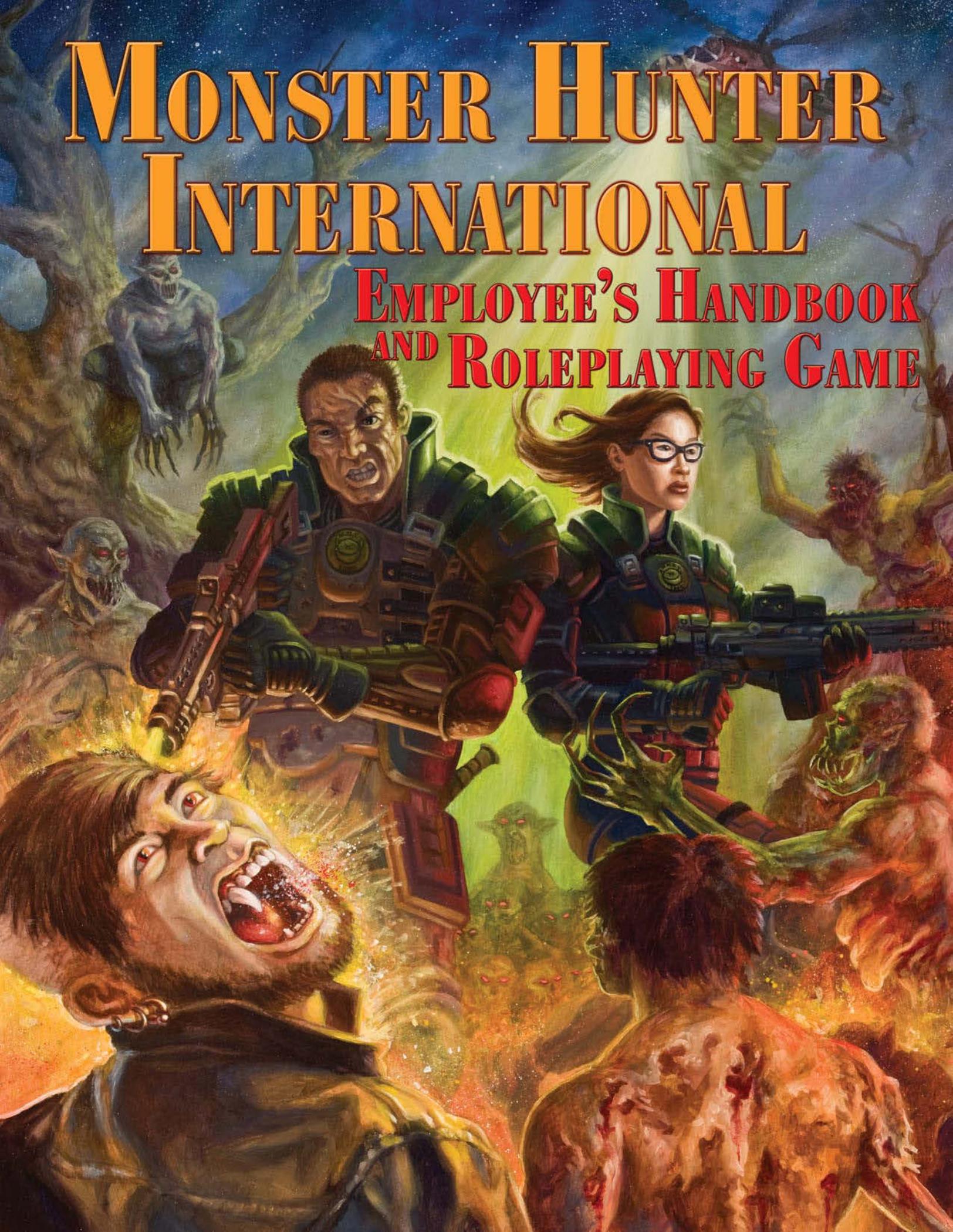


MONSTER HUNTER INTERNATIONAL

EMPLOYEE'S HANDBOOK
AND ROLEPLAYING GAME





MONSTER HUNTER INTERNATIONAL EMPLOYEE'S HANDBOOK AND ROLEPLAYING GAME

A ROLEPLAYING GAME AND SOURCEBOOK USING THE HERO SYSTEM

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Special Thanks: First, our thanks go to Larry Correia, for allowing us to play in his sandbox.

Second, thanks to Chris "Gunsmith" Johnson, for suggesting the idea in the first place.

Third, we'd like to thank the following MHI fans who created team patches for Larry: Stingray and LabRat at atomicnerds.com; Eric Westover; Robb Allen.

Fourth, our thanks and gratitude to Rabbit Boyett, who not only created the art for the patches but was kind enough to review portions of the manuscript to ensure accuracy (though any errors or omissions that crept in are Steve's fault, not Rabbit's or Larry's!).

Fifth and most importantly, we want to thank the backers of the MHIEHRPG Kickstarter, who made this book possible:

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Printed in the U.S.A. First printing May 2013.

Produced and distributed by DOJ, Inc. d/b/a Hero Games.

Stock Number: HERO2001

ISBN Number: 978-1-58366-146-8

http://www.herogames.com

Tom Timmerman; Michael Tisdell; Curtis Tom; Brad R. Torgersen; Rob "Vanguard" Trimarco; Charles and Daniel Triplett; Seth Tucker; Chris Upchurch; Erik Van Buren; "Game Show Man" Joe Van Ginkel; James Van Horn; Stuