts

All ghosts are formed from psychic energy (*The Mission,* p. 26). The average person doesn't have much – it takes all of his energy *plus* that temporarily gained from the terror or anger of an unexpected death *just* to anchor himself to this world and become a ghost.

This isn't true of everyone. Some people have potent reserves of psychic power in life, which they are able to use to build themselves an unfettered "spirit body" upon death. Such ghosts rarely have potent psychic abilities, as they've expended all of that energy, but they are self-aware and not anchored to anything.

This makes exorcism and Path of Crossroads rituals worthless, as there are no ties to break! Such a ghost must be "destroyed" (with magic, psychotronics, etc.) to push it into the afterlife.

Self-Awareness

Even an intelligent ghost may not be aware of its situation. In anchoring itself to reality, a ghost gives up a certain amount of free will and self-awareness. In broad strokes, ghosts can be classified in one of the following ways.

No Self-Awareness: It has no realization that it is a ghost, and is doomed to repeat the same motions forever. This often makes it a harmless apparition – but not if its routine is something destructive! ("Appears at the hotel every night and murders anyone in Room 6A" *is* a reasonable routine.) Lack of self-awareness usually coincides with low IQ; if not, the ghost may be cunning and even capable of holding a conversation, but everything it sees, hears, and thinks is colored by whatever pattern it's locked into. Its personality is often better modeled with pseudo-code (e.g., "AT 6 p.m. GOTO basement; IF person present THEN possess ELSE GOTO bedroom") than *GURPS* traits.

Low Self-Awareness: The ghost is locked into a particular mindset; technically, it has free will, but it is absolutely convinced that a particular paradigm is in effect. Treat this as a complex Delusion (e.g., "It is 1942. I am alive and defending my home from Nazi insurgents. The first red-haired woman I see each day is my wife."), usually with Compulsive Behavior, Obsession, or both, for some goal related to the paradigm. Stubbornness is common.

Ghostly Abilities

Ghosts may have any mix of the following abilities, along with whatever new ones the GM dreams up! Note that any rolls necessary to use these abilities are against the ghost's Will, regardless of which attribute the advantage would normally use.

Communication: Some ghosts can make themselves heard to the living, either as an audible projection or via telepathic communication. Either costs 1 FP per minute. Some can only do this with a sleeping subject.

Materialization: Any ghost can become visible for 1 FP per second. Some ghosts can also manifest *physically* for the same cost. As doing so makes it vulnerable, this is rarely taken advantage of. Such a ghost will have a nonzero ST score – typically equal to half its FP.

Mind Control: This is common in ghosts that haunt objects (above), rare otherwise. Costs the ghost 1 FP to attempt, plus another 1 FP per minute, per person. If it wins a Quick Contest of Will, the subject has to follow its orders for as long as it concentrates. It can try to control multiple people, but every victim past the first gives the ghost a cumulative -1. The subject gets another resistance roll every time he's forced to take a morally repugnant or potentially suicidal action.

Poltergeist: For 1 FP, the ghost can pick up and toss things without materializing. Use its DX to hit, and use the *higher* of ST 10 or the ghost's actual ST. Each additional 1 FP spent increases effective ST by 50% of its original value *or* adds +1 to hit.

Possession: The ghost must win a Quick Contest of Will; the victim is at +5 if he's expecting this. Each attempt costs the ghost 5 FP, but there is no ongoing cost if successful. Failure means the ghost cannot try to possess that subject again for 24 hours. No roll is needed to ride a *willing* host! The ghost can tap into the host's memories and use his skills. The possession gives the host a bonus to ST, DX, and HT – usually +2 to each, but a powerful ghost may give from +5 to +10! Use *Confronting Curses* (*The Mission,* p. 23) for exorcisms.

Probability Alteration: See the psionic power on p. 35. Instant uses cost 1 FP; ongoing penalties cost 1 FP per minute for each -1. Such a ghost can make a hunt more challenging, even if it's not the primary enemy; e.g., fighting a pack of werebears is hard, but fighting them when the local ghost is turning chance against you is *much* harder.

Terror: The wail of some ghosts can chill their victims' very souls! This costs 1 FP. Everyone in the same room must make a Fright Check, at a penalty set by the GM for this particular ghost (usually from 0 to -5). Victims who succeed are immune for an hour, and *all* victims get +1 to resist per Fright Check after the first within 24 hours.

High Self-Awareness: While otherwise as sharp as it was in life, the ghost has a few "blind spots" related to its situation. Examples include Delusions (such as "I'm not dead") and Obsessions related to the ghost's anchor or circumstances of death.

Full Self-Awareness: The ghost knows that it's a ghost, knows what year it is, knows how it died, and is capable of relatively rational thought. This is *very rare* for any ghost with an anchor!

Ghost

There is no "average ghost," but these statistics will do for a baseline. Intelligence varies greatly, but even a smart ghost may not be completely self-aware (pp. 5-6). See *Ghostly Abilities* (p. 5) for further variations. More powerful ones have better attributes (especially Will) and *much* larger FP pools – up to FP 100 for a "boss-level" ghost! After detecting and observing an inactive ghost for an hour (or observing an active one for a minute), a successful **Hidden Lore (Restless Undead), Physics,** or **Physics (Paraphysics)** roll can estimate a ghost's strength and capabilities.

ST: 0	**HP:** 20	**Speed:** 6.50
DX: 12	**Will:** 14	**Move:** 6
IQ: 1-15	**Per:** 10	**Weight:** N/A
HT: 14	**FP:** 20	**SM:** 0
Dodge: 9	**Parry:** N/A	**DR:** 0

Fright Check: 0

Traits: Mute (Substantial Only); Spirit (Insubstantiality is Always On).
Notes: Affected by Path of Undead magic and True Faith.

MUMMIES

Mummies are a rare and dangerous form of undead. While vampires can beget more vampires, and new ghosts come into existence every day, most mummies are the product of complex funerary rituals performed thousands of years ago. Once awakened and restored to health (see *Creation and Weakness,* below), a mummy is able to pass as human. Some mummies have been animate for over a thousand years, gradually amassing wealth and power, until they are a force to be reckoned with even *without* their innate abilities!

Creation and Weakness

Every undead mummy begins as a mummified corpse. The mummification ritual – which involves removing internal organs and carefully preserving the body – was common in northern Africa and parts of Asia thousands of years ago, but is rarely performed today. In addition, certain circumstances (e.g., exposure to dry air, extreme cold, or certain bogs) can *naturally* mummify a body. The resultant corpse decays slowly, preserving many of its original features.

A mummy does not spontaneously "awaken"; something must bring it back to life. It's important to establish its reason for returning (see p. 7), as this will determine its weakness. Each weakness allows different attacks to "bypass its defenses," which is shorthand for allowing a given attack to ignore the mummy's DR, and cancel its innate *Resistance to Damage* (p. 7) and *Resistance to Death* (p. 7)! That is, the attack bypasses DR; does full injury; can cause shock, knockdown, and stunning; and can kill the mummy at -HP or worse (like a normal person). Treat an attempt to track down the mummy's origin and weakness as a special "what" deduction (**The Mission,** p. 10).

Creation examples include:

Not-So-Final Rest: Most mummies are animated when someone disturbs their grave. This may be anything from a developer draining a peat bog to a grave robber looking for treasure. The mummy's weakness is its grave; if the coffin, stone, wood, etc., in which it laid is fashioned into a weapon (e.g., a club, arrowhead, or bullet), that weapon bypasses its defenses.

Sacred Rites: Occasionally, a special ritual incantation is created at the same time as a corpse is being mummified, with the power to bring the body back to (un)life. This typically requires some condition to have been fulfilled; e.g., only after a thousand years have passed, or only when a single descendant of a given bloodline remains. If this incantation is read aloud, regardless of distance between the reader and the mummy, the creature awakens. Intent does not matter; this is often done accidentally! This ritual will *always* have an opposite – an incantation that *weakens* the mummy instead – but this need not be found in the same scroll or book. While this "weakening ritual" is read by someone within clear sight *and* earshot of the mummy (requires continual Concentrate maneuvers in combat), *all* weapons bypass the mummy's defenses.

> *"Some say they're immortals."*
> *"Everything's immortal,"* Earl stated, *"until you figure out how to kill it."*
> – Larry Correia, **Monster Hunter Vendetta**

Tomb Guardian: Some mummies are specifically created to guard a tomb or similarly important area. At the time of creation, such a mummy will be given a special funerary amulet, which empowers it to awaken when necessary. (The *intent* is that said mummy will then stick around to continue guarding things, but as mummies are free-willed beings . . .) Its weakness is that amulet; if the heroes can remove it from around the mummy's neck, *all* attacks bypass the mummy's defenses until it can get the amulet back! The amulet is indestructible as long as the mummy is alive, so would-be thieves must either unhook the clasp from behind (takes four seconds, or two with a successful roll against DX-5, DX-based **Lockpicking,** or **Pickpocket** at +1) *or* grab the amulet (-5 to hit) and yank it off the mummy's head. The latter requires a Quick Contest of ST if either of the mummy's arms are free to stop the attempt, or an uncontested DX roll otherwise.

The mummy awakens as a hideous, partially decomposed corpse (-4 to Fright Checks), with -5 to ST and -2 to all other attributes and characteristics (even Basic Speed and Move). If the mummy is able to kill someone with its bare hands, and then spend a full 10 minutes with the corpse, it can drain the victim's vital life force, restoring itself to health. Once this is done, it looks exactly like it did when it was alive, and is able to pass as a human.

Supernatural Strengths

Resistance to Damage: The powerful preservation makes a mummy's body *effectively* Homogenous (instead of Unliving, like most undead), and the removal of its organs means it has no weak points. In addition, it takes half injury from *every* attack, is *immune* to shock, never makes knockdown rolls, and cannot be crippled *or* stunned! If the heroes can drive it below 0 HP, it is at half Move and can be crippled, but all other immunities and tolerances still apply. A badly injured mummy will run away, aware that its Regeneration will allow it to heal in a relatively short time.

Resistance to Death: A mummy *cannot die* until it's down to -5×HP; at that point, it must roll against HT to avoid death. It must make further rolls at -6×HP, -7×HP, -8×HP, and -9×HP; at -10×HP it dies automatically. Smart hunters will try to track down its weakness (below)!

Spirit Form: Every mummy has two forms: its natural one, in which it appears human, and a potent "spirit form." It can switch between these two forms once per turn, as a free action, and any injury carries over proportionately between the two. In a way, the spirit form is an embodiment of the mummy's soul, which has been twisted and bound with the dark forces that animated it. It is physical, however; no mummy becomes a ghost! The specific form will vary from mummy to mummy; two common examples (a swarm of locusts and a giant scarab) are provided on p. 8. Other common spirit forms include giant crocodiles (use the albino alligator on pp. 22-23) and animated clay statues (use the strong demon on pp. 18-19, but avoid overly supernatural abilities, like spellcasting).

Terror: The mummy may reveal its inner horror while in its natural form; e.g., its jaws may unhinge and its eyes roll back, allowing locusts to swarm from all three holes. This requires a Fright Check at -4, and follows the usual rules for Terror (p. B93).

The Curse: A mummy who is able to touch a subject can afflict him with the Mummy's Curse (below). In combat, this requires a successful attack, but does no immediate damage; it is a touch, not a punch.

Motivation

A mummy retains much of its original personality, though the reanimation strengthens its vices while fading its morality. The GM should approach each mummy as a character, and assign it a handful of unique skills, disadvantages, and quirks, to flesh out its motivation and personality.

Most mummies were accustomed to being in a position of power while alive, and they seek that in modern times as well. With a combination of supernatural power, ruthlessness, and the ability to make extremely long-term plans, nearly every mummy will be a "big bad" (**The Mission,** p. 34) with *many* minions. Some can be especially overconfident, but most are more than willing to run away if a fight starts to turn against them.

The exceptions are those created via natural mummification. These mummies – who are nearly always animated when their graves are disturbed – are not necessarily any more intelligent or power-hungry than any other sentient being. Such a mummy has the usual physical strength and supernatural power, but is unlikely to have amassed any attendant *social* power.

Mummy (Natural Form)

The mummy looks like a perfectly normal human being, though it can use Terror to show a piece of its true self. The weapons are an example; feel free to add or change weapon skills. Note its Move: The mummy may step two yards per turn, allowing it to move in, attack, and then move out again.

One mummy should be a match for an entire team of hunters that can't draw on its weakness. If they have access to its weakness, the mummy itself can take on one or two hunters in a fair fight; the GM can bolster its odds with a few minions (e.g., fast zombies, p. 14).

ST: 25	**HP:** 25	**Speed:** 8.00
DX: 16	**Will:** 20	**Move:** 11
IQ: 15	**Per:** 18	**Weight:** 100-200 lbs.
HT: 16	**FP:** N/A	**SM:** 0
Dodge: 12	**Parry:** 13	**DR:** 6*

Fright Check: N/A

Broadsword (16): 2d+4 impaling or 5d cutting; Reach 1. Made as a Deceptive Attack (-1 to defend against).

The Mummy's Curse

Any mummy may attempt to curse a victim with a touch. The victim must make a HT-5 roll, with failure meaning he's cursed. From then on, he must roll against HT-5 every day, losing 1 HP on a failure. Success prevents injury this time, but doesn't stop future injury; only a *critical* success breaks the curse! The Mummy's Curse may be treated with **Esoteric Medicine;** see *Supernatural Afflictions* (**The Mission,** p. 17). Until something ends the curse, the victim cannot recover HP by any means *and* is at an extra -4 to resist that mummy's Terror!

Traits: Bad Grip 3; Combat Reflexes; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Enhanced Move 2 (Air); Extra Attack 1; Flight; Ham-Fisted 2; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Damage Reduction 2*; Diffuse*; No Eyes; see p. 25); Regeneration (Regular); Supernatural Durability (Must still make survival rolls)*; Unfazeable.

Skills: As for natural form, plus Innate Attack (Breath)-19.

Notes: As for natural form.

* Except when weakness causes an attack to bypass defenses.

Mummy (Scarab Form)

The mummy can turn into a giant beetle. This makes it *very* difficult to injure – it has higher DR and takes one-third damage (instead of half damage) from all attacks! It can also burrow into the ground at full speed. Because it doesn't have to breathe, it's happy to let the tunnel collapse behind it, preventing the heroes from following.

ST: 25	**HP:** 25	**Speed:** 8.00
DX: 16	**Will:** 20	**Move:** 8
IQ: 15	**Per:** 18	**Weight:** 100-200 lbs.
HT: 16	**FP:** N/A	**SM:** 0
Dodge: 12	**Parry:** 13	**DR:** 10 (Hardened 1)*

Fright Check: -4

Pincers (16): 4d+1(2) cutting; Reach C, 1. Made as a Deceptive Attack (-1 to defend against).

Traits: Absolute Direction; Combat Reflexes; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Extra Attack 1; Extra Legs (Six Legs); Horizontal; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Damage Reduction 3*; Homogenous*; No Blood; No Eyes; see p. 25); No Fine Manipulators; Regeneration (Regular); Supernatural Durability (Must still make survival rolls)*; Tunneling (Move 8); Unfazeable.

Skills: As for natural form.
Notes: As for natural form.

* Except when weakness causes an attack to bypass defenses.

Vampires

The public's view of vampires as "romantic creatures" couldn't be more wrong – they only feign intimacy to lure in prey, and they only sparkle when they're on fire. Vampires are bloodthirsty undead, animated by twisted versions of the souls which once inhabited their bodies. Physically, they resemble pallid humans with sunken features; feeding temporarily flushes their systems, making them indistinguishable from the living. Their fangs, which are normally retracted, lengthen when they're excited or about to feed; a similar phenomenon happens with their hard, yellow fingernails, which become claw-like in appearance.

Javelin (18): 2d+3 impaling; Reach 1. May be thrown: Acc 3, Range 37/62, Bulk -4.

Kick (16): 2d+6 crushing; Reach C, 1.

Punch (16): 2d+5 crushing; Reach C. Made as a Deceptive Attack (-1 to defend against).

Traits: Alternate Form (Absorptive Change, Heavy Encumbrance; Reduced Time 4); Combat Reflexes; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Extra Attack 1; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (Damage Reduction 2*; Homogenous*; No Blood; No Eyes; see p. 25); Regeneration (Regular); Supernatural Durability (Must still make survival rolls)*; Terror (Visual; -4 to Fright Checks); Unfazeable.

Skills: Broadsword-18; Hidden Lore (Mummies)-14; Karate-18; Spear-18; Tactics-16; Thrown Weapon (Spear)-18; Wrestling-18.

Notes: Affected by True Faith and Path of Undead magic. Cannot use holy items. Neither has nor uses FP. Sterile.

* Except when weakness causes an attack to bypass defenses.

Mummy (Locust Form)

The mummy becomes a humanoid collective of locusts. It's at -6 to use normal weapons, but it can "shoot" locusts at its foes with a surprising amount of force. It can sneak through cracks, keyholes, or any other opening large enough for even a single locust to fit through. The mummy may voluntarily *scatter* into a cloud of locusts up to a mile across; if so, *only* area-effect attacks can hurt it, and only in proportion to the area they blanket. (For example, if the mummy scattered to cover a 400-square-yard room, an explosion that covered 40 square yards would do only 1/10 normal damage to the mummy.) While scattered, the mummy is aware of what's happening throughout the area, but cannot affect the world in any way.

ST: 25	**HP:** 25	**Speed:** 8.00
DX: 16	**Will:** 20	**Move:** 8/32 (Air)
IQ: 15	**Per:** 18	**Weight:** 100-200 lbs.
HT: 16	**FP:** N/A	**SM:** 0
Dodge: 12	**Parry:** N/A	**DR:** 2*

Fright Check: -4

Jet of Locusts (19): 3d-3 piercing damage, Acc 3, Range 10/100, RoF 1. Because this is a swarm attack, use *Large-Area Injury* (p. B400).

When a pack of vampires moves into the area, people begin to disappear. Vampires must consume blood at least once per day; an underfed vampire will be missing 2 HP for each day it has gone without feeding.

When it comes to feeding, their victim's gender and ethnicity are irrelevant – though they prefer fit adults over children or the elderly. In a pinch, they can feed from animals or blood bags, but they find this as appetizing as a human finds rotten garbage. Some vampires are smart enough to avoid killing, and to drain from a less-noticeable artery to keep suspicions down; there have been cases where entire *neighborhoods* have been slowly turned into human corrals without anyone realizing.

Bloody Relations

Vampires can be roughly divided into three groups. All newly created vampires are *feral* – barely intelligent (though cunning and sneaky!) and only concerned with feeding and staying undetected. The more strong-willed ones eventually *mature;* a mature vampire is ruthless and intelligent, and will often be found at the head of a large pack. The most ancient and deadly mature vampires are known as *masters*. These are not hard-and-fast categories; in particular, the transition from "mature" to "master" is one of slow growth, not a sudden jump in ability.

Most vampire packs consist of a mature vampire and its five to 10 progeny, of which most (if not all) will be feral. Feral vampires follow their sire's word slavishly, only questioning orders which seem truly suicidal. If there is a disagreement, the mature leader's Mind Control (*Supernatural Strengths,* below) can usually resolve it.

Mature vampires can blend into society, though their sociopathic tendencies (and inability to go outside during the day) make it a constant challenge to fit in. In some settings, they may have their own underworld society, but even it will be rife with paranoia and backstabbing.

Creation

A quick bite isn't enough to turn a mortal into a vampire – *all* of the victim's blood must be drained! In game terms, the victim must be at -HP or worse, and must have taken at least his full HP in injury from blood loss. Then the vampire feeds the victim at least 3 HP of *its* blood. Unwilling progeny must make a Will roll to resist drinking; mature and master vampires often just use Mind Control to compel it. Within (the victim's HT/2) hours of this process, the victim's body dies and he becomes a feral vampire. There is no resistance roll, and no known way to prevent this; even killing him will not prevent the transformation unless his body is decapitated *and* incinerated.

A victim with **Immunity to Metabolic Hazards** cannot become a vampire; if drained of all blood, he simply dies. **Resistant to Metabolic Hazards** allows a HT roll to resist the process; apply the Resistant bonus, but also -1 if drained to -HP, -2 at -2×HP, -3 at -3×HP, etc. Success indicates immunity to this *one* particular vampire; others may still attempt to turn the subject.

Feral vampires rarely create progeny; even when their minds are focused enough to consider the option, they don't want the competition for food. Intelligent vampires will do so selectively, trying to choose potential progeny who may someday mature. Every three months, a new vampire may make a Will-6 roll to come to terms with its bloodlust; it matures on a success, but on a critical failure (which is far more likely), it becomes *permanently* feral.

Supernatural Strengths

Feral vampires are six times stronger than a normal human and almost twice as fast. As they mature, they only become stronger and faster. They don't have to breathe, and are immune to disease, poison, and similar hazards.

Being dead makes them difficult to kill – they take little damage from bullets and arrows (*Injury Tolerance,* p. 25), are *immune* to shock, never make knockdown rolls, and cannot be crippled *or* stunned! Once a vampire falls *below* 0 HP, it is at half Move and can be crippled; all other immunities and tolerances still apply. Most important, a vampire *will not die* unless killed in a specific way (*Weaknesses,* p. 10) – it will keep fighting, even at -5×HP and beyond!

Darkness doesn't affect vampires unless it's *total* darkness (-10) – and masters can ignore even that. They can distinguish between people by scent, and make all Smell rolls at +4, or +9 to detect exposed blood (which includes most injured hunters). A mature vampire can sense fear, anger, and other emotions in its prey's sweat.

Mature vampires retain a mental connection to anyone they've bitten, and may roll a Quick Contest of Will (minus Speed/Range penalties) to later dominate a victim. Treat this as Suggest (p. B191); it can only be used for simple commands. The vampire's *progeny* resist at -4, as they share their sire's blood. A master doesn't even need a blood link, and may mesmerize *anyone* nearby.

The statistics below assume that, while vampires can certainly *use* weapons, they aren't particularly well-trained in them. To make them even more dangerous, add one or more weapon skills at DX level or better. The only thing worse than a master vampire is one who *also* happens to be a master fencer!

I know . . . there's a God because I kill vampires for a living. Are you listening? I kill vampires for money. A lot of it. So don't tell me there ain't no God. I know . . . there's a God. I just don't understand Him.

– John Steakley, **Vampire$**

Weaknesses

While vampires are nearly impossible to kill through normal methods, it can be done via *sunlight, fire,* or *staking the heart.* Once a vampire is below -HP, *any* damage from one of these sources forces it to make a survival roll. If it's below -5×HP, any such damage kills it immediately! See below for more on these attacks. Utter annihilation (a *single* attack doing -10×HP injury) will also kill one, but this is difficult to arrange.

Vampires take *double* injury from heat or fire; smart hunters will pack a flamethrower when facing bloodsuckers. They cannot even go out during the day safely – a mere touch of sunlight does 2d injury immediately (bypassing any DR), while lengthy exposure causes ongoing injury. A vampire wearing a long coat, hat, and sunblock under an overcast sky would take another 2d injury every two minutes, while one wearing a bathing suit on a sunny day would take 2d injury every 30 seconds. A flashlight with a UV bulb does half the injury of weak sunlight: 1d every two minutes, minimum 1d for any contact at all. (All injury described here *includes* the Vulnerability; do not factor it in again.)

Staking a vampire calls for targeting the heart with a wooden impaling or piercing attack (including wooden bullets). This requires an attack roll at -5; missing by 1 hits the torso. A successful attack *ignores* DR, does ×3 injury (the heart is part of the vitals), and may kill the vampire! If it survives, it is automatically stunned; it must Do Nothing on its next turn, after which it can roll against HT each turn to recover. Until the vampire or an ally removes the stake (which requires a single Ready maneuver), the bloodsucker is at half Move, -2 to all defenses, and cannot attack.

A vampire's neck is also a weak point. Any *cutting* attack to the neck that does injury equal to the vampire's HP or more has a chance of decapitating it. The vampire must roll against HT, at -1 for every *two* full points by which the injury exceeded its HP. Failure means its head is severed from its body. This does not kill the vampire, but its body is paralyzed and vulnerable until the head is placed back upon the neck stump. Left to its own devices, the vampire will eventually use its tongue and facial muscles to roll to the body and rise again.

Being supernaturally evil creatures, vampires are vulnerable to holy attacks (**Champions,** p. 51). They are also forbidden from entering a private home without permission; unfortunately, "permission" can be interpreted *very* liberally! Anyone who *has* been formally invited in may extend this invitation, and the presence of a "Welcome" mat or similar form of greeting is good enough to grant the monster access.

Most other vampire myths are mistaken: They don't mind garlic, can cross running water, may ignore spilled seeds, and aren't afraid of (or hurt by) crosses . . . unless said cross counts as a holy attack. Vampire bloodlines have branched out across the world, however, so the GM should feel free to replace a normal weakness with one of these, for a specific *line* of vampires.

Motivation

A cluster of feral vampires wants to feed and be left alone; while they're not particularly bright, they are smart enough to try to stay undetected. A pack with a mature sire can make long-range plans. If possible, they'll kidnap humans and keep them alive in a corral – usually a pit in the floor or a locked room – feeding from one victim at a time, so each has time to recover before becoming a meal again. (Any corralled humans who die are fed to the other captives.) This reduces the frequency of local disappearances, but doesn't eliminate them.

Feral Vampire

The vast majority of the vampires in the world are feral, either because they were created recently or because their bloodlust has permanently overpowered their mind. About two feral vamps per champion is usually a fair fight.

ST: 23	**HP:** 23	**Speed:** 6.50
DX: 14	**Will:** 13	**Move:** 8
IQ: 8	**Per:** 13	**Weight:** 150 lbs.
HT: 12	**FP:** N/A	**SM:** 0
Dodge: 10	**Parry:** 12	**DR:** 4 (Tough Skin)

Fright Check: 0

Bite (16): 2d+2 cutting; Reach C.
Claw (16): 2d+4 crushing; Reach C.
Improvised Weapon (9): Based on Damage 2d+1/4d+1.

Traits: Acute Taste and Smell 5 (Exposed blood only); Bad Temper (6); Berserk (15); Bestial; Bloodlust (6); Combat Reflexes; Discriminatory Smell; Divine Curse (Cannot enter a home without permission); Doesn't Breathe; Draining (Blood); Immunity to Metabolic Hazards; Injury Tolerance (Unliving); Night Vision 9; Supernatural Durability (Easily decapitated; Stunned by stakes); Supernatural Features (No Body Heat; No Reflection; Pallor); Uncontrollable Appetite (Blood) (6); Unhealing (Partial); Vampiric Bite (3 HP/second); Vulnerability (Heat/Fire ×2); Weakness (Holy attacks; 1d per minute); Weakness (Sunlight; 1d per minute; Variable).
Skills: Brawling-16; Climbing-14; Stealth-18.
Notes: Affected by True Faith and Path of Undead magic. Cannot use holy items. Neither has nor uses FP, but can burn HP for extra effort. Sterile.

Mature Vampire

A few vampires are strong-willed enough to retain their minds, channeling their bloodlust into amazing speed and strength. They can cling to walls and ceilings, smell fear, and dominate the minds of those they've bitten. In combat, a mature vampire may step two yards (instead of one) and attack three times per turn at no penalty. It takes half injury from attacks, due to sheer toughness – though its Vulnerability means that flames and stakes to the heart do normal damage. One such monster is a match for about two champions, but it will nearly always have feral progeny with it.

ST: 27	**HP:** 27	**Speed:** 8.00
DX: 18	**Will:** 16	**Move:** 12
IQ: 12	**Per:** 16	**Weight:** 150 lbs.
HT: 14	**FP:** N/A	**SM:** 0
Dodge: 13	**Parry:** 14	**DR:** 6 (Tough Skin)

Fright Check: -3

Bite (16): 3d+1 cutting; Reach C. Made as a Deceptive Attack (-2 to defend against).
Claw (16): 3d+4 crushing; Reach C. Made as a Deceptive Attack (-2 to defend against).
Double-Claw (16): 3d+4 crushing; Reach C. Targets *two* adjacent foes simultaneously as a single attack. (May only make one double-claw per turn.)
Improvised Weapon (13): Based on Damage 3d-1/5d+1.

Traits: Acute Taste and Smell 5 (Exposed blood only); Ambidexterity; Bad Temper (9); Bloodlust (12); Clinging; Combat Reflexes; Danger Sense; Discriminatory Smell (Emotion Sense); Divine Curse (Cannot enter a home without permission); Doesn't Breathe; Draining (Blood); Enhanced Dodge 1; Extra Attack 2; Immunity to Metabolic Hazards; Injury Tolerance (Damage Reduction 2; Unliving; see p. 25); Mind Control (Based on Will, Own Roll; Blood Agent; Suggestion); Night Vision 9; Supernatural Durability (Easily decapitated; Stunned by stakes); Supernatural Features (No Body Heat*; No Reflection; Pallor*); Uncontrollable Appetite (Blood) (9); Unhealing (Partial); Vampiric Bite (6 HP/second); Vulnerability (Heat/Fire/Stakes ×2); Weakness (Holy attacks; 1d per minute); Weakness (Sunlight; 1d per minute; Variable).
Skills: Brawling-20; Camouflage-14; Hidden Lore (Vampires)-13; Running-16; Stealth-18; Tactics-12; other appropriate skills assigned by the GM.
Notes: As for feral vampire.

* Except after feeding.

Master Vampire

All vampires can eventually trace their lineage back to a master vampire. A master can move with blinding speed – whether sprinting at almost 50 mph, scrambling up walls, or leaping safely from the tallest buildings. It can dominate the mind of anyone nearby, not just those it's bitten, and can turn a victim into a desiccated corpse in seven seconds. In a fight, it gets five attacks, and can step three yards – but just as often uses Move and Attack to travel eight times as far, darting in and out of the darkness. A master vampire is a powerful boss monster, and is often surrounded by feral and mature vampires; a team will need serious preparation to take one out.

ST: 32	**HP:** 32	**Speed:** 9.00
DX: 20	**Will:** 20	**Move:** 24
IQ: 15	**Per:** 20	**Weight:** 150 lbs.
HT: 16	**FP:** N/A	**SM:** 0
Dodge: 15	**Parry:** 15	**DR:** 8 (Tough Skin)

Fright Check: -6

Bite (16): 3d+3 cutting; Reach C. Made as a Deceptive Attack (-3 to defend against).
Bite, Running (17): 3d+3 cutting; Reach C. Made as a Move and Attack; ignore the skill cap of 9.
Claw (16): 3d+6 crushing; Reach C. Made as a Deceptive Attack (-3 to defend against).
Claw, Running (17): 3d+6 crushing; Reach C. Made as a Move and Attack; ignore the skill cap of 9.
Double-Claw (16): 3d+6 crushing; Reach C. Made as a Deceptive Attack (-1 to defend against). Targets *two* adjacent foes simultaneously as a single attack. (May only make one double-claw per turn.)
Improvised Weapon (15): Based on Damage 3d+1/6d-1.

Burning Down the House

Fire-based attacks are very useful, especially against the undead. Unfortunately, they're also highly dangerous to use in wooden buildings! Any *area-effect* flame attack *also* automatically scorches whatever part of the floor and walls are in its area. For any other flame attack that *misses or is dodged,* the GM should use *Scatter* (p. B414) to determine where it actually lands; each shot burns a one-square-yard area on the nearby floor or wall. The effect depends on the composition of the floor or wall:

Drywall or Old, Desiccated Timbers: The scorched area catches fire if the attack does at least 3 points of damage. The size of the fire (in square yards) doubles every two seconds! See pp. B433-434 for more on fighting near flame and heat.
Sturdy Wood: The blasted area catches fire if the attack does at least 10 points of damage. The size of the fire doubles every 10 seconds. Otherwise, as above.
Brick, Stone, Metal, etc.: The burnt area does not catch fire. Even if a flamethrower (below) forces a fire to start, it will not grow in size.

Flamethrowers

Flamethrowers use jellied gasoline, which does 1d burn per second (instead of a normal fire's 1d-1). More important, it will burn on its own. Thus, even if a flamethrower shot isn't powerful enough to set the floor or wall on fire, it will *still* burn for 1d×5 seconds – even on brick, stone, or metal! Use the rules above to determine how quickly the fire spreads (if at all); the jellied gasoline does not affect rate of growth.

Traits: As for mature vampire, but raise Enhanced Dodge to 2, raise Extra Attack to 4, add Flight (Gliding), remove Blood Agent limitation from Mind Control, replace Night Vision 9 with Dark Vision, and raise Vampiric Bite to 9 HP/second.

Skills: Aerobatics-20; Brawling-22; Camouflage-18; Hidden Lore (Vampires)-16; Running-16; Stealth-22; Tactics-16. Master vampires often have an *extensive* array of skills; many are savvy businessmen.

Notes: As for feral vampire.

* Except after feeding.

ZOMBIES

Zombies are animated corpses. They have no minds, personalities, or souls to speak of – the people who originally inhabited the bodies are long gone. Physically, zombies look like the walking dead that they are. Fresh zombies may be able to pass as human from a distance, but it doesn't take long for the flesh to decompose to the point where it's leaving a trail by which the zombie can be tracked.

While zombies require no sustenance, they crave the taste of human brains. This drives them to attack and kill. They have no capacity to reason; any listed IQ should be interpreted as "cunning" – the awareness needed to walk around pits, open doors to get at their prey, etc.

Creation

Even within a single campaign setting, zombies can come from a *wide* variety of sources. The GM should feel to use all of the options below, and to add his own. Anyone able to examine a zombie's body up close (which generally requires killing it) for at least a minute may roll against **Hidden Lore (Restless Undead)** to guess the source.

Curse: Some resting places are simply not restful. Bodies thrown into a particular swamp, tossed into a mass grave, or even buried in a specific cemetery may rise again, entirely due to the bad juju of the location.

Magic: A Greater Create Undead effect can produce zombies for the duration of the spell. Most casters include a Control effect, and plan to use the zombies as minions, but it *is* possible to "raise 'em and forget 'em" just to cause chaos!

Minions: Many powerful foes – particularly demons (pp. 17-20), mummies (pp. 6-8), and vampires (pp. 8-12) – have a retinue of zombie minions. These are generally gifts from some dark god, and are effectively identical to cursed zombies (above).

Zombies That Aren't

Some monsters that society considers "zombies" are technically *living* humans, rather than literal undead. For example, a specific plague may transform the infected without first killing them, or a voodoo *bokor's* rituals may destroy a victim's mind, but not his body. For the most part, treat these as normal zombies: **Hidden Lore (Restless Undead)** is broad enough to cover this situation, head shots still work great, etc. However, casters will have to use Path of Body or Mind to affect these monsters, *not* Path of Undead.

All we wanna do is eat your brains.
We're not unreasonable;
I mean, no one's gonna eat your eyes.

– Jonathan Coulton,
"Re: Your Brains"

Parasites: Some tiny bugs can nest in human corpses, then secrete a fluid that effectively replaces musculature, turning the body into a mobile colony! The insects have no important stats, even as a swarm – they're only able to infect the dead. If the zombies are infectious (see below), this represents fast-hatching eggs buried beneath the skin, and it *will* be treatable. They invariably produce slow zombies (pp. 13-14); it's hard for a collective of bugs to move gracefully! These zombies are often *not* affected by True Faith.

Plague: Most zombie plagues are "bioweapons gone wrong" or some sort of experimental proteus virus with unforeseen side effects. These zombies are often *not* affected by True Faith. Plague zombies are almost *always* infectious (see below); stopping the outbreak for good may require finding out which company created the plague and stealing, adapting, or using their notes to invent a cure. See *Neutralizing Plagues* (**The Mission,** pp. 23-24) for more.

Voodoo: Many evil *bokors* (*Crusaders,* pp. 29-31) have been granted the ability to create zombies. Some can animate old corpses, but most need to start with a living being. See *Unholy Abilities* (p. 30) for details.

Infection

Many zombies are infectious – anyone bitten (not clawed) by such a zombie may become one himself! Use the following rules instead of the normal ones for Infectious Attack.

Every hero has a starting *Zombification Resistance* (ZR) score equal to HT+11. (If fighting multiple types of zombies – e.g., plague zombies, magical zombies, and parasite zombies – track ZR separately for each type.) Every time a hunter is bitten, his ZR is reduced by the injury he takes. At the end of each *turn* in which he's injured via zombie bites, he must roll against his (reduced) ZR to avoid infection; 17 or 18 fails automatically, as usual. If successful, add his margin of success to his ZR, as he fights off the effects. Failure means he's been infected! The ZR score cannot go below 4 or above its original value.

Example: Freida has HT 14, and thus ZR 25. She's bitten for 7 injury; this reduces her to ZR 18. At the end of the turn, she rolls against ZR and gets a 12; since she succeeded by 6, her ZR improves to 24. Next turn, she's bitten again for 4 injury; at the end of the turn, she rolls against ZR 20 and succeeds by 8. This restores her ZR to 25, since it cannot exceed its original score.

On the third turn, she's bitten by three zombies, for a *total* of 18 injury! This takes her ZR to 7 by the end of the turn – good thing she has Luck . . .

The GM may wish to make these ZR rolls in secret, to prevent heroes from knowing whether they've been infected, but it's also reasonable to assume that the infection is painful and obvious. The rolls may be affected by certain advantages, depending on how the zombies were created (p. 12); for example, **Resistant to Disease** adds its bonus against plague zombies unless the GM has ruled otherwise. **Resistant to Metabolic Hazards** *always* aids ZR rolls, while **Immunity to Metabolic Hazards** makes them unnecessary.

Healing an injury does *not* affect ZR – a champion could have full HP and still have a frighteningly low ZR. Instead, ZR recovers completely 48 hours after the last zombie bite, assuming the victim wasn't infected.

If a hero ever fails a roll, he *will* become a zombie unless the team can find a miraculous cure (see below). He must immediately roll against HT, at a penalty equal to his final ZR roll's margin of failure; if **Resistant** gave a bonus to the ZR rolls, add that here as well. On a successful roll, he must roll again in one minute at an *extra* -1, then again in 10 minutes at -2, then again in an hour at -3, and then *every* hour at a cumulative -1. The moment he fails one of these HT rolls, he collapses to the ground, dead; after HT seconds, he rises as a zombie. For each physical attribute and secondary characteristic, use the *better* of the hunter's or the zombie template's score; always use the zombie template's IQ, Will, and Per.

Miraculous Cures

It's up to the GM if a particular type of zombie infection can be cured. If so, use *Confronting Curses* (**The Mission,** p. 23) for cursed or voodoo zombies; a Greater Destroy Magic effect for magical ones; and *Neutralizing Plagues* (**The Mission,** pp. 23-24) for parasite and plague zombies. See *A Fate Worse Than Death* (**The Mission,** p. 31) for how to research *other* cures.

Outbreak!

While infectious zombies mean the hunters have to be paranoid about each bite, the *truly* frightening aspect is that the zombie infestation can spread on its own. If one zombie bites 10 people, and each victim bites 10 people, and each of *their* victims bites 10 people . . . it doesn't take long until the whole city is overrun! Thus, the first priority for any hunters should be identifying whether these zombies are contagious, and if so, rounding up *everyone* who's been bitten.

Slow vs. Fast

While zombies come in all types, most can be categorized as either *slow* or *fast*. Slow zombies (below) are stumbling corpses with no real initiative. They don't even attempt to defend themselves, and will walk into a suicidal situation because they're too stupid to know better. Slow zombies are better at threatening *others,* as opposed to putting the heroes in danger directly; see *High-Powered Horror* (**The Mission,** p. 29) for more on this. A sufficiently large mob (p. 14) of slow zombies can be a worthwhile fight – any hunter who gets dragged down is in *serious* trouble – though the GM should take the fight through a variety of interesting locations to keep it from getting repetitive.

Fast zombies (p. 14) aren't just quicker – they're more dangerous in *all* ways. They're smart enough to strike from the darkness, tough enough to survive a few good attacks, and strong enough to take down a hunter who gets careless or unlucky. Technically, they can use the mob rules on p. 14, but it might be unfair for the GM to throw *that* many fast zombies at a team. Fast zombies walk the line between "fodder" and "worthy foes," and make a good "go-to" monster for a moderate challenge.

Motivation

Braaaaaaaaains.

That is, zombies don't have any *personal* motivation – they shamble or scamper from one victim to the next. However, if a particular person is *controlling* the zombies (*Creation,* p. 12), this "zombie master" has a reason for doing so. The most common motive is muscle – the master wants a town cleared out, or needs a set of guards to ensure that no one interrupts his ritual. Zombies also make good distractions; a horde of zombies attacking an elementary school can ensure that the hunters are too busy to realize what the big plan is. And a few masters are doing it for experimental reasons; this is *research* for a new spell, virus, etc. In that case, the zombies are just as likely to be uncontrolled, as long as their creator(s) can watch the results in safety.

Slow Zombie

These foes are relatively easy to put down, using either cutting weapons or attacks to the skull. They *always* All-Out Attack and never defend. Their true danger comes in their numbers (*Zombie Mobs,* p. 14) – there should be at *least* 15-20 zombies for every hunter!

ST: 15	**HP:** 15	**Speed:** 4.75
DX: 9	**Will:** 12	**Move:** 4
IQ: 3	**Per:** 8	**Weight:** 150 lbs.
HT: 10	**FP:** N/A	**SM:** 0
Dodge: N/A	**Parry:** N/A	**DR:** 1 (Tough Skin)

Fright Check: +1

Bite (13): 1d+1 cutting; Reach C. Made as an All-Out Attack (Determined). Against a *pinned* foe, this hits automatically, is instead made as an All-Out Attack (Strong) for +2 damage, *and* gains armor divisor (2) due to leverage.

Grapple (13): Made as an All-Out Attack (Determined). No damage, but see *Zombie Mobs* (below); Reach C.

Traits: Appearance (Monstrous); Bad Smell; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Infectious Attack; Injury Tolerance (No Blood; No Vitals; Unliving); No Sense of Smell/Taste; Striking ST 2; Unhealing (Total); Unfazeable.

Notes: Affected by True Faith and Path of Undead magic. Neither has nor uses FP. Sterile.

Fast Zombie

This monster is faster, tougher, stronger, and smarter than the slow version. It has enough mental capacity to use cover and stealth, and is capable of Deceptive Attacks, active defenses, *and* strategic retreats. Groups of fast zombies can work together, but they don't have enough of a grasp of tactics to really leverage their numbers. A typical champion can take on about two or three at a time.

ST: 20	**HP:** 20	**Speed:** 7.00
DX: 13	**Will:** 16	**Move:** 7
IQ: 6	**Per:** 13	**Weight:** 150 lbs.
HT: 14	**FP:** N/A	**SM:** 0
Dodge: 11	**Parry:** 11	**DR:** 2 (Tough Skin)

Fright Check: 0

Bite (15): 2d+1 cutting; Reach C. Against a *pinned* foe, this hits automatically, is often made as an All-Out Attack (Strong) for +2 damage, *and* gains armor divisor (2) due to leverage.

Claw (15): 2d+3 crushing; Reach C.

Grapple (13): No damage, but see *Zombie Mobs* (below); Reach C.

Improvised Weapon (8): Based on Damage 2d/4d. Usually made as an All-Out Attack (Determined), for +4 to hit.

Traits: As for slow zombie (above), plus Combat Reflexes.
Skills: Brawling-15; Stealth-14.
Notes: As for slow zombie.

Zombie Mobs

Slow zombies aren't dangerous to champions *individually,* but their sheer numbers make them a real threat. For simplicity, use the following rules whenever multiple zombies attack one hero.

Attack

This is almost always a grapple attempt. The zombies make *one* grapple roll, at +1 if five or more zombies are within one yard and aren't attacking someone else. Success means that one zombie hits, plus another for every *two* full points of success, to a maximum of the number of zombies within one yard.

To defend, make *one* roll against Dodge *or* Parry. If successful, you avoid one attack, plus additional attacks equal to your margin of success. (*Exception:* If you were *surrounded*, you defend at -2 and one attack *automatically* succeeds!)

So You've Been Grappled

Once grappled, you can only take Attack, All-Out Attack, or Ready maneuvers, and cannot step or move; any actions are at -4 DX, which also gives you -2 to Parry and -1 to Dodge until free! You can try to throw the zombies off by *winning* a Quick Contest of your ST* vs. their ST+5. Success breaks *one* zombie's grapple, plus one additional grapple for every *three* full points of victory.

Takedown

After grappling, zombies usually drag their victims down. This is a Quick Contest of their ST – at +2 for an All-Out Attack (Strong) and +3† for multiple zombies grappling – vs. the higher of your ST*, DX (penalized as above), or best grappling skill. If they win, you fall; they drop to their knees to retain the grapple. On a tie, nothing happens. If *you* win, you automatically shake off (margin of victory) zombies, breaking their hold on you!

After a successful takedown, the zombies start biting; use the *Attack* rules above. Because you're grappled *and* lying down, you have a net -5 to Parry, -4 to Dodge, and -8 to attack back! If you've been putting up a *serious* fight, they might attempt a pin instead; see below.

Pin

This attack must follow a takedown. The zombies roll against ST, at +3† if two zombies are grappling or +6† if three or more are, and a further +2 for an All-Out Attack (Strong). You roll against ST* to resist. If they succeed and you fail, you're pinned (see below). If they *critically* fail and you succeed, treat it as a successful attempt to break free (*So You've Been Grappled,* above). On *any* other result, you both continue to struggle; you're still penalized as per the *Takedown* rules, above.

Once pinned, you're completely helpless, and cannot even defend against the zombies' attempts to eat your brains. All you can do is try to break free; you may only attempt this once every 10 seconds, and the zombies are at an *extra* +5 in the Quick Contest!

* Plus any **Lifting ST,** and at +1 for knowing **Sumo Wrestling** or **Wrestling** at DX+1, or +2 for knowing either at DX+2 or better.

† For *fast* zombies, the +3 or +6 ST bonus becomes +4 or +8, respectively.

"Demonic prostitutes?" Everett asked incredulously.

"Well, the 'escort' kind," Brad clarified. *"You know, like super-expensive call girls."*

"Fine. Demonic **escorts,** *then. In what way does that make sense? What kind of demon breaks out of Hell and decides to become a call girl?"*

"It's actually not a bad plan," Danielle said. *"They're targeting powerful businessmen. Get into bed with one, do a little brainwashing and blackmail, and next thing you know, you can get Wall Street to crash. Evil."*

"Ah. So, did you two win?"

Danielle shared a look with Brad before answering, "Sort of. There were way too many and we weren't prepared, so we ran."

Scott quirked an eyebrow, "So, how is that 'sort of' winning?"

She stood and walked to the car. "We didn't leave empty handed." When she popped the trunk, an older man sat up, his swearing muffled by the duct tape around his mouth. Everett wanted to comment that his suit probably cost more than the car did, but couldn't quite get the words out.

"Mr. Harrison, meet the rest of the team. Guys, meet our new intel source."

Unlike the undead, the things in this chapter were never human. Each type of spirit being comes from a realm (below) outside of our own world; e.g., every demon originates in Hell. The circumstances under which they can cross over into our physical plane vary; some have to be explicitly summoned, some can come and go freely, and so on. In all cases, killing one who has manifested here on Earth will not *necessarily* destroy it permanently; any spirit being *may* have enough of a connection with its home world to reform there if destroyed. (In game terms, this gives the GM an excuse to bring back a defeated spirit for dramatic reasons!)

Since our world is a tangible one, these creatures must assume a physical form while here. This doesn't mean that they're alive like us; in particular, their bodies are nothing more than their inner spirits solidified. While they *do* have the semblance of organs, bones, etc. at first glance, a closer examination will reveal that these systems don't actually *do* anything. Thus, nearly all spirit beings have Injury Tolerance (Homogenous), and when killed, their bodies simply disintegrate as their spirit departs.

It is possible, though rare, for a spirit being to abandon its home and assume a true physical form. (Some may also be *forced* to do so, such as outcast angels, pp. 16-17.) The required ritual depends on the type of spirit; details are up to the GM. In doing so, the being's body separates from its spirit, becoming flesh and blood. This will generally cause it to lose traits like Doesn't Breathe and Injury Tolerance; being severed from the home realm can *also* cause the loss of various supernatural powers. This is the assumption for demonic

and angelic champions; see *Why Aren't I This Tough?* (p. 3) for more on PC vs. NPC inhumans.

Beyond the Material World

If these spirit beings are real, it raises the question of where they come from. The default assumption is that at least a few different spirit realms exist, and that they correspond *roughly* to what most people think of as "Heaven," "Hell," etc. However, the campaign's cosmology is ultimately up to the GM, who may wish to change the names, add additional planes of existence, or even adapt a more complex system (e.g., as found in **GURPS Cabal** or **In Nomine**). For example, the GM might feel that in-betweeners are just demons with better connections, and stick them in Hell, and rule that Heaven doesn't exist because angels form spontaneously when needed. As long as he knows where each type of spirit being comes from, everything else is mutable.

> *There may be multiple hell dimensions, all horrible.*

The default realms are:

Heaven: Angels come from here. This may be the Abrahamic afterlife, it could be a "waiting room" between the true afterlife and Earth, or it may not correspond to *any* religious beliefs. Angels can see some of what's happening on Earth from here, but cannot influence events without coming to our world in person.

Hell: Demons call this place home. Although this realm is pliable enough to form connections to Earth easily, demons cannot leave it of their own volition (*Summoning a Demon,* p. 17). Hell may be where bad people go when they die, or it may function as more of a prison to keep the demons from overrunning reality. In some settings, there are *multiple* "hell dimensions," all horrible places.

Faerie: The various fae live here. The GM may wish to choose a more evocative name (e.g., Tír na nÓg, Sidhe, or Avalon); see **GURPS Faerie** for *many* options. Optionally, Faerie may be a vast system of underground caverns and tunnels, rather than another dimension.

The Spirit Realm: Many spirits can be found here, including the loa, in-betweeners, and just about any others who aren't angels, demons, or fae. In most settings, the Spirit Realm is not connected directly to Earth; traveling between the two requires traversing the Astral Plane (below). Because of this, the Spirit Realm is also known as the *Inner Astral Plane.*

The Astral Plane: Also known as the *Ethereal Plane* (or simply the *Ether*) this is a sparse realm that overlaps our own reality, populated by ghosts, astral projectors (p. 34), and spirits who have left the Spirit Realm (above) for some reason. Anyone in the astral plane can see and hear what's going on in the material world, while remaining invisible and intangible.

ANGELS

Angels are powerful beings created to serve the will of a higher power; Abrahamic believers consider them the direct servants of God. While it can be difficult for some heroes to think of an empowered angel as a "bad guy," consider the why such angels are traditionally sent to Earth:

Bearing a Message. This task is fairly innocuous, but it's also one in which the heroes are the least likely to encounter an angel . . . unless the message is for them!

Righteous Wrath. When one hasn't come to talk, it's generally here to *slaughter*. Many heroes are tempted to sit back when this happens, trusting that it's God's will . . . but they usually only do so once. Angels rarely seem to come to kill murderers or rapists – instead, the target may be an entire children's hospital or a single firefighter who's never even jaywalked. Compounding things, unbiased experts on the matter have documented cases of angels working at cross purposes – which means that either God regularly contradicts Himself, or some angels are taking matters into their own hands! Knowing this, few champions are willing to let innocents die, even if the executioner *does* have a halo.

Going Rogue. Rarely, an angel will feel so estranged from God that it comes to Earth of its own volition. Usually, its goals are either to bring on the apocalypse (often by trying to spark a war between the various supernatural factions) or to wipe out anyone or anything that it sees as "evil"!

Some angels manage to get kicked *out* of Heaven – usually through disobedience. These "outcast angels" are best used as NPCs instead of monsters; build one using the template in **Champions** (p. 51). One will be roughly as potent as a single champion in a straightforward fight, but can be far more influential and dangerous behind the scenes. *Many* suffer from Delusion ("I'm still doing God's will!"), and will interpret random stimuli as divine orders; these can be dangerous wildcards.

Motivation

Angels are terrifying, implacable foes. They represent The Stark Fist of Heaven, and they let nothing stand in their way. An angel's actual *mission* should generally be cryptic and morally confusing – it's never easy to tell the difference between Heavenly ineffability and the angel simply going rogue.

The angel rarely discusses its assignment at length willingly, though someone with **Spirit Empathy** may be able to get *some* information out of the creature.

A rogue angel is the worst of both worlds – as corrupt and ruthless as an outcast, but with the power and might of Heaven behind it. Fortunately, it's only a matter of time before it becomes outcast; if this happens, change ST to 20, reduce all other attributes by 2, and remove Extra Attack, Injury Tolerance (Damage Reduction), Regeneration, Terror, and Unkillable 1. This gives the heroes much better odds against it in a fight! Crusaders who want to accelerate this process can use **Prayer** to draw the attention of a higher power to the angel's actions.

Angel

Strong, fast, and filled with the might and power of Heaven, this may be the most dangerous foe a team of champions can face! It *can* be destroyed, but the heroes will need to work together and keep their wits. In combat, it wields an undroppable flaming sword, is fast enough to step two yards and attack four times per turn, takes 1/3 injury from all attacks, *and* heals 3 HP per second. Unlike some spirit beings, it *does* have to breathe, as "the breath is the life."

ST: 35	**HP:** 35	**Speed:** 8.00
DX: 16	**Will:** 25	**Move:** 11
IQ: 16	**Per:** 18	**Weight:** 100-200 lbs.
HT: 16	**FP:** N/A	**SM:** 0
Dodge: 12	**Parry:** 14	**DR:** 10 (Force Field)

Fright Check: -8

Flaming Sword (16): 4d+3 impaling (Reach 2) or 6d+4 cutting (Reach 1, 2) + follow-up 1d burning. Made as a Deceptive Attack (-2 to defend against).

Kick (16): 4d+7 crushing; Reach C, 1. Made as a Deceptive Attack (-1 to defend against).

Punch (16): 4d+6 crushing; Reach C. Made as a Deceptive Attack (-2 to defend against).

Traits: Appearance (Transcendent; Androgynous; Universal); Code of Honor (Angelic)*; Combat Reflexes; Detect Supernatural Beings and Powers; Divine Curse (Cannot act directly against God)*; Doesn't Eat or Drink; Doesn't Sleep; Fanaticism (Religious); Extra Attack 3; High Pain Threshold; Injury Tolerance (Damage Reduction 3; Homogenous; see p. 25); Immunity to Metabolic Hazards; Indomitable; Language (Adamic; Native); No Sense of Humor; Overconfidence (9); Regeneration (Instant); Shtick (Can hide wings under any clothes thicker than a T-shirt)*; Terror (Visual; -4 to Fright Checks); Unfazeable; Unkillable 1.

Skills: Broadsword-20; Fast-Draw (Sword)-18; Hidden Lore (Angels)-18; Intimidation-25; Judo-20; Karate-20; Occultism-15; Tactics-16; Theology (Abrahamic)-20.

Notes: Affected by Path of Spirit Magic. Neither has nor uses FP. Sterile. Vestigial wings.

* See ***Champions*** (p. 51) for details.

DEMONS

Demons are evil creatures, spawned from the depths of Hell, who revel in increasing the overall pain and suffering wherever they are. They particularly enjoy visiting Earth – a world with enough goodness to remain a challenge, yet corrupt enough to allow them to work freely. Fortunately for humanity, demons cannot leave Hell willingly; *un*fortunately, there are always novice casters stupid enough to summon them without any means to bind or control them (see below).

There is much variety (p. 19) among demons; no two are quite alike. In Hell, similar demons form clans, but on Earth, they are rare enough that each has an effectively unique set of abilities. The GM should adjust the appearance and abilities of his demons freely! The one thing that most have in common is that they are hideous monstrosities, which forces them to work with the evil and indiscriminate. Thus, an intelligent demon will work from the shadows, often as the power behind a human figurehead.

Some demons cannot take physical form, and instead exist as intangible spirits who act by possessing others. Model these as ghosts (pp. 4-6) with demonic motivations and weaknesses.

Summoning a Demon

*Demons are **easy** to summon.* As their home plane is mystically attuned to ours, only two effects are needed: Lesser Sense Spirit to find one and Lesser Strengthen Crossroads to set up a momentary gate. With the +10 energy for crossing dimensions, the spell only requires 15 energy – well within the range of most casters. Because there's no specific target (the subject is "any demon"), non-adepts take no "connection" penalties.

*Demons **want** to be summoned.* Demon-summoning grimoires are plentiful (+4 to any roll to find one) and cheap (usually half-price) . . . because most of them are written and distributed *by demons!* The summoning spell above is easy and unresisted because it merely opens a gate next to a demon, who then walks through *willingly*.

*Demons do **not** have to serve the summoner.* Most grimoires claim that a simple pentagram or sacred circle will contain a demon, or that each demon is bound to fulfill three demands upon being summoned. They *lie.* Once here, a demon is under no obligation to assist the caster, though one may stick around and *pretend* to serve if the summoner shows promise. Casters who know better *can* take some precautions, but even these aren't foolproof:

● Contact a specific demon ahead of time and bind it to a verbal contract *before* summoning it. This requires extended communication, often on the order of several days. Treat it as a normal negotiation (***The Mission,*** p. 15); the demon will only agree if the terms are reasonable (e.g., no contracts for indefinite servitude). Once finalized, the demon is bound to the *letter* of the contract, if not the spirit. The GM may wish to introduce a new **Law** specialty to cover this; see *Law (Demonic)* (below) for this option.

● Put up a ward (***Champions,*** p. 35) for spirit beings, and summon the demon into it. This only contains the demon while the ward lasts; a powerful demon may be able to smash right through it! In the meantime, the caster can negotiate with the demon (above) or try to enslave it magically (below) – though if this falls through, he'll likely have to attempt a banishment (*Weaknesses,* p. 18).

● Add a Control Spirit effect to the summoning ritual. (This is *not* possible with one of the cheap grimoires, as doing this changes the spell.) A Lesser effect can prevent the demon from harming the summoner (only), while a Greater effect forces servitude; either one also requires a duration. The resistance roll is resolved *after* the summoning, however – the caster won't know if the demon is enslaved until it arrives!

Law (Demonic)

As an *optional* rule, the GM may introduce this third Law specialty specifically to cover contracts between summoners and demons (or other spirit beings). If so, roll a Quick Contest of Law (Demonic) any time a demon tries to subvert an order; if the demon *wins,* it finds a loophole. Assume that a typical demon has Law (Demonic) at IQ+(1d-3). It is not available for starting champions (who shouldn't be summoning demons anyway!), and finding a teacher in play will be difficult. Most summoners must rely on a default: IQ-6, Hidden Lore (Demons)-4, Law (Criminal)-4, or Law (Liturgical)-2.

Supernatural Strengths

Demons are physically strong and *very* hardy. Their real strength is versatility, however. Every demon has its own set of special abilities (p. 19), which means the hunters will never know exactly what ace happens to be up a particular demon's sleeve.

Most demons are far too proud to use weapons, preferring to tear their enemies apart with their bare hands. If this assumption is changed, demons will do *significantly* more damage – a demon lord with a greatsword could swing it for 7d+2 cutting damage – and may need their ST reduced a bit to compensate.

Demons and Magic

Some demons have spellcasting ability (see pp. 19-20). They tend to be less physically imposing, but are capable of impressive magical effects. Because demons can draw upon their spiritual connection to Hell for power, their magic potential is *far* greater than that of an Earthbound caster; a demon with Magery has a mana reserve (***Champions,*** p. 36) equal to (10 × Magery) instead of (3 × Magery)!

In addition, such demons often possess certain "innate spells" – effects that can be invoked for a lower-than-normal energy cost. This energy can come from the demon's mana reserve, from FP or HP (its own or its allies'), etc. Alternatively, the demon it can accumulate it with the listed Path skill, just as for normal spells.

Weaknesses

All demons are vulnerable to holy attacks (**Champions,** p. 51) and banishment. Banishing a demon involves forcing it to return to its home plane, and is *much* harder than summoning one (p. 17), as the demon will not be a willing participant. Anyone with Mysticism *or* **True Faith** can use **Exorcism** to attempt a banishment; use the rules for removing a curse (**The Mission,** p. 23), with the following changes:

● Throughout the entire process, the banisher and the demon cannot be farther apart than the banisher's **Exorcism** skill in yards, *and* the two must retain an unobstructed view of each other. The same applies to any assistants.

● The exorcism is resisted by the *demon's* Will.

For faster banishments, apply the *Time Spent* rules on p. B346, or use **Prayer** to get a higher power involved directly.

A caster may instead attempt to relocate the demon back to its home plane using magic. This requires a Greater Create Crossroads effect (to open a connection) *and* a Lesser Control Spirit effect (to force the demon through it). Calculate range from the caster to the demon; there is no "crossing dimensions" energy surcharge. The demon resists normally.

In addition to these shared weaknesses, most demons have a *personal* weakness of some kind. The more powerful the demon, the more likely this is! Thus, once a demon's identity is known, it's a good idea to hit the library for some research (**The Mission,** p. 7). See the *Gear* vignette on p. 52 of **Champions** for one example.

Motivation

Demons are evil incarnate. They range from bloodthirsty monsters who want to cause as much physical pain as possible to subtle manipulators who try to enhance *general* suffering in the world. For flavor, the GM should assign each important demon a preferred *sin* – whether one of the Seven Deadly Sins or something less traditional (e.g., self-destruction or child abuse). This is the *type* of evil that it will attempt to invoke while here on Earth.

Weak Demon

This demon will always have *one* of the three "special" attacks listed (choose or roll 1d: 1-2 – Claws; 3-4 – Hooves; 5-6 – Horns), in addition to two or three abilities from *Demonic Variety* (p. 19). One or two weak demons per champion will generally make a good fight, though heroes who use guns or stabbing weapons will be at a relative disadvantage.

ST: 25	**HP:** 25	**Speed:** 6.00
DX: 12	**Will:** 14	**Move:** 6
IQ: 10	**Per:** 12	**Weight:** 100-200 lbs.
HT: 12	**FP:** 12	**SM:** 0
Dodge: 9	**Parry:** 10	**DR:** 5 (Tough Skin)

Fright Check: 0

Bite or Punch (14): 2d+3 crushing; Reach C.
Kick (12): 2d+4 crushing; Reach C, 1.
Special Claws (14): 2d+3(2) cutting; Reach C.
Special Hooves (14): 2d+6 crushing; double knockback; Reach C, 1.
Special Horns (14): 2d+6 impaling; Reach C, 1.

Traits: Appearance (Monstrous); Bloodlust (12); Bully (9); Callous; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Frightens Animals; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Homogenous; No Blood); Language (Demontongue; Native); Sadism (12); Selfish (9); Social Stigma (Monster); Vow (Always hold to the *letter* of a legal contract); Weakness (Holy attacks; 1d per minute).
Skills: Acting-12; Brawling-14; Hidden Lore (Demons)-10; Intimidation-14; Psychology-9; Tactics-9; Theology (Abrahamic)-8.
Notes: Affected by True Faith and Path of Spirit magic. Cannot use holy items. Sterile. Vestigial (if not functional) tail, horns, and wings.

Strong Demon

Roll for (or choose) its "special" attack, as for the weak demon, along with three to five *Demonic Variety* (p. 19) abilities. This demon usually has some sort of personal weakness; this can be elaborate, or as simple as "Injury Tolerance doesn't apply against one type of attack." A strong demon can hold its own against approximately two champions.

ST: 30	**HP:** 30	**Speed:** 7.00
DX: 13	**Will:** 16	**Move:** 7
IQ: 12	**Per:** 14	**Weight:** 100-200 lbs.
HT: 13	**FP:** 13	**SM:** 0
Dodge: 11	**Parry:** 12	**DR:** 10 (Tough Skin)

Fright Check: -4

Bite or Punch (16): 3d+2 crushing; Reach C.
Kick (14): 3d+3 crushing; Reach C, 1.
Special Claws (16): 3d+2(2) cutting; Reach C.
Special Hooves (16): 3d+6 crushing; double knockback; Reach C, 1.
Special Horns (16): 3d+6 impaling; Reach C, 1.

Traits: As for weak demon, plus Combat Reflexes and Extra Attack 1.

Demonic Variety

These abilities only represent those most *commonly* found among the damned; the GM should not hesitate to add new ones. The abilities for important demons should be chosen to work together intelligently, but for minor adversaries, the GM may roll randomly instead. To do so, roll one die, then a second die, and consult the appropriate result; e.g., 3 on the first die and 5 on the second means to use the **"3, 5"** ability. If the same result is rolled twice, or the demon already has the ability, reroll unless it *could* be applied twice (e.g., a leveled advantage).

1, 1 – 360° Vision.
1, 2 – Basic Speed +1.00.
1, 3 – Chameleon 5.
1, 4 – Channeling *and* Medium.
1, 5 – Clinging.
1, 6 – Compartmentalized Mind 1 (No Mental Separation*; Spellcasting only). (Reroll for demons without Magery.)
2, 1 – Danger Sense *and* Empathy.
2, 2 – Dark Vision.
2, 3 – Detect Life (Vague).
2, 4 – Detect Magic Use (Precise).
2, 5 – Detect Supernatural Beings.
2, 6 – Discriminatory Smell (Emotion Sense) *and* Tracking at Per+4.
3, 1 – Double-Jointed *and* Slippery 10.
3, 2 – Extra Arms 2.
3, 3 – Extra Attack 1.
3, 4 – Extra Head 1.
3, 5 – Enhanced Defenses 1 (All).
3, 6 – Enhanced Move 0.5 (Air) *and* Flight (Gliding; Small Wings).
4, 1 – Enhanced Move 1 (Ground).
4, 2 – IQ +1 (also raises Will, Per, and any relevant skills) *and* an extra +1 to Tactics.

4, 3 – Magic Resistance 3 (Improved) *and* Resistant to Psionics (+3).
4, 4 – Penetrating Voice *and* Terror (Audible; Takes Recharge, 15 seconds).
4, 5 – Psi Static.
4, 6 – Regeneration (Regular).
5, 1 – Silence 5.
5, 2 – Stretching 4 (Reduced Time 2).
5, 3 – Striking ST 5.
5, 4 – Unfazeable *and* Will +2.
5, 5 – Wild Talent 1.
5, 6 – *Armored:* +3 DR *and* remove Tough Skin limitation (or raise Hardened to 2, for demon lords).
6, 1 – *Caster:* For a weak or strong demon, add Magery 1, Thaumatology-13, and all Path skills at 13. For a spell-casting demon or demon lord, raise Magery, Thaumatology, *and* all Path skills by 2.
6, 2 – *Flame Breath:* Can breathe fire for 1 FP; damage is equivalent to a normal kick, but burning. Range 5 (Jet), use Brawling to hit.
6, 3 – *Passable:* Change Appearance to Ugly, remove Social Stigma, and add Unnatural Features 3 (for the horns, wings, and tail). With clothes and a hat, it can pass as human. If this result is rolled *twice,* raise Appearance to Handsome, remove the Unnatural Features, and make all unusual body parts (horns, etc.) switchable; this is one of the rare demons who *can* step into the spotlight!
6, 4 – *Poison Bite:* Can bite for impaling damage; those injured must roll HT-5 or take 1d toxic damage, then again every 10 seconds for one minute. Successful resistance at *any* point, or antivenin, stops the damage.
6, 5 – *Versatile:* Add a second "special" attack. (Reroll for demon lords.)
6, 6 – Reroll *twice,* applying both results.

* If one compartment is taken over (via Mind Control, Possession, etc.), they *all* are.

Skills: Acting-14; Brawling-16; Hidden Lore (Demons)-12; Intimidation-16; Psychology-12; Tactics-13; Thaumatology-12; Theology (Abrahamic)-11.
Notes: As for weak demon.

Spellcasting Demon

Although it is physically weak and lacks any "special" attacks, this demon's magical ability makes it fearsome. On its own, it is somewhat vulnerable, but adding one spellcasting demon for every three to five strong demons is a good way to beef up the threat level. It *will* draw energy (in the form of sacrificed FP or HP) from its allies! See *Demons and Magic* (p. 17) for an explanation of its innate spells.

The Paths and innate spells below are only a suggestion, the GM should feel free to customize them. In addition, the demon will have a variety of charms, both for its innate spells and for any effects the GM feels it's likely to use. Like the strong demon, it should also have three to five *Demonic Variety* (above) abilities.

ST: 20	**HP:** 25	**Speed:** 6.25
DX: 12	**Will:** 20	**Move:** 6
IQ: 15	**Per:** 17	**Weight:** 100-200 lbs.
HT: 13	**FP:** 20	**SM:** 0
Dodge: 10	**Parry:** 11	**DR:** 5 (Tough Skin)

Fright Check: -4

Bite or Punch (14): 2d crushing; Reach C.
Kick (12): 2d+1 crushing; Reach C, 1.
Innate Spell: Curse (15): Subject must resist with the better of HT or Will or suffer a -3 penalty on all attack rolls for the next 30 minutes; 15 energy. (Uses Path of Chance.)
Innate Spell: Fireball (15): 3d burning for 8 energy; every +1d damage costs +1 energy. Can be dodged. For 1.5× the energy cost, it becomes explosive. (Uses Path of Energy.)
Innate Spell: Stun (14): Subject must resist with the better of HT or Will or be stunned for one turn, after which he can roll against Will at the beginning of each turn to snap out of it; 8 energy. (Uses Path of Mind.)

Traits: As for weak demon, plus Combat Reflexes, Magery 3, and Ritual Adept.
Skills: Acting-14; Brawling-14; Hidden Lore (Demons)-15; Innate Attack (Projectile)-15; Path of Body-14; Path of Chance-15; Path of Crossroads-15; Path of Energy-15; Path of Magic-15; Path of Matter-13; Path of Mind-14; Path of Spirit-12; Path of Undead-12; Psychology-14; Tactics-14; Thaumatology-16; Theology (Abrahamic)-13.
Notes: As for weak demon.

Demon Lord

Demon lords have *all* of the attacks listed below, and will have at least half a dozen abilities from *Demonic Variety* (p. 19). This is a big, bad, boss of a monster, one that the entire team will likely have to focus on to bring down. (Of course, it will usually be surrounded by lesser demon minions.) In combat, it can take on several opponents, and whoever it hits is likely to go down!

ST: 40	**HP:** 40	**Speed:** 8.00
DX: 15	**Will:** 22	**Move:** 9
IQ: 14	**Per:** 16	**Weight:** 150-450 lbs.
HT: 16	**FP:** 20	**SM:** 0 or +1

Dodge: 12 **Parry:** 13 **DR:** 15 (Hardened 1)

Fright Check: -7

Bite or Claws (16): 4d+4(2) cutting; Reach C (SM 0) or C, 1 (SM +1). Made as a Deceptive Attack (-1 to defend against).
Hooves (16): 4d+9 crushing; double knockback; Reach C, 1.
Horns (16): 4d+9 impaling; Reach C-2. Made as a Deceptive Attack (-1 to defend against).
Innate Spell: Curse (16): As for spellcasting demon.
Innate Spell: Fireball (17): As for spellcasting demon.
Innate Spell: Stun (14): As for spellcasting demon.

Traits: As for weak demon, plus Combat Reflexes, Extra Attack 2, Magery 5, Magic Resistance 5 (Improved), Recovery, Regeneration (Fast), Resistant to Psionics (+3), and Ritual Adept.
Skills: Acting-16; Brawling-18; Hidden Lore (Demons)-16; Innate Attack (Projectile)-17; Intelligence Analysis-14; Intimidation-22; Path of Body-14; Path of Chance-16; Path of Crossroads-16; Path of Energy-17; Path of Magic-15; Path of Matter-13; Path of Mind-14; Path of Spirit-12; Path of Undead-12; Psychology-14; Tactics-16; Thaumatology-17; Theology (Abrahamic)-16.
Notes: As for weak demon.

SKIN-CHANGERS

In its natural state, this in-betweener (p. 21) appears to be a human whose skin has been completely removed – a sickening display of undulating muscle tissue, glistening with blood. It keeps a collection of skins stored inside liquid-filled jars. Most skin-changers have a large collection, consisting primarily of average folks and animals, but with a few important people whose identities the monster has managed to keep up.

When it wishes to assume a new form, it puts on the skin; its body contorts to fill it out. Removing or donning a skin takes 30 seconds.

Harvesting a new skin requires the victim to be killed with as little trauma as possible. *Fatigue* and *toxic* damage are safest. Likewise, the victim can take up to (his HP) in penetrating *crushing* damage before the skin is ruined. However, any other type of attack leaves obvious marks that cannot be fixed. It takes the in-betweener an hour to skin the victim, and then a total of 16 hours to prepare the skin.

A skin-changer is a crafty foe. It can appear as almost anybody, giving it the element of surprise. In addition, at least one of those forms is usually someone with connections and social standing; when the monster you're hunting is also the chief of police, things can get . . . tricky.

Wearing a Skin

A skin-changer can adjust to fill out the skin of a person or an animal of 1/10 to 10 times its own weight. It keeps its normal statistics, but temporarily gains any physical advantages and disadvantages that are inherent to its new form; e.g., when wearing an albatross skin, it gains Disturbing Voice, Flight, and No Fine Manipulators.

The change is obvious while happening, but once the skin is in place, it becomes very difficult to spot the impostor! Roll a Quick Contest of the suspicious person's **IQ, Body Language,** or **Observation** against the skin-changer's Acting. The investigator must *win* or *tie* to detect the impostor.

Modifiers: +10 to the *observer's* roll if closely acquainted with the deceased (e.g., lovers or siblings); +5 for good friends or regular associates; no modifier for casual acquaintances; -5 if only familiar with the victim via security footage, a single brief encounter, etc.; or *automatic failure* for never having met or observed the victim while alive. The *skin-changer's* roll is at no penalty if it spent several days stalking its victim before killing him; if not, it takes from -1 (for a full day of observation) to -5 (for none at all).

Physical examination will reveal nothing – the monster mystically takes on the complete form of the victim, down to the DNA and internal structure. However, someone familiar with in-betweeners (at least 1 point in **Hidden Lore (Free Spirits), Lore!,** or **Theology (Voodoo)**) *may* be able to detect the scent of the liquid used to preserve and store the skin.

> *Willow: So we're looking for a beastie.*
>
> *Giles: That, uh, eats humans whole, except for the skin.*
>
> *Buffy: This doesn't make any sense.*
>
> *Xander: Yeah, the skin's the best part.*
>
> *– Buffy the Vampire Slayer #2.20*

This requires approaching within one yard, as the scent does not linger, and making a successful Smell roll at -7. **Discriminatory Smell** adds its usual +4 *and* allows a distant attempt, at -1 per yard past the first.

The skin-changer's Regeneration extends to the skin it wears; it will even regenerate damage from acid or fire. Those familiar with in-betweeners (as above) *can* make a special concoction to ruin a skin in use; this requires $50 in assorted ingredients, an hour of work, and a successful roll against **Hidden Lore (Free Spirits)** at -3, **Naturalist** at -5, or **Lore!, Medic!,** or **Pharmacy (Herbal)** at no penalty. (Failure wastes the time and ingredients; critical failure inflicts 1d corrosion damage.) This produces a half-pint of noxious fluid, which can be stored in a balloon or bottle, much like holy water. For most living targets, this goo does 1 point of corrosion damage per second for the next 2d seconds; DR protects normally. But if thrown on a skin-changer, it causes the skin it's wearing to begin drying and flaking, ruining it forever. (Smart hunters will *not* try this in public; even if successful, it will still *look* like they just threw acid on an innocent person!)

Motivation

Each skin-changer (like all in-betweeners, below) is consumed by the need to experience one specific emotional sensation in its victims. This is represented by Uncontrollable Appetite in the statistics below; most need to "feed" at least twice per month. There are *countless* possible sensations that can drive a skin-changer; the following are only examples.

Loss. The monster may murder its victim's loved ones in front of him.

Mass Murder. Rarely, a skin-changer prefers quantity over quality, craving the death of 20+ victims at once.

Suicide. It will secretly destroy a victim's life until he's driven to this.

Torture. A direct method, usually involving kidnapping and intense, prolonged pain.

Violence. Convincing a victim to commit serious violence against *others*.

One constant is that the sensation must be a *powerful* one – no skin-changer feeds on disappointment or boredom. Adding death to the equation is usually enough

amplification; e.g., no skin-changer craves mere lust, but some feed from victims dying at the moment of sexual release.

Skin-Changer

This is the monster's natural form; when changed, ignore the Appearance. It will usually also have various social advantages when wearing particular skins. Its defensive abilities – from ignoring survival rolls to healing 2 HP per second – allow it to survive *many* attacks. In an open fight, one skin-changer *with* a good weapon is a fair match for about two champions. However, a skin-changer is more likely to fight by proxy, or to make sneak attacks, than to engage in a straight-up brawl.

ST: 25	**HP:** 25	**Speed:** 8.00
DX: 16	**Will:** 18	**Move:** 8
IQ: 15	**Per:** 15	**Weight:** 90-150 lbs.
HT: 16	**FP:** 16	**SM:** 0
Dodge: 12	**Parry:** 13	**DR:** 3

Fright Check: -5 (only in natural form or while changing)

Bite or Punch (16): 2d+3 crushing; Reach C. Made as a Deceptive Attack (-1 to defend against).
Kick (16): 2d+4 crushing; Reach C, 1.
Weapon (16): A firearm, or melee weapon based on damage 2d+2/5d-1.

Traits: Appearance (Horrific); Combat Reflexes; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Empathy; High Pain Threshold; Injury Tolerance (Homogenous); Morph (Requires skin); Regeneration (Instant); Sadism (9); Uncontrollable Appetite (12); Unkillable 1.
Skills: Acting-18; Brawling-18; Diplomacy-15; Fast-Talk-16; Intimidation-18; Surgery-16; Veterinary-16; Wrestling-17. Most have a few ranged and Melee Weapon skills at DX level (16) or better.
Notes: Affected by Path of Spirit magic. Sterile.

In-Betweeners

In-betweeners are often confused with demons (pp. 17-20), and there are some similarities – especially the pain and suffering that both types of monster unleash upon the earth. But where demons consciously and actively serve a greater evil, in-betweeners are self-motivated (and *supremely* selfish). They are sociopaths, moving from human to human, always seeking a fix; see *Motivation* (under *Skin-Changers,* above) for details.

In-betweeners are created by the dark loa known (informally) as the Corruptors. They don't seem to work for these loa *actively* – they don't perform tasks, kill specific threats, etc. – but instead spread darkness through their very existence.

There are many varieties of in-betweeners; the skin-changers are merely the most iconic. Several resemble lycanthropes (pp. 24-28), but instead of shifting between human and animal form, they can shift from human (in appearance) to animalistic humanoid. For example, a "cat person" can look like a normal person or a person with fur, claws, pointed ears, and sharp teeth. Others resemble brutish, thick-limbed humans with remarkable strength. The GM willing to look into real-world Voodoo beliefs will discover a *wealth* of potential in-betweener enemies!

*Everett danced to the side, avoiding the werewolf's claws, but unable to bring his axe to bear before the creature was already out of reach. About a dozen yards away, Brad and Scott were firing round after round of silver bullets from their silenced pistols. The bright night sky lit up the entire park. "At least there's **one** good thing about a full moon," he muttered.*

The wolf pack continued to circle irregularly, ducking and weaving in and out of cover to make themselves difficult targets, then leaping to attack at random intervals. "No, not random," Everett mused out loud, "just instinctive cycles." His mind raced as he tried to calculate a pattern in their movements. Nothing simple worked, but if he assumed multiple variables . . .

Suddenly something rubbery (a balloon?) crashed into his shoulder, and he was soaking wet. He looked up, and spotted three were-eagles circling. Everett cursed. Though the team hadn't realized multiple packs were working together, he should've been on the alert for it. But what was this supposed to accomplish? It smelled like gasoline . . . maybe lighter fluid?

A loud roar got his attention. He spun around just in time to see a huge bear step out of the thicket, its fur matted down with liquid. With effort, it dragged a matchbook across its cheek. The matches flared, and a moment later, the beast self-immolated. With another roar, it charged at Everett.

*"So **that's** the plan," he mused, before he recovered his senses and started running like crazy.*

Though considered "monsters," the creatures here are 100% flesh, blood, and bone. This doesn't necessarily make them *natural*, however! Some have been twisted and mutated in some way, until they've become true freaks of nature. Others are clearly supernatural, such as the lycanthropes, with their strange vulnerability to silver.

There are advantages to fighting a flesh-and-blood foe, as opposed to one whose body is an animated corpse (see Chapter 1) or an ectoplasmic construct (see Chapter 2). First, your foe is vulnerable to at least some environmental issues; e.g., while a pack of vampires can fight underwater or flood their home with tear gas, a pack of werewolves needs clean air. Additionally, the existence of bones and muscles means you can cripple limbs, target vitals, etc. Finally, if something is *alive*, then by definition, doing enough damage to it *can* eventually kill it . . . and kill it *for good*.

ALBINO ALLIGATORS

Yes, the urban legends are *true* – and all of those city kids flushing their pet baby alligators down the toilets have a *lot* to answer for. Most gators don't survive the trip into the sewers,

but the few strong enough to do so eventually find a mate. The noxiousness of the sewers, combined with an extreme application of "survival of the fittest," ensures that their offspring grow up *huge,* though stark white and nearly blind.

These creatures target via Discriminatory Hearing and Vibration Sense, not sight, and are at no disadvantage to move through the water. This is in contrast to most hunters, for whom knee-deep sewer water is typically a -2 environment (**The Mission,** pp. 30-31). The watery surroundings also pose also poses a drowning danger, especially if the gator can grab a hold of its prey and drag it under! To prevent this, a hero can wait until the beast closes its jaws (*before* it has latched onto someone, that is!), then grapple the mouth at -1 (including modifiers for SM, timing, and hit location) to hold it shut; if so, the gator uses only 1/4 of its ST when rolling to break free.
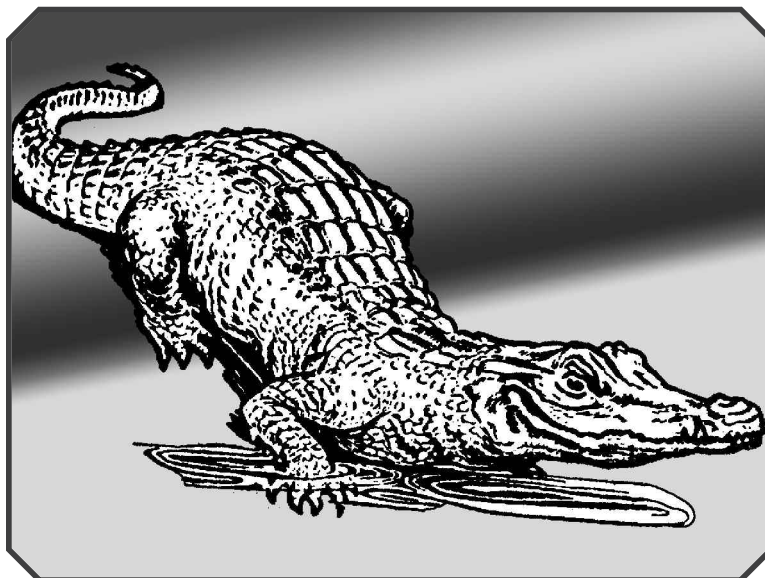
Motivation

A gator that has recently eaten wants to be left alone. A hungry gator wants to eat. Either way, these beasts are cranky (-4 to all reaction rolls). Albino alligators are primarily a "surprise" threat to encounter when tracking zombies, demons, etc., into the sewers. (They don't eat undead or spirit beings, only living flesh, allowing such monsters to coexist.) Sometimes one will come out into the open, however – especially if its home environment is destroyed or made uninhabitable.

Heroes with **Animal Handling (Reptiles)** can roll a Quick Contest vs. the gator's Will to try to calm it down. This roll is at a base -3 unless the handler has **Animal Empathy,** and at a further -5 if attempted in the middle of a fight.

Victory by 1-4 means the alligator does not attack (or stops attacking, if it was), while victory by 5+ allows the handler to lead the creature to a new area (e.g., away from bystanders, into a cage). On a tie or loss, make a reaction roll for the gator (at its usual -4).

Albino Alligator

An albino alligator can bite *and* whip with its tail on the same turn, at no penalty. Anyone it bites (up to SM +3) is automatically *grappled;* treat this as a two-handed grapple for the purpose of breaking free. After that, it can worry for full biting damage (no roll needed) *or* attempt a Quick Contest of ST, with victory pulling the victim underwater!

The specimen here is about 20' long. A smaller or larger gator would have proportionately weaker or stronger statistics. Approximately one alligator for every two or three champions is a fair fight *in the sewers;* on dry land under a bright sun, one-to-one odds are more appropriate.

ST: 45	**HP:** 45	**Speed:** 7.00
DX: 13	**Will:** 10	**Move:** 8 (see Traits)
IQ: 4	**Per:** 13	**Weight:** 1,200-1,500 lbs.
HT: 14	**FP:** 14	**SM:** +3
Dodge: 11	**Parry:** N/A	**DR:** 8 (see Notes)

Fright Check: -4

Bite (13): 5d-1 cutting; Reach C-2. Counts as a grapple; see description above.
Tail Whip (13): 5d+5 crushing; Reach C-3 (rear), C-2 (either side), or C (front).

Traits: Amphibious; Bad Sight (Nearsighted); Born Biter 1; Cold Blooded (50°F); Combat Reflexes; Discriminatory Hearing; Enhanced Move 1 (Ground; Costs Fatigue, 1 FP per second; Move 8/16); Extra Attack 1 (Only to bite and whip simultaneously); Nictitating Membrane 2; Quadruped; Vibration Sense (Water); Wild Animal.

Skills: Swimming-16; Urban Survival-13.
Notes: Vision rolls at an extra -4 in full daylight. Its eyes and vitals are only DR 2, but in most situations the attacker must be *underwater* to target the vitals.

CHUPACABRAS

These "goat suckers" are named appropriately; they feed from a diet of mammalian blood, but with a strong preference for that of goats. It's rare for a chupacabra to attack a human, but once one has tasted human blood, it's *much* more likely to attempt it again.

Physically, a chupacabra is a humanoid, roughly the size and shape of a 10-year-old child, but with a wiry, muscular physique and digitigrade legs (like a dog's). It is covered in mottled-gray fur which helps it blend into the shadows at night. Six-inch fangs protrude from its mouth; these are actually hollow "puncture tubes," designed to pierce its prey's arteries – a single chupacabra can drain a goat of all its blood in under 10 seconds.

Their beady, yellow eyes show a gleam of intelligence. Chupacabras are approximately as smart as monkeys or apes, but are better at turning this capacity to being sneaky and cunning than to forming social groups and using tools. Treat them as IQ 5 for anything requiring complex or long-term planning.

Motivation

Chupacabras travel in packs, avoiding urban areas and focusing on the outskirts of civilization. They use their Discriminatory Smell to detect prey at a fair distance. They typically hunt farm animals, but pets are common targets as well. If they smell actual *blood,* roll for their Uncontrollable Appetite; otherwise, they'll wait until it's dark, then send one scout to map out a safe attack route. When the scout, the entire pack descends upon its prey, quickly overwhelms and drains them, then retreat into the night.

Cryptids

Albino alligators (pp. 22-23) and chupacabras (above) are just two examples of *cryptids* – animals that are not recognized by taxonomists or believed in by the general populace. There are *countless* cryptids in the world, though most are either unknown or considered urban legends. They can be loosely classified into two groups:

Mutants: These are twisted versions of natural animals. They may be larger and stronger than their normal cousins (e.g., the albino alligators), be frighteningly smart (e.g., a collective of raccoons with human intelligence), possess some sort of unique ability or supernatural gift (e.g., peacocks whose feathers can hypnotize observers), or have some other freakish aspect that sets them apart. Anyone possessing an **Animal Handling** specialty for the "normal version" of the cryptid can attempt to use it to calm or control the beast, but at a penalty from -2 to -6 depending on just how different

the cryptid is. **Animal Empathy** negates this penalty, unless the GM rules otherwise.

Unique Species: These cryptids aren't directly related to any known animal, but are instead their own branch of the evolutionary tree. Examples include the chupacabras (clearly mammalian, but without a resemblance to any other species) and yeti (likely primates, but evolved differently from humans). No normal **Animal Handling** specialty includes these creatures, though the GM may certainly let heroes learn unique ones; e.g., Animal Handling (Chupacabras).

In either case, champions with **Animal Empathy** can attempt to use Influence skills (p. B359) on the creatures for a better reaction. Any attempt to use **Animal Handling** or an Influence skill requires one second (a Concentrate maneuver, if it matters), and is always at an *extra* -5 if attempted in the middle of combat!

Chupacabra

Although one of the easier opponents a team might face, chupacabras have steel-hard, hollow fangs that can puncture armor as easily as flesh. In combat, they will fight defensively, clawing and retreating, until one has a chance to grapple a foe (preferably from behind!) and sink its teeth in. Each hero should be able to face two or three chupacabras.

ST: 21	**HP:** 21	**Speed:** 6.50
DX: 12	**Will:** 12	**Move:** 8
IQ: 6	**Per:** 13	**Weight:** 85-125 lbs.
HT: 14	**FP:** 14	**SM:** 0
Dodge: 10	**Parry:** N/A	**DR:** 2 (Tough Skin)

Fright Check: +1

Bite (14): 2d+3(3) impaling; Reach C. If done after a grapple, the chupacabra automatically causes an additional 1d of injury per turn (from blood loss) until the victim breaks free.

Claw (14): 2d+3 crushing; Reach C.

Grapple (14): Reach C. Holds on with effective ST 23. Sometimes made as an All-Out Attack (Determined) launched as a Deceptive Attack (-2 to defend against); effective skill remains 14.

Traits: Combat Reflexes; Danger Sense; Discriminatory Smell; Fur; Infravision; Striking ST 4 (Bite only); Uncontrollable Appetite (Goat blood) (6); Uncontrollable Appetite (Any other blood) (12); Wild Animal.

Skills: Brawling-14; Camouflage-9*; Stealth-13*; Wrestling-14.

* +2 in shadows, due to its mottled fur.

Lycanthropes

A lycanthrope (also known as a "were") is a human who's been cursed to switch between his normal form and that of an animal. Most are not in control of this change; they transform in response to certain stimuli, such as on the three nights of the full moon or upon feeling strong emotions.

When it *does* happen, the transformation takes one second; in combat, treat it as a Ready maneuver if voluntary, or a Do Nothing maneuver if not. There is no absorption of clothing or equipment – a were resuming human form generally does so naked!

To avoid confusion, this text uses "it" to refer to the lycanthrope as a whole or to its animal side, and "he" to refer specifically to its human side.

Creation

Lycanthropy is contagious; only the fact that most weres devour their prey keeps it from spreading out of control. Anyone who is injured by a lycanthrope's bite or claws and survives the fight must roll 3d for the infection at the end of the day. If this roll is less than the amount of injury he took, he has become infected. Note the degree by which the infection roll succeeded; e.g., if he took 17 points of injury and and rolled a 9, the infection roll succeeded by 8.

The change does not happen right away; it only takes hold on the *next* full moon. Thus, someone infected on the middle night of the full moon has 27 days until he becomes a were, while someone infected the day before the full moon has only 24 hours. Until that happens, the victim can still be treated. The healer must possess both **Esoteric Medicine** and **Hidden Lore (Lycanthropes);** roll against the *lower* of the two skills.

Modifiers: A modifier equal to (the victim's HT - 10); a penalty equal to the degree by which the original infection roll succeeded; -5 if this is attempted without an esoteric kit. The GM may add an additional penalty (from -1 to -5) to resist the curse of an especially powerful were.

The process takes 1d hours. If successful, the victim is cured! If not, further attempts are at a cumulative -2, whether tried by the same healer or a new one.

If left untreated, the victim automatically changes into the same type of animal as his sire at the beginning of the next night with a full moon. At this point, do *not* use the rules above to heal him! He is beyond normal help; see *A Fate Worse Than Death* (**The Mission,** p. 31) for more.

Curse in Reverse

Lycanthropes lack Immunity to Metabolic Hazards, which means that one *can* become a vampire, zombie, etc. If this happens, the were immediately loses his Alternate Form. Becoming undead "kills" the ability to transform – use only the were's human form when determining the statistics for the newly created monster.

Self-Control

A lycanthrope that has just experienced its first change is always feral. Over time, it *may* learn to control itself, but this is not a given! The GM should decide what level of self-control a specific were has.

Feral

Not only is the change beyond the lycanthrope's control, it lacks personal self-control in *either* form! As a human, he will be dim-witted, violent, irrational, and bestial – incapable of functioning in society. If provoked, angry, hungry, etc., he must make a Will roll to avoid assuming animal form. During a full moon, or if he ever fails a self-control roll, he *automatically* transforms. As an animal, it doesn't even realize that it has a human side; it is motivated by primal urges, has a strong taste for human flesh, and would not hesitate to kill one of its human side's loved ones.

Once changed, it will typically kill and eat several victims over the course of the late evening, before finding a safe place to rest for the night. It will awaken, returned to human form, late the next morning.

This is the default for all of the statistics on pp. 26-27. It describes 80% of all weres.

Semi-Feral

The were has some small measure of control. As a human, he can tolerate being around others, though everyone who knows him will describe him as angry, off-putting, and a bit crazy. He still cannot *voluntarily* switch forms. If he ever fails a self-control roll by more than 3, he transforms into an animal; similarly, he still transforms automatically during the full moon. As an animal, it is vaguely aware of its double-life; it behaves like a beast, but if given a choice between two victims, it will attack the one its human side is less fond of. It will resume human form after a night of sleep.

Remove Bestial from the human side. For both human *and* animal, raise IQ (but not Will or Per) by 2, and improve the self-control numbers for Bad Temper, Berserk, Bloodlust, and Loner by one step, to a maximum of 15. This category describes 19% of all weres.

Semi-Rational

The human and animal sides are beginning to work together. As a human, he can blend into society, as long as no one gets to know him *too* well. He can attempt a voluntary transformation; this requires a successful Will roll. Whenever he fails a self-control roll by 3 or more, he must make a Will roll to avoid transforming. During the full moon, he automatically becomes an animal. As an animal, it is influenced equally by its animal instincts and its human mind. If it transformed voluntarily, it may transform back with another Will roll; otherwise, it will return to human form after a night of sleep.

Remove Bestial from the human side. For both human *and* animal, raise IQ (but not Will or Per) by 4. If any of Bad Temper, Berserk, Bloodlust, or Loner has a self-control number of 12 or 15, *remove* it; otherwise, improve their self-control numbers by two steps, to a maximum of 15. This category describes 0.9% of all weres.

Rational

The lycanthrope has achieved inner harmony. It's still likely to be a bad guy – but because it has evil plans in motion, not because it's randomly murdering people! He can mesh with society without raising suspicion. It may transform back and forth between forms at will, with no roll needed, and can even attempt an *instant* transformation; this costs 2 FP and requires a HT-2 roll. Failure means it must take a Do Nothing maneuver that turn.

The only thing that can make him change involuntarily is the full moon, but he can make a Will roll (at -2 for Lunacy) every two hours to avoid changing. (If he *does* change for the moon, he remains that way until a night of sleep.) Its animal mind is almost identical to its human mind; it is capable of acting rationally, within the limits of its disadvantages.

Remove Bestial from the human side. Raise the human IQ by 4 and the animal IQ by 6. If any of Bad Temper, Berserk, Bloodlust, or Loner has a self-control number of 12 or 15, *remove* it; otherwise, raise their self-control numbers to 15. This category describes 0.09% of all weres.

Completely Rational

This is the state that describes PC lycanthropes (*Champions,* p. 50). It should be reserved for the good guys, both because such weres are *extremely* rare (0.01% or less) and because bad guys should be at least a *little* bit crazy.

Injury Tolerance

Many of the creatures here make liberal use of Injury Tolerance (p. B60), to better serve as a challenge to the hunters. *Unliving* suits not only the undead, but also anything that can ignore damage to its organs and muscles, while *Homogenous* and *Diffuse* are reserved for monsters with no meaningful internal structure at all. For convenience, the wounding modifiers for each are summarized below; hit location does not affect this except as stated.

Damage Type	Unliving*	Homogenous	Diffuse†
Cutting (cut)‡	×1.5	×1.5	2 HP
Impaling (imp)	×1	×1/2	1 HP
Small Piercing (pi-)	×1/5	×1/10	1 HP
Piercing (pi)	×1/3	×1/5	1 HP
Large Piercing (pi+)	×1/2	×1/3	1 HP
Huge Piercing (pi++)	×1	×1/2	1 HP
All Others‡	×1	×1	2 HP

* The modifier shown does *not* apply to skull or vitals hits unless the target also has *No Brain* or *No Vitals,* respectively. Use the standard ×4 for skull injuries, and ×3 (impaling or piercing) or ×2 (tight-beam burning) for vitals injuries.

† Injury is limited to the threshold shown. This does not apply to area-effect attacks (e.g., explosions), which do full damage.

‡ When attacking the neck (unless the foe has *Diffuse* or *No Neck*), cutting attacks have a wounding modifier of ×2, while crushing and corrosion are ×1.5. Corrosion also gets ×1.5 when attacking the face.

Quick 'n' Dirty: If the GM doesn't have access to this table or p. B380, he can approximate the results by applying the normal impaling or piercing injury wounding modifiers, then dividing by three for *Unliving* or by five for *Homogenous.*

Damage Reduction

Some especially tough foes have a new type of Injury Tolerance: *Damage Reduction.* Divide all injury taken by the level of Damage Reduction; round down, to a minimum of 1 HP. This is cumulative with any existing wounding modifier – e.g., a foe with Injury Tolerance (Damage Reduction 2; Unliving) would take ×1/10 injury from a small piercing attack, ×1/2 from an impaling attack, and ×2 from an attack to the skull. This is often restricted to injury taken from one particular source; e.g., a demon with Injury Tolerance (Damage Reduction 3; Limited, Fire) would take 1/3 injury from fire attacks (only).

Strengths and Weaknesses

The moment a lycanthrope is injured, its body begins healing the damaged tissue, which makes it very hard to put down. In game terms, this is both Regeneration *and* Injury Tolerance (Unliving); see p. 25 for more on the latter. This applies to all damage, even that caused by burns, acid, etc., but *silver* poses a special problem.

Weapons or bullets made of pure silver cause 3× normal injury to a lycanthrope. Weapons *coated* with silver inflict 2× the injury. This is cumulative with other wounding modifiers, including that for Injury Tolerance (Unliving).

Example: A commando shoots a weretiger with a 4d pi+ silver bullet; after subtracting DR, 10 points of damage penetrate. This is multiplied by 3 (to 30) for being a silver bullet, then multiplied by 1/2 (to 15) due to Injury Tolerance (Unliving). The lycanthrope loses 15 HP from the injury.

Injury from silver attacks should be tracked separately, as the were's Regeneration does not apply to it. Any HP lost to silver *will* eventually heal, but only as fast as a human can heal a normal wound.

All weres, even the feral ones, fear the taste of silver. Against opponents attacking with silver weapons, they will usually retreat, escaping to fight another day. (*Exception:* One that has failed its Berserk roll cannot retreat or stop fighting.) This can easily turn into a chase (***The Mission,*** pp. 11-12)!

Adjusting Power Levels

The statistics below are for a typical, experienced, adult lycanthrope. For a younger, weaker one, reduce ST by 20%; lower DX, IQ, and HT by 1; reduce DR by 2; drop Regeneration from Instant to Fast; and raise Vulnerability to ×4. Such a were will take ×3 damage from silver-coated weapons.

For an alpha male or similarly powerful were, increase ST by 30%; apply +2 to DX, +1 to IQ, and +2 to HT; add Injury Tolerance (No Brain; No Vitals); increase DR by 2; and lower Vulnerability to ×2. Its brain and vital organs can regenerate *so* quickly that they no longer represent weak points! Alpha males take only ×1.5 damage from silver-coated weapons.

When making these adjustments, remember to apply the appropriate changes to secondary characteristics, such as Will and Basic Speed.

Motivation

As opponents, most lycanthropes are feral or semi-feral (*Self-Control,* pp. 24-25), and spend much of their time in animal form. They ferociously guard whatever they think of as their territory, stay out of sight as much as possible, and devour prey (often human!) when they get hungry. As they become more rational, were opponents become smarter in their predations and more likely to think of grand schemes befitting a proper bad guy.

Lycanthropes who are able to track down others like themselves often form small packs or large clans. These collectives work like street gangs, where all of the members watch each other's backs and work hard to keep their territory secure.

In modern fiction, vampires and lycanthropes often hate each other. There is rarely a convincing reason for this, though it does add tension and a political aspect to such stories. The GM who likes this idea may rule that both "races" share a mutual Intolerance of each other.

Werebear

The werebear is the powerhouse of the lycanthrope world. It's the size of a black bear, though significantly stronger and faster. In combat, it will rely on its sheer power and the fact that it heals 3 HP per second. If it thinks it has an advantage over its foe(s), it will favor All-Out Attack (Double), trusting in its ability to soak damage.

A feral werebear is a fair fight for one champion armed with silver weapons, or two to three armed only with normal ones. Werebears smart enough to use a branch as a club are considerably more dangerous; pit each monster against one to two heroes with silver, or three to four without.

These statistics are for the lycanthrope's *animal* form; see p. 28 for its human form.

ST: 30	**HP:** 30	**Speed:** 7.50
DX: 14	**Will:** 12	**Move:** 8
IQ: 5	**Per:** 13	**Weight:** 300-400 lbs.
HT: 16	**FP:** 16	**SM:** 0
Dodge: 11	**Parry:** 12	**DR:** 7 (Tough Skin)

Fright Check: -3

Bite (16): 3d+2 cutting; Reach C.
Claw (16): 3d+5 crushing; Reach C.
Improvised Club (13): Based on Damage 3d/5d+2.

Traits: Animal Empathy; Bad Grip 1; Bad Temper (6); Berserk (12); Bestial; Bloodlust (9); Cannot Speak; Combat Reflexes; High Pain Threshold; Fur; Ham-Fisted 2; Immunity to Transformation; Infectious Attack; Injury Tolerance (Unliving); Lunacy; Regeneration (Instant; Not vs. silver); Semi-Upright; Vulnerability (Silver ×3).

Skills: Axe/Mace-15; Brawling-16; Broadsword-15; Intimidation-16; Survival (local terrain)-13; Stealth-13; Swimming-16; Wrestling-14.

Notes: Improvised weapon skill *includes* -2 from Bad Grip; do not add it again. Move halved unless on all fours.

Were-Eagle

Were-eagles are not all that dangerous in a fight, but they can offer unmatched support and surveillance! A team hunting a mixed clan of lycanthropes must be careful not to be spotted and tracked by these aerial weres. Each can see anything within 200 yards on a 16 or less (if in plain sight), and can "zoom in" on someone as if he were approximately 1/50 as far away as he actually is.

Physically, they resemble huge bald eagles, weighing three times as much as the largest normal specimens, and with about 1.5× the wingspan. They can travel at over 100 mph when necessary, and scream a warning as loud as a gunshot. In a fight, they will use skill over strength, targeting unarmored hit locations exclusively. They have a step of two yards while airborne, allowing them stay well out of the reach of most melee weapons.

In a fight, a champion with silver weapons can face two were-eagles; without them, a one-to-one ratio is more fair.

These statistics are for the lycanthrope's *animal* form; see p. 28 for its human form.

ST: 17   **HP:** 17   **Speed:** 8.25
DX: 17   **Will:** 12   **Move:** 16/64 (Air) or 8 (Ground)
IQ: 5   **Per:** 13   **Weight:** 50 lbs.
HT: 16   **FP:** 16   **SM:** 0

Dodge: 12   **Parry:** N/A   **DR:** 2 (Tough Skin)

Fright Check: -1

Claw (15): 1d+2 cutting; Reach C. Made as a Deceptive Attack (-2 to defend against).
Claw, Swooping (14): 1d+2 cutting; Reach C. Made as a Move and Attack; ignore the skill cap of 9.
Peck (15 or 14): As for either claw attack, above, but inflicts large piercing damage.
Peck the Eye (14): 1d+2 large piercing to the eye; Reach C. Made as an All-Out Attack (Determined), after which the were will move 8 yards into the sky.

Traits: Animal Empathy; Bad Temper (6); Berserk (15); Bestial; Bloodlust (12); Cannot Speak; Combat Reflexes; Enhanced Move 2 (Air); Flight (Winged); High Pain Threshold; Immunity to Transformation; Infectious Attack; Injury Tolerance (Unliving); Lunacy; No Fine Manipulators; Penetrating Voice; Regeneration (Instant; Not vs. silver); Telescopic Vision 5; Vulnerability (Silver ×3).

Skills: Aerobatics-18; Brawling-19; Dropping-18; Flight-16; Observation-14; Survival (local terrain)-13; Stealth-16.

Weretiger

Larger and slightly fiercer than the werebear, the weretiger is considered the most dangerous lycanthrope by many hunters. However, its inability to use weapons or tools *does* limit it somewhat in comparison with its ursine brother. Unlike the werebear, it's less likely to All-Out Attack, even though it regenerates the same 3 HP per second.

In combat, it mixes speed and strength, instinctively attacking whatever it sees as a weak point. The attacks below are only suggestions; e.g., the tiger is as likely to bite the neck (skill 14) or claw *two* opponents simultaneously (skill 15) as to make a Deceptive Attack.

When biting the neck, torso, arm, hand, leg, or foot of an SM 0 (or smaller) target, the were may choose to hang on; if so, the bite *also* counts as a successful grapple! On subsequent turns, it may worry for full biting damage; this counts as an attack, but no roll is required.

A weretiger is a fair match for one champion with silver weapons, or two to three without.

These statistics are for the lycanthrope's *animal* form; see p. 28 for its human form.

ST: 30   **HP:** 30   **Speed:** 8.25
DX: 17   **Will:** 12   **Move:** 9/18
IQ: 5   **Per:** 13   **Weight:** 400-600 lbs.
HT: 16   **FP:** 16   **SM:** +1

Dodge: 12   **Parry:** N/A   **DR:** 6 (Tough Skin)

Fright Check: -4

Bite (15): 3d+2 impaling; Reach C. Made as a Deceptive Attack (-2 to defend against).
Claw (15): 3d+2 cutting; Reach C, 1. Made as a Deceptive Attack (-2 to defend against).

Traits: Animal Empathy; Bad Temper (6); Berserk (15); Bestial; Bloodlust (6); Cannot Speak; Combat Reflexes; Discriminatory Smell; Enhanced Move 1 (Ground); Fur; High Pain Threshold; Immunity to Transformation; Infectious Attack; Injury Tolerance (Unliving); Lunacy; Night Vision 2; Quadruped; Regeneration (Instant; Not vs. silver); Vulnerability (Silver ×3).
Skills: Brawling-19; Climbing-16; Intimidation-16; Survival (local terrain)-13; Stealth-18; Swimming-16; Tactics-6; Tracking-17; Wrestling-18.

Werewolf

Werewolves rarely prefer a frontal attack. They are far more effective using "guerrilla" or "bite and run" tactics. Werewolves' speed allows them to step up to two yards each turn, much like were-eagles, and they are fond of using Move and Attack to harry their prey. This doesn't make them pushovers in a straight-up fight! With good DR, strong jaws, and the ability to regenerate 2 HP per second, they *can* hold their ground when necessary.

Weaknesses and Player Knowledge

Knowledge of supernatural weaknesses is crucial when hunting monsters. Champions should rely on their lore skills to figure out how to take down each foe. However, it's important that the GM not make this feel forced; e.g., it's simply annoying to require a player to make a **Hidden Lore (Lycanthropes)** roll before his character can load his gun with silver bullets! Thus, if a player is certain that he knows a monster's weakness, the GM should let him act on that knowledge without asking for a roll to confirm it . . . but similarly, the GM should feel free to *change* these weaknesses often! See *Destroying Comfort Zones* (p. 26) for advice.

Example: The PCs have fought many lycanthropes, and have a standard loadout, attack pattern, etc., for them.

At this point, it would be silly for the GM to *require* rolls to realize the need for silver, take advantage of the lunar cycle, etc. Instead, the GM introduces a new clan of lycanthropes – a clan linked to the seasons instead of the moon, and vulnerable to wolfsbane instead of silver! When the hunters take it for granted that their standard loadout and tactics will work, they barely manage to survive the retreat!

Once players start to realize that assuming things about monsters is a Bad Idea, they'll be more likely to voluntarily investigate the weaknesses of each new threat. See *Exploiting Weaknesses* (**The Mission,** pp. 16-17) for the rules and skills required.

Werewolves are least as fearsome for their *senses,* however. They can identify prey using sight, sound, *or* smell, and are astonishing trackers. A team that has to retreat when facing werewolves is going to have a *very* hard time losing them. With the ability to run at nearly 45 mph, a werewolf on your tail means even getting to the car isn't necessarily enough to get away!

Each werewolf should be a match for one champion with silver weapons, or two without. This assumes a situation where the werewolves will be able to harry, hide, and use cover; in a straight, face-to-face fight, use up to twice as many wolves.

These statistics are for the lycanthrope's *animal* form; see below for its human form.

ST: 22	**HP:** 22	**Speed:** 8.25
DX: 17	**Will:** 12	**Move:** 11/22
IQ: 5	**Per:** 13	**Weight:** 125-175 lbs.
HT: 16	**FP:** 16	**SM:** 0
Dodge: 12	**Parry:** N/A	**DR:** 6 (Tough Skin)

Fright Check: -2

Bite (15): 2d+1 cutting; Reach C. Made as a Deceptive Attack (-2 to defend against).

Claw (15): 2d+3 crushing; Reach C. Made as a Deceptive Attack (-2 to defend against).

The Beast overwhelms [lycanthropes], compelling them to murder and cannibalize their victims. Consumption of human flesh triggers a cataclysmic hormonal response. Violent tendencies, paranoia, and sexual urge shoot into overdrive and a shapechanger degenerates into a . . . psychopath.

*– Ilona Andrews, **Magic Bites***

Running Claw or Bite (14): Either attack above, made as a Move and Attack instead of a Deceptive Attack; ignore the skill cap of 9.

Traits: Animal Empathy; Bad Temper (9); Berserk (15); Bestial; Bloodlust (9); Cannot Speak; Combat Reflexes; Discriminatory Hearing; Discriminatory Smell (Emotion Sense); Enhanced Move 1 (Ground); High Pain Threshold; Immunity to Transformation; Infectious Attack; Injury Tolerance (Unliving); Lunacy; Quadruped; Regeneration (Instant; Not vs. silver); Vulnerability (Silver ×3).

Skills: Body Language-13; Brawling-19; Intimidation-15; Observation-13; Survival (local terrain)-13; Stealth-17; Swimming-16; Tracking-20; Wrestling-18.

Lycanthrope (Human Form)

Every were is different, but these statistics make a reasonable "default" for a lycanthrope's less-animalistic side. Remember that its unarmed attacks are *still* infectious! Weres with better self-control (pp. 24-25) may have different mental disadvantages.

ST: 17	**HP:** 17	**Speed:** 7.00
DX: 13	**Will:** 12	**Move:** 7
IQ: 8	**Per:** 13	**Weight:** 100-200 lbs.
HT: 14	**FP:** 14	**SM:** 0
Dodge: 11	**Parry:** 11	**DR:** 1 (Tough Skin)

Fright Check: N/A

Bite or Punch (15): 1d+2 crushing; Reach C.
Kick (13): 1d+3 crushing; Reach C, 1.
Weapon (varies): Based on Damage 1d+2/3d-1.

Traits: Animal Empathy; Bad Temper (9); Berserk (15); Bestial; Bloodlust (12); Combat Reflexes; High Pain Threshold; Immunity to Transformation; Infectious Attack; Injury Tolerance (Unliving); Loner (Not regarding other weres) (6); Lunacy; Regeneration (Instant; Not vs. silver); Vulnerability (Silver ×3).

Skills: Brawling-15; Hidden Lore (Lycanthropes)-12; Survival (local terrain)-13; Wrestling-14. Will also have at least one Melee Weapon skill at DX (13) or better, and either Guns-15 or another ranged weapon skill at DX+1 (14).

ROGUE HUMANS

The four hunters quietly ascended the old, creaking stairs, with Danielle in front and Scott guarding the rear. The tenement had been condemned several years ago, and it felt like it; the air was thick with dust and mildew.

Everett whispered to Brad, "Are you certain this is where the telepaths are holding their meeting? I don't see any footprints, and these are the only stairs."

"Not 100% sure, no," Brad quietly replied, "but this is where my divination pointed, and it's the best lead we have right now."

Everett nodded, and the four continued. At the top of the stairs, Danielle peeked around both corners before nodding and leading the team into the hallway. They took the apartment doors two at a time, in pairs – one listening while the other felt the doorknob for warmth. No luck. They regrouped at the north stairwell and began heading toward the third floor.

*Brad sighed softly. "Well, I may have been wrong. I still think it's worth check–**arrrrrgh!**" Scott's bullets ripped through Brad's torso, and the young man collapsed on the stairs in a heap.*

Everett and Danielle spun around to see a glassy-eyed Scott bringing his carbine to bear on them. "Fix Brad!" Everett screamed, as he leapt down the stairs at his mind-controlled teammate. Bullets tore into his abdomen, burning like fire, before he collided with Scott and they tumbled down the stairs together.

Sadly, one of the greatest threats facing the world is that of other humans. To fit the **Monster Hunters** definition of "rogue," the people in question must have some sort of special, supernatural powers – magic, psi, etc. – that they put to evil use. Non-powered humans certainly can be *threats* to humanity, but dealing with "rogue commandos" and "rogue sleuths" is the kind of thing that police and defense agencies are actually *good* at! With so many paranormal monsters and rogues threatening the world, most hunters don't have time to branch out into fighting mundane crime.

Unlike the monsters in Chapters 1 through 3, most of the rogues here are not given statistics; build them using the templates in **Champions.** Instead, their specific powers are discussed in depth, as those are what establish these rogues as a *supernatural* threat. Each rogue will generally be a fair fight for one hero, unless the GM builds the rogue especially strong or weak; cultists (pp. 31-32) are an exception.

Common Rogues

When deciding which rogues to use in his game, the GM should realize that rogue psis and witches are far more common than rogue crusaders, who are more common than rogue experiments. Psionic potential is a recessive gene, but one found in a significant percentage of the population, while magic is something that anyone can learn, even if not everyone is a potential adept. By comparison, becoming a crusader (even one serving the forces of darkness) requires uncompromising faith and full awareness of what the higher power is

asking; it's rare for a cultist to possess both. And experiments must literally be *created,* something that few organizations have the resources or knowledge to accomplish!

Cultists deserve special mention. They are more numerous than all other rogues put together, as there's nothing particularly "special" about them. However, they should rarely appear as *the* bad guys; cultists are best used when they're working for someone (or something) more powerful. By default, cultists do not count as "mooks" for the purpose of the *Cannon Fodder* rules (*Optional Rules in Effect,* **The Mission,** pp. 19-20); each can hold his own in a fight, even if "his own" is no match for a champion. The GM may change this; if so, he must tell the players! "Mook cultists" become more of a distraction or an environmental issue than a threat. There is no longer a question of whether the heroes can make it past a room full of them; instead, the challenge is to get past them without letting them alert their bosses!

Why? Ya think voodoo's fake?
Come to the graveyard,
I'll make the dead wake!
– Insane
Clown Posse,
"Southwest Voodoo"

CRUSADERS

Not all higher powers are *good* ones. For every crusader who worships a benevolent god or spirit, there's two or three who are foolish or evil enough to put their faith in the forces of darkness. Such a rogue isn't a mere follower, however (for that, use *Cultists,* pp. 31-32); his faith is strong, and he has been imbued with a small piece of his patron's mystical power.

In practice, the term "rogue crusaders" is only used collectively. The wicked faithful usually fall into one of the following categories.

Corrupt Bokors: While a Voodoo "sorcerer" can certainly use his powers for good, some serve the dark loa known as the Corruptors; see *In-Betweeners* (p. 21) for more on them.

Regarding unholy abilities (below), bokors almost always have Zombify the Living; otherwise, they can have as diverse a set as any crusader. The Corruptors grant a great deal of autonomy to their minions, which means a bokor may be pursuing almost any path to power.

Necromancers: The dark counterpart to shamans, these rogues work hand-in-hand with spirits who want to roam the Earth in physical form. In ability, they overlap significantly with rogue witches (pp. 35-36) who specialize in Path of Undead – but the differences are motivation and application. A necromancer's duty is to slay the living and animate the dead, blurring the line between life and death. He will usually have Zombify the Dead (p. 31), which takes longer than an equivalent spell, but has a *permanent* effect.

Satanic Priests: These foes are aligned with the forces of Hell, whether that means literally working for Satan (of the Abrahamic religions) or for a collective of powerful demon lords. Their plots usually involve making Earth just a little bit more like Hell – and their unholy abilities (below) match this, with Spread Darkness and Summon Demon being very common.

Motivation

Rogue crusaders are driven by their unholy patron's agenda. Most fuel their Mysticism with Vow (Follow my god's orders and carry out atrocities in its name), though some simply have full-blown religious Fanaticism. They are just as likely to be seeking wealth and political power as any human, but always with the long-term goal of using it to further specific divine ends.

Heroes facing rogue crusaders can use an appropriate **Theology** skill for any "what" deduction (*The Mission,* p. 10), or the *wrong* Theology skill, but at an extra -4. Theology is also the skill to use to estimate what such an enemy is capable of, with success by 0-4 giving only vague information and success by 5+ or a critical success giving useful details.

Secret Societies

Every dark religion and cult *is* a secret society, by its very nature! While a rogue crusader isn't *necessarily* in an organized cult, it's normal for him to be – true lone wolves are an exception. This has a few implications.

First, a rogue crusader will nearly *always* have followers of some sort. The obvious cultists (pp. 31-32), who can act as his eyes, ears, and muscle, number among the cohorts – but they also include regular folk who just happen to believe in the same dark god. That bookstore owner, police detective, or mayor might be secretly carrying out the will of evil forces, and reporting everything he notices back to the rogue.

Second, any crusader who escapes, or who is aware that the hunters are gunning for him, can draw upon the group's resources. This means more cultists, and possibly another

crusader or two. Thus, if the champions try to whittle away at his forces by picking off a few cultists at a time, they'll likely find that they're facing even *more* manpower as time goes on!

Finally, if the heroes win, there's a fair chance that *someone* will notice and care enough to figure out what happened. This may result in *several* crusaders (and their minions) moving into town to investigate the situation.

Unholy Abilities

Rogue crusaders have access to the Mysticism abilities from *Champions* (pp. 42-45), the new ones below, and any others the GM can think up. Point costs are *not* provided, as these abilities are restricted to NPCs only; no true hero would serve a higher power that would offer them! The GM should choose a mix of abilities that will make for a challenging foe, rather than worry about point cost.

Evil Eye: Treat as Smite (*Champions,* p. 44), but doing toxic damage to *any* living subject. Each use costs 1 FP.

Friend to Monsters: Evil undead and spirit beings (vampires, demons, etc.) automatically recognize the rogue crusader as a kindred spirit and won't attack him without reason. This goes away for 24 hours if he attacks another member of the same "race"; e.g., if he attacks a vampire, his Friend to Monsters does not apply to vampires for 24 hours, but still affects demons, zombies, etc.

Monster Form: With one second of concentration, the human can turn into a specific type of monster! This will always be appropriate to the type of crusader; e.g., a necromancer might become a vampire, but never a werewolf. Any lost HP and FP carry over proportionately between the two forms.

Spread Darkness: With a day of work and a human sacrifice, the crusader can bring a little piece of Hell to Earth. This can affect an area up to about one city block, but as it is *very* obvious, it must be done inside, underground, or away from civilization. Only one such area can exist at a time; creating a new one removes the darkness from the previous location. The area becomes darker (-2 to the normal darkness penalty, maximum -9) and scarier (-2 to all Fright Checks), and distances become slightly distorted (an *extra* -1 to ranged attacks or any rolls to establish distance, including mapmaking). The crusader and his minions are immune to this effect.

Summon Demon: The crusader can open up a gate to Hell for one or more demons (pp. 17-20) to come through. This requires a human sacrifice. Even without Friend to Monsters (above), the demons will be inclined to work with him, as long as his plans are sufficiently evil. Many bokors learn *Summon In-Betweener,* which works identically except that it summons a skin-changer (pp. 20-21) or other in-betweener.

Zombify the Dead: With a 10-minute ceremony and successful Religious Ritual roll, the rogue can turn one corpse into a slow zombie (pp. 13-14). This effect is permanent until the zombie is killed; the corpse cannot be animated again. Multiple corpses may be targeted, at -1 to skill for each past the first, but all must be within 10 yards of the animator. More powerful crusaders can do this with a shorter ceremony; a "boss-level" one may be able to animate the dead with only a second of prayer!

Zombify the Living: The crusader must first prepare a certain poisonous cocktail *and* special powder. Each mixture requires 10 minutes and a successful Poisons roll to make; multiple doses give -1 to skill per dose past the first. He must then feed the cocktail to the victim; this does 1d toxic damage every 10 seconds for the next two minutes. (The victim may resist each cycle with HT-5; success stops further damage.) Once the poison starts to work, the powder is blown in the victim's face, and will cause him to rise as a zombie if the cocktail kills him. Traditionally, this produces slow zombies (pp. 13-14), though the GM may decide that it creates fast zombies (p. 14), to balance this ability against the simpler Zombify the Dead, above.

CULTISTS

Every big bad needs his minions, and that's exactly what cultists are. Villains use them as sentries, as "hands" (e.g., to run errands for a vampire during the day), and as muscle for intimidating or killing people. Cultists can't really threaten champions, except in large groups. However, a team occupied with a room full of cultists isn't in a position to stop the *real* bad guy from escaping – and a smart villain will be aware of this!

Cultists can be found working for any intelligent and powerful foe: demons, vampires, rogue humans, etc. The typical cultist is a loser who serves the forces of darkness in the hope that some of the power will "rub off" on him. A freshly indoctrinated one may still be a sympathetic character, but no cultist remains in the flock for very long without committing murder, kidnapping, and other atrocities.

Spellcasting

If a cultist has *any* supernatural power, it's almost certainly magic. Cultists are never adepts – that would make them into rogue witches (pp. 35-36) – but even a slow caster can present a real threat. A single caster among other cultists will draw upon the FP of those around him. Each typical thug can contribute 3 energy without any negative effect; combined with the 9 energy from the average caster's mana reserve and FP, this can produce a fairly potent effect with only a few minutes of work.

If there are *several* casters in the group, they can team up to share energy; see *Working Together* (*Champions,* p. 39). For example, four casters could each contribute 9 energy toward an effect, from their mana reserve and FP, for a total of 36 energy in just one minute. That's enough to affect a large room *full* of their fellow cultists, giving everyone +3 to all active defenses for a full day! While the final casting roll would be at -3, failure is likely only to delay the effect for a few seconds.

Cultist Thug

Unlike the other rogues in this chapter, cultists aren't built with one of the templates from *Champions.* These statistics represent an average cultist – one kept around more for his muscle than his mind; don't hesitate to alter them to fill a particular role.

ST: 13	**HP:** 15	**Speed:** 6.25
DX: 12	**Will:** 12	**Move:** 6
IQ: 10	**Per:** 12	**Weight:** 100-200 lbs.
HT: 13	**FP:** 14	**SM:** 0
Dodge: 9	**Parry:** 10	**DR:** 2 (see Notes)

Fright Check: N/A

Bite or Punch (14): 1d crushing; Reach C.
Kick (12): 1d+1 crushing; Reach C, 1.
**Pistol (14):** Typically .40, which inflicts 2d+2 large piercing; see *Champions* (p. 62) for full stats.
Stick (13): 2d crushing; Reach 1.
Sword (13): 1d+2 impaling or 2d cutting; Reach 1.

Traits: Bully (12); Fanaticism; Odious Personal Habits (Various). ● *Either* Combat Reflexes *or* High Pain Threshold. ● *Either* Bad Temper (12) *or* Berserk (12).
Skills: Brawling-14; Broadsword-13; Guns (Pistol)-14; Occultism-11; Wrestling-13. ● One or two appropriate *Know Thy Enemy* skills (*Champions,* p. 16) at the 2-point level.
Notes: Dodge and Parry do not include Combat Reflexes bonus, if any. DR represents the *average* of several pieces of protective clothing (*Champions,* p. 59); for added realism, reduce DR to 0 and note exactly what the cultist is wearing and what protection each piece offers.
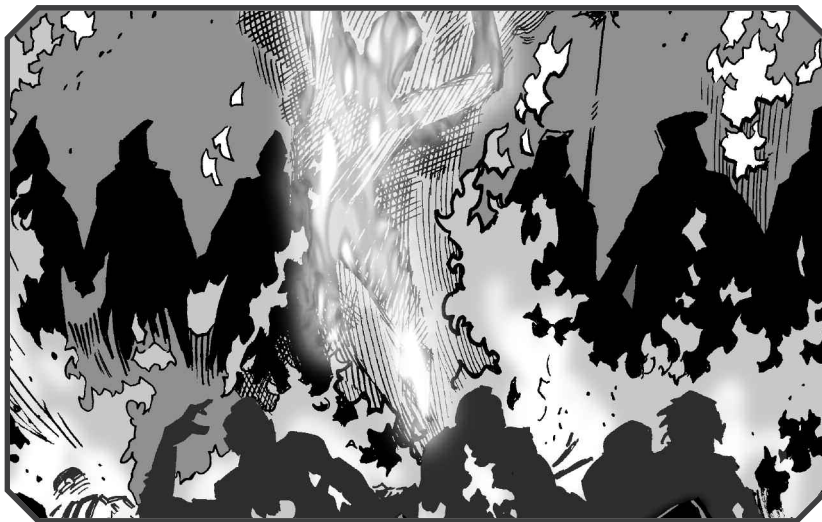
Cultist Caster

If the GM doesn't have time to flesh this cultist out, he can hold off on assigning the "bonus" Path skill levels until the cultist comes into play – then simply assume that whatever Path the caster first uses is his specialty (and thus gets the +2), while the second Path used gets the +1. This is easy and makes sense, since a caster is likely to rely on his best Paths. Either way, assume that the caster has 1d+1 charms on him for different rituals (nothing involving more than 30 energy).

ST: 11 **HP:** 13 **Speed:** 6.00
DX: 12 **Will:** 13 **Move:** 6
IQ: 12 **Per:** 12 **Weight:** 100-200 lbs.
HT: 12 **FP:** 14 **SM:** 0

Dodge: 9 **Parry:** 10 **DR:** 2 (see Notes)

Fright Check: N/A

Bite or Punch (14): 1d-1 crushing; Reach C.
Kick (12): 1d crushing; Reach C, 1.
Pistol (14): Typically .40, which inflicts 2d+2 large piercing; see *Champions* (p. 62) for full stats.

Traits: Bully (12); Fanaticism; Magery 2; Odious Personal Habits (Various). ● *Either* Bad Temper (12) *or* Low Pain Threshold.
Skills: Brawling-14; Guns (Pistol)-14; Path of Body-12; Path of Chance-12; Path of Crossroads-12; Path of Energy-12; Path of Magic-12; Path of Matter-12; Path of Mind-12; Path of Spirit-12; Path of Undead-12; Thaumatology-14; Wrestling-13. ● One or two appropriate *Know Thy Enemy* skills (**Champions,** p. 16) at the 2-point level. ● Give +2 to *one* Path skill, and +1 to *one* different Path skill.
Notes: As for cultist thug.

Other Rogues

The GM may certainly introduce other types of empowered humans as rogues! These may come from future **Monster Hunters** supplements or from his own imagination. When doing so, be certain to consider strengths, weaknesses, *and* ways for the heroes to learn the information they'll need to defeat this new foe. Acquiring this knowledge may be as simple as a skill roll or as complex as a new deduction; see *Getting the File* (p. 33) for an example of the latter.

EXPERIMENTS

Rogue experiments are essentially "super-soldiers" – beings created in a lab by the government or a powerful private organization. The intent is usually for these experiments to function as special-ops soldiers (either in a team of their own, or trying to blend into a squad of normal humans) or as "black ops" agents, doing "wet work" for their controlling agency.

Weird science has always been tied to the occult; most groups that are willing to reinvent humanity don't care if they do so using biotechnology or ancient necromantic rituals. Fighting an experiment is much like fighting a vampire or lycanthrope; compared to normal humans, they are faster, stronger, more resistant to damage, and so on. However, they should be used sparingly; see *Common Rogues* (p. 29).

Motivation

A team is most likely to encounter experiments as foes under one of the following sets of circumstances.

True Rogues: Unsurprisingly, when agencies start genetically disassembling human beings, attempting to reengineer them into something nearly inhuman, things *sometimes* hit a snag.

Occasionally, an experiment manages to get free, with his mind intact; this is where experiment champions come from. More often, though, something bad will happen: The experiment's mind collapses under the stress, or is simply reassembled poorly, causing a "Frankenstein situation" in which a crazed, angry construct is set loose upon the world. The GM should determine the last "virtual mission" that the soldier was being run through in his mind, and have that color his actions; e.g., an experiment who was being trained to locate and defuse bombs might start "defusing" gas pumps, leaving a trail of flaming filling stations.

Men In Black (MIB): If the team has to target a powerful agency – either government or private – it's possible that security may be provided via experiments acting as "men in black"! (For example, the only way to stop a zombie plague may be to kidnap the scientist who created it, but that's more easily said than done if he's protected by a MIB cadre.) These experiments will be well-armed, well-armored, and well-trained, making this a much harder fight than with a group of "average" rogues. Even *more* frighteningly, if the hunters manage to come to the attention of such an agency, they may find a MIB squad on their heels! See **The Mission** for more on the dangers of a proactive enemy.

Forgotten Experiments: Sometimes experiments that have been lost, shelved, or left for dead by their creators *come back.* Examples include a decades-old patrol of Nazi Übermenschen thawing from an iceberg, or a squad of elite assassins whose suspended-animation chambers (now in the basement of an abandoned building) just ran out of power and opened up. These orphans will resemble men in black (above) in discipline and training, but their powerful backer has either written them off or been wiped out completely. They will usually have some sort of agenda or indoctrination dictating their actions, but until the hunters can piece together what it is (and who assigned it), their actions are likely to seem enigmatic.

Secret Societies

"Men In Black" experiments will always have some sort of backing, though they're less likely to be considered true *members* of an organization – more often, they're treated as extremely valuable property. When deciding which agency a MIB squad is associated with, the GM should consider how this will affect the scope (**The Mission,** p. 34) of the campaign.

Because it might be a demon? I've thought of that. But we don't know there aren't all types of freaky creatures out there. Yetis and werewolves and God knows what else.

– Maggie Quinn,
Highway to Hell

For example, a MIB group coming from a local research facility makes sense for a local scope, while it's best to reserve encounters with national armed forces for campaigns where the scope has gone at least country-wide.

Bioenhancement

Rogue experiments should use the Bioenhancement abilities found in **Champions,** along with any new ones that the GM might invent. Heroes investigating an experiment may use **Bioengineering** or **Biology** for any "what" deductions (**The Mission**, p. 10), or to notice when an experiment surreptitiously uses one of his Bioenhancement abilities.

All experiments are vulnerable to unintentional drug interactions. Thus, if the champions can find a way to introduce even harmless drugs (e.g., mild painkillers or sedatives) into a super-soldier's system, each drug has a 2-in-6 chance of taking *all* of the experiment's Bioenhancement abilities offline!

Getting the File

The best way to deal with an experiment, whether a true rogue or a MIB, is to track down his file – the scientific record of just how the experiment was created. If an agency is producing *batches* of super-soldiers, a single file may encompass the entire group (GM's call). Getting hold of this will be difficult, however; the heroes can either capture an experiment and hope that he knows something, or

try to assemble the truth from street rumors, hacking, etc. In the latter case, treat this as a unique "find the location of the file" *deduction*. Consult the *File Deduction Table* (below) for the appropriate skills, the penalty for each, and the circumstances under which the skill as applicable.

Success by 0-2 gives the organization's name. Success by 3-4 narrows it down to the specific building or facility. Success by 5+, or a critical success, gives the exact room number, database address, or equivalent. In all cases, this only tells the heroes *where* the file is; getting it is another thing!

Anyone with access to the file knows all of the *intended* abilities and weaknesses inherent to the experiment(s). A successful **Bioengineering** or **Biology** roll (made in secret by the GM) reveals any *unintentional* abilities and weaknesses. Once weaknesses are known, scientific hunters can use **Chemistry, Inventor!,** or **Pharmacy** to produce drugs or pathogens that specifically target the experiment(s). **Medic!** and **Science!** may both substitute for *either* roll.

File Deduction Table

Skill	Penalty	This Skill Is Applicable . . .
Area Knowledge	-10	If the creators are within the specified region*
Current Affairs (Business)	-8	If a corporation created the experiment
Current Affairs (Politics)	-8	If the government created the experiment
Current Affairs (Regional)	-10	If the creators are within the specified region*
Current Affairs (Science & Technology)	-6	Always
Intelligence Analysis	-8	Once at least three clues have been gathered
Medic!	-6	Always
Science!	-6	Always
Streetwise	-8	If a criminal organization created the experiment

* Assumes town or city borough specialty, or smaller; apply an extra -2 for city, -4 for state, or -8 for large nation specialties.

PSIS

It's difficult to estimate the number of psis in the world. Some parapsychologists suggest that *every* human being has at the potential to develop psionic powers. If this is true, then it's probably fortunate that most people only have a *little* bit of that potential. The select few who find themselves with *real* power are far more likely to abuse it horribly than to try to make the world a better place.

There's no specific type of person who ends up with psionic powers; they cross lines of race, class, and country. If someone has the genetic makeup to become a psi, his abilities will simply start manifesting at some point – usually during puberty.

Even without training, most psis can accomplish reasonable results – but the few who manage to seek out other psis and compare notes can learn to rigorously push the limits of their mental capabilities. These rogue psis, who can develop multiple powers and learn high levels of Talent, are the foes whom hunters most commonly face.

Terminology

Here, "rogue psi" is used specifically to refer to a person who is aware of his psionic powers and willing to use them for evil intents. For the purpose of a good **Monster Hunters** game, "evil" doesn't include things like stock-market fraud, shoplifting, etc.

The rogue psis that champions face off against are the worst of the worst – those who use their abilities to kill, rape, destroy property, and so on. This includes long-term evil; the telepath who seeks public office in order to make way for a new ruling class of psis in the city is worse, in a way, than a pyrokinetic serial arsonist. *These* are the rogue psis being discussed in depth here.

Of course, there are psis who are aware of their powers and *don't* use them for evil purposes; they make good background color, Contacts, etc. Psis who are completely *unaware* of their abilities can make for a nice (occasional) change of pace; e.g., an adventure involving a confused teenager who doesn't realize the chaos her unintentional Exoteleport is causing. The GM should try to make the "evil rogue psi" versus "neutral or confused psi" distinction fairly clear, lest the players get confused and impulsively turn a sympathetic NPC into chunky salsa because their ectocognitive wave detector lit up.

Motivation

Nearly all rogue psis have a strong sense of personal entitlement. They quickly realize that their abilities set them apart from normal humans; for most, it seems obvious that they're *better* than the rest of humanity. The term *Homo superior* is frequently thrown around among rogue psis, and Overconfidence and Odious Personal Habit (Arrogant) are common disadvantages. Unfortunately, something about the combination of vast psychic energy and overblown self-image can twist the mind, resulting in a disproportionate number of psis who go past "arrogance" into "full-blown insanity."

A lone psi – or one who's part of a small, local group, like a gang – is motivated by a combination of base desires and the need for secrecy. He's conflicted between the urge to lord his abilities over "the norms" and the knowledge that he'll lose most of his effectiveness if his secret gets out. This usually ends up resulting in a spree of crimes, each accompanied by a serious effort to eliminate any witnesses. A psi who is part of a larger group (see *Secret Societies,* below) has similar motives, but more often is taking actions on behalf of the society as a whole; these actions are more likely to involve long-term planning and grand schemes.

Secret Societies

Smart psis band together for two reasons: support and training. A large collective of psis can work together to accomplish things that no one member could do on his own – or to help do them *better.* A teleporter may already be able to steal an important prototype, but his odds of success are far better if an esper does reconnaissance first and a telepath makes the guards look the other way. Large numbers offer better defense

as well; heroes who come into conflict with a psi in a society may suddenly find themselves in conflict with *many* psis!

A situation that allows many psis to interact freely is ideal for training. Telepaths can pit Mind Reading against Mind Shield, espers can compare notes and figure out who's reading what wrong, and so on. In fact, research labs, schools, and medical testing facilities are all very common fronts for psychic societies, due to the testing- and training-friendly environments. A psi who is a part of a large group is far more likely to have multiple abilities – even multiple powers – and high levels of Talent.

Psychic Abilities

Rogue psis have access to the four powers in *Champions;* as well, the GM may give them abilities from the *new,* less-common powers below. These new powers are presented as a simple summary, rather than as a collection of specific abilities. This gives the GM freedom to tailor the rogue psis' abilities to meet the needs of the adventure.

Groups who want abilities for the powers below, with hard rules and point costs, can find those details in *GURPS Psionic Powers.* While that book *also* presents new, more complex rules for using psi, the GM may wish to ignore them and simply use the pre-made abilities in *Psionic Powers* with the simpler rules from *Champions* (ignoring all references to psionic skills, techniques, and so on).

Astral Projection

The psi can send his spirit out onto the astral plane (p. 16), invisible and intangible. From there, his senses extend into the material world, although his psi abilities are limited to communication; e.g., he cannot use Pyrokinesis to burn someone. While projecting, his body lies unconscious, connected to the spirit with a silver cord. Most psis have some sort of limit on how long they can remain astral; powerful ones, or those who specialize in astral projection, can stay out indefinitely. The spirit and the body share the same HP, FP, etc.; if the projection is killed, the psi is dead. Projectors make excellent spies, though the notes under *Ghosts* (p. 4) apply; if the team has no way of dealing with intangible foes, the GM should avoid using them.

Electrokinesis

The psi has control over electromagnetic energy, including electricity and light. This allows for a variety of attacks: using low current to stun a victim, high current to burn one, a flash of light to blind one, etc. Powerful users can warp light to become invisible, or to appear as someone or something else. More subtly, some electrokinetics are "super hackers," with the ability to manipulate computers directly, or even to *enter* them in a manner similar to an astral projector (above).

If the heroes rely on their hacking abilities, the GM can give them a nasty surprise in the form of an enemy who can follow the hacker right back to his home computer!

Probability Alteration

The psi can cause *subtle* changes to the world around him, altering the odds of certain things happening. At its simplest, this can be represented with high levels of Luck and Serendipity, but a powerful "fixer" can push his luck on *others;* e.g., forcing a hero to roll two more times and take the *worst* result, or inflicting a *bad* coincidence upon him. If a fixer's "anti-Luck" and a champion's Luck would both affect the same roll, use a Quick Contest of IQ (plus Talent) to determine which one succeeds; on a tie, *both* uses are wasted and the original result stands. Some fixers can even cause modest blanket penalties; e.g., imposing a flat -1 penalty on every roll the hunters make. From the GM's perspective, these psis are great for making adventures a little more challenging, and for justifying *modest* invocations of *deus ex machina.*

Psychic Vampirism

The psi can steal energy from others, using it to replenish himself. This can involve temporarily draining attributes, FP, HP, youth, or even psionic abilities! In most cases, the psychic vampire gains whatever abilities are drained; drained *attributes* are an exception. This power usually has a fairly short range; assume that most psychic vampires take a penalty of -1 per yard of distance, while more powerful ones use normal range penalties.

Psychic vampires are classic bad guys, so this makes a *great* power for rogue psis. The abilities lend themselves to "evil" uses, and if one of the champions is a psi, the threat of having his powers stolen is a serious issue!

Using Countermeasures

All psis are vulnerable to specific countermeasures. A smart hunter will take advantage of these as much as possible when pursuing rogue psis.

Anti-Psi

Unless the game will revolve almost entirely around hunting psis, "anti-psi" just isn't an interesting enough concept to base an entire PC around. But that doesn't mean heroes should completely discount these useful advantages (**Champions,** p. 46)! Every template in **Champions** includes the option of Resistant to Psionics; for a modest investment, a champion can make himself *very* difficult for psis to target. At the GM's option, other anti-psi traits may be available as well, for those heroes who wish to use discretionary advantage points to purchase them. (If so, this option is not available for psis, as no one can have both anti-psi and psionics.)

Psychotronics

Heroes can become *far* more effective against psis by stocking up on psychotronic weaponry and drugs (**Champions,** pp. 57-58). The GM should take this into account when deciding how many enemies the team will face; a group loaded with EWDs, neutralizers, and syringes of psi-block will have a *much* easier time dealing with rogue psis than a team with nothing but normal weapons.

Cold-Blooded Murder

The default assumption in **Monster Hunters** is that it's all right to slay monsters, but that rogue humans should only be killed when necessary. Part of the reason for the latter is pragmatic – the authorities will investigate missing persons, but not missing demons – but there's also a *moral* difference between slaying an inherently evil creature and murdering an evil human being. Even if it would be the simplest solution, it's important to remember that the heroic is seldom expedient! There are times when the champions will have no choice but to kill a person; however, if murder is their *first* option for dealing with humans, the PCs are no better than rogues themselves.

For the team that starts becoming a little too carefree with the killing, the GM should address this both in-game and out-of-game. Players may need to be reminded that they are fighting the forces of darkness, and that every *unnecessary* death (even that of a wicked person) is a small victory for those forces! In the campaign, a steadily increasing body count is the surest way to get the authorities investigating (**The Mission,** p. 18); casual murderers will soon find themselves facing monsters, rogues, *and* law enforcement – possibly all at the same time!

WITCHES

While *anyone* can learn Thaumatology, and thus Ritual Path magic, only a few people have the potential to be *adepts.* "Witch" is the most common term for anyone with both the Ritual Adept advantage and at least a point in Thaumatology skill, though there are countless other names that work as well – wizard, sorcerer, warlock, etc. "Rogue witch," however, specifically refers to those adepts who use their magical talent for dark, evil purposes. These casters accumulate power at the expense of those around them; most are willing to sacrifice an innocent child if it will advance their goals even a tiny bit.

Rogue witches fall into two broad categories. *Intellectuals* are relatively well-read; they supplement their inborn power with as much magical knowledge as they can absorb. These witches often have a higher-than-necessary Thaumatology skill to facilitate research, plus a well-rounded selection of Paths for spellcasting. *Savants* are less common; they lack broad training, but make up for it with personal power. A savant has higher Magery, but is trained in only a few Paths, resulting in a caster who's very powerful in his chosen field(s), but not very versatile.

Use the standard witch template (**Champions,** p. 20) to build an intellectual. For a savant, take Magery 7 and change the primary skills to Breath Control (H) HT-1 [2]-11; Thaumatology (VH) IQ+3 [20]-19; one Path at (VH) IQ+3 [20]-19; *and* another Path at (VH) IQ+1 [12]-17. The remaining Paths are known at skill 12, defaulted from Thaumatology.

Shortcuts to Power

In addition to the rules for tapping energy sources in **Champions** (p. 36), evil casters have these options.

Sacrifice: It is possible to draw energy from an *unwilling* subject for the witch inclined to kill him. Only one unwilling subject may be sacrificed per ritual. He must be subdued for the duration of the casting, and killed at the very end.

For nonsapient sacrifices (IQ 1-5), the energy produced is equal to the *lower* of the victim's HT or HP, multiplied by IQ, divided by 5. For IQ 6+ victims, use the same formula, but taking the *higher* of HT or HP. For example, an IQ 12, HT 10, HP 14 man would produce $(14 \times 12)/5 = 33$ energy. At the GM's option, this may be adjusted for the purity of the victim; a newborn baby may generate twice as much energy, while a promiscuous drunk's energy would be halved. Round down in all cases.

Natural Life-Force: Casters may drain the life energy out of the land around them. This may not be done in an area that's already been drained, or one that has been ritually desecrated. Casters with Magery 0 may drain the energy from 1 acre; those with Magery 1+ may drain (Magery × 2) acres. The caster is always in the center of the area drained. This produces 1 energy per acre, but blights the land for as long as the witch lives! Crops won't grow, animals avoid the area, and rainclouds darken the sky. As this can only be done *once* in any given area, even evil witches are careful when they do this. Anyone with **Thaumatology** will recognize such an area automatically; others may roll against **Occultism** to do so.

Motivation

Nearly all rogue witches are obsessed with increasing their magical power. They strive to raise their personal knowledge (that is, their skills), collect grimoires, master rituals, and find new ways to gather energy. As human sacrifices are a useful way to cast powerful spells (see *Shortcuts to Power,* pp. 35-36), most quickly sideline into kidnapping and murder.

More than a few casters attempt to ally themselves with summoned demons. Unless the witch is able to impress the demon *quickly,* this rarely goes well; see *Summoning a Demon* (p. 17) for the reasons why. Others ally with other monsters, or *capture* them for magical experimentation; e.g., trying to draw necromantic power from vampire blood.

Secret Societies

Most rogue witches are part of some sort of coven. This may be a powerful group consisting of dozens of full witches, or a weak circle of (non-adept) casters led by a lone witch. Even followers with no magical proficiency at all are useful to an adept, as they can burn FP and HP to provide energy for the witch's spells.

Witches with decent levels in Path of Mind may be surrounded with *enslaved* followers. These make excellent shock troops, appeal to the megalomaniac side of the average witch, *and* can be sacrificed (as *unwilling* victims!) later for energy. Heroes storming a coven's stronghold should try not to hurt the glassy-eyed sentries if possible.

Overcoming Magic

Magic is extremely versatile, and in the hands of an adept, very powerful. Witches can work potent rituals in very little time, which requires some creativity when dealing with them. The following information will help; the GM may wish to dole it out when using *Exploiting Weaknesses* (**The Mission,** pp. 16-17).

Time

Unlike non-adepts, witches can cast spells quickly, but they still take time! A spell takes at least one second per energy source – longer, if the witch must accumulate energy for it. Heroes facing rogue witches should do everything possible to interrupt their concentration during this short window.

Wards

If a caster is available, he should set up a ward versus magic. Smart teams will give a ward charm to each member of the party; that way, when one falls, a different teammate can activate a new one. If there are no casters on the team, champions may be able to *buy* wards from the same stores that sell grimoires.

A typical ward charm is made with 10 energy and costs $200. Once broken, it protects a three-yard radius around the subject for one hour with effective skill 12. Improving these options significantly affects the price:

Skill: This requires the ward to be created by a mage, and they don't come cheap! The *base* cost of the charm becomes $2,000 for skill 13; $5,000 for skill 14; $10,000 for skill 15; $20,000 for skill 16; $50,000 for skill 17, $100,000 for skill 18; and so on.

Area or Duration: Every +2 energy doubles the cost of the ward, cumulatively, while +1 energy multiples it by 1.5. For example, a ward that protects a seven-yard radius (extra +4 energy) for 12 hours (extra +3 energy) would cost 12× as much.

Desecration

It's rare that the hunters are able to control the location in which a confrontation will take place, but in such a situation, it's easy to ritually desecrate an area; see **Champions** (p. 36) for rules. Doing so will not prevent casters from drawing upon existing energy sources, but it will make energy accumulation (and draining the land of its life energy, above) impossible.

Binding

If the heroes manage to defeat a caster without killing him, they should immediately bind his hands behind his back and gag him. This simple step prevents all spellcasting. Note the **Knot-Tying** level (or DX-4 default) of the hunter doing this; the bound caster may win a Quick Contest of Escape vs. Knot-Tying to get free.

CHAPTER FIVE
HUNTING THEM DOWN

Everett jumped down from his vantage point, landing silently. "We were wrong! Those are demons guarding the gate, not weretigers."

"Give me a second." Scott pulled off his pack. Grabbing two magazines at a time, he started swapping all of the ammo in his firearms and load-bearing vest – replacing match-quality silver rounds with extra-powerful holy-water and explosive versions.

Danielle contemplated her holy fetish. "In that case, I'm going to try a banishment," she announced.

Everett looked over, surprised. "You sure about this?"

"No, but I'm sure you guys can keep me covered while I try it. That's good enough for me."

The majority of this book is devoted to things designed to kill the champions, so it's only fair that they have an opportunity to fight back. The GM may even wish to print copies of this chapter as a player handout.

The advice here is kept intentionally general; all of the specific rules for weaknesses and vulnerabilities are found with the statistics for each enemy. Use *Exploiting Weaknesses* (**The Mission,** pp. 16-17) to determine what sort of specific information each hunter knows about any given enemy; everything in *this* chapter should be considered common knowledge.

THE UNDEAD

Undead are tenacious and difficult to hurt. They are animated by potent necromantic energies, which means that they can ignore a great deal of damage to their bodies. Fortunately, every undead monster has a specific weakness; your first priority is to identify this and make use of it!

Hunting a Ghost

Ghosts aren't material! You *need* either magic, Mysticism, psionics, or psychotronics to confront a ghost directly. Without any of these things, your best hope is to figure out why it's still sticking around, and resolve that situation if possible. Most ghosts *can* communicate if you can convince them to talk to you, though many aren't sane enough to say anything useful. Keep an eye out for surprise powers – some ghosts can possess others, temporarily form a body, throw things around, etc.

Hunting a Mummy

A mummy is almost impossible to tell from a normal human; don't expect it to be wearing an Egyptian headdress and body paint. Each has a different spirit form, which means that a fight

with one can change drastically and unexpectedly. Most attacks will only slow it down; at best, they might give you time to get away. As with most undead, cutting weapons are a good idea. A mummy has no specific weak spots and is *very* hard to hurt with bullets. Your best bet is to avoid confrontation until you've identified its weakness; this is usually something related to its death or the reason it reawakened. Research!

Hunting a Vampire

Always hunt them during the day if possible! They'll usually dig in too deep for it to make a *direct* difference, but if you prop a door open, you may be able to retreat into the sunlight. Vamps love the darkness and hunt by smell; bring light sources and scent-masking clothing. The right weapons are *essential*. Skilled users need stakes and crossbows, and your strongest teammates want cutting weapons. Flamethrowers are very useful – just be sure to check if the lair was an old abandoned gunpowder or chemical factory first! Holy water makes a good fight opener.

Hunting Zombies

Chop them into pieces or attack the brain. Guns, crossbows, and stabby swords are great if you can target the skull, next-to-worthless otherwise. Stay mobile and *don't* get surrounded; even the strongest hunter can become Zombie Chow once taken to the ground! Zombies are often a symptom of a bigger problem. Figure out what caused this outbreak and take care of *that* – or you may have to return and fight a new batch all over again.

SPIRIT BEINGS

These otherworldly monsters are not true flesh and blood, which means they have few weak spots. Every fight is likely to be a challenge! Coordinate your attacks to do as much damage as possible to each, one at a time, instead of spreading out when fighting multiple opponents.

Hunting an Angel

Don't get in a straight-up fight with one if you can help it! Instead, try to predict its actions; an angel is intelligent, and is here on Earth for a reason. Find out what its target or goal is, then set up an ambush. Hit and run, always staying mobile. It's worth breaking out your biggest guns for this fight, but be *especially* careful not to get innocent bystanders involved. Angels won't hesitate to kill – it's merely sending someone to his reward (or punishment).

Hunting a Demon

Expect the unexpected; every demon is a little bit different. A caster or crusader *might* be able to banish one quickly; the team can offer protection while he tries. If not, strong, chopping weapons are a good idea. For ranged attacks, aim for the eyes; demons have no vital organs, but at least the entry point is softer there. Most demons have *some* sort of special weakness; if possible, gather information and try to research what that is. You may even learn what its special abilities are, allowing you to prepare for their use against you.

Hunting a Skin-Changer

Don't trust anyone. (But try not to become so paranoid that you stab the wrong person!) A skin-changer can be any person or any animal, though it has to kill its subject first. If you suspect one, stalk your subject until he would normally rest; most skin-changers will not feign a night of sleep unless they think they're being watched. They don't like fighting alone; be watchful for minions and aware that the in-betweener may skip out on the fight midway through. If you can corner one, don't let up for even a moment, or it will heal back to full strength in a matter of seconds.

The Living

Most flesh-and-blood monsters share the same weaknesses as any living being. Attacks to the eyes, skull, or vitals can be devastating, and may even result in the foe being stunned or knocked out. If you're losing a fight, crippling the legs can let you regroup.

Hunting an Albino Alligator

It's faster than it looks! Ranged attacks are much safer than melee ones, if you have room to use them. If you can hit its eyes or vitals, go for it; its large size makes these bits fairly easy to hit. When fighting it in water (e.g., in the sewers), be *especially* careful to avoid its bite, lest you be pulled under to drown! If one hunter is willing to hold its jaws shut for the duration of the battle, the fight will go *much* more smoothly.

Hunting Chupacabras

They fight as a pack, and do so cautiously – so be aggressive, but don't let them draw you away from the group. Stay together as a team. If one can get behind you, it may jump on your back, sink its fangs in, and cause a *lot* of blood loss! Rather than focusing on one chupacabra at a time, you may have better results attacking as many arms and legs as possible; crippled arms can't grapple, and crippled legs reduce mobility. Plus, the shock of a hacked-off limb can buy you valuable time!

Hunting Lycanthropes

The most important rule is the obvious one: Bring silver! Silver-coated weapons are better than nothing, but solid silver weapons and bullets are noticeably more effective. If you lack silver, but there's a caster in the party, consider having him turn an existing weapon (or magazine of ammo) *into* silver with Greater Transform Matter.

Weres usually form packs; when fighting a single enemy, expect reinforcements to show up quickly. Most are willing to flee after being seriously hurt – which is good news if you're just trying to survive, but bad news if you're trying to put them *down*. Launch ranged attacks against any runners – quickly, before the fight turns into a chase, because most are *incredibly* fast!

Rogue Humans

Humans can blend into society and are excellent at networking. Try to subdue them and expose their nefarious plans when possible, as killing a person raises a *lot* of questions. Hunting monsters isn't any easier when the police, the rogue's evil friends, *and* his unaware friends and family are all trying to track you down.

Hunting a Crusader

Collect as much information as possible, to get an idea of what he can *do* – fighting a necromancer who can command ghosts is very different from fighting a bokor who has the evil eye. In addition, knowing what god or spirit the crusader serves may help you realize what the higher power's plan is; most dark gods are known for their "pet projects." Bone up on the advice here for fighting the undead (p. 37) and spirit beings (pp. 37-38), as it's likely you'll be encountering them as minions.

> *Vampires, gargoyles, warlocks, they're all the same! Best when cooked well.*
>
> – Van Helsing, in **Van Helsing**

Hunting an Experiment

Try to get some drugs (even aspirin!) into his system; they have a reasonable chance of knocking out his special abilities. If you have time, see if you can track down his creator, or the file with the scientific data about him; not only will this let you know what he can do, it may suggest a specific weakness. On the bright side, experiments generally lack legal identities, which means people will be less likely to come looking if you have to kill one.

Hunting a Psi

Psychotronics are your best friend when dealing with rogue psis! Neutralizers can temporarily turn psis into normal humans, and can do so from a distance. Psi-block effectively stops all but the most talented psis from using their abilities, making it possible to take them prisoner. An ectocognitive wave detector helps track down and possibly pinpoint the location of any psi, even if you cannot see him, as long as he's using at least one psionic ability.

Hunting a Witch

Magic takes time – even if just a few seconds – so never give him an opportunity to respond. Plan the approach carefully, then move in quickly and stay on the offensive. If you have a caster in the party, set up a ward; if not, see if you can find a premade one for sale! Crippling a witch's arms can make it impossible for him to reach his charms, though it's often faster just to try knocking one out with a head blow.

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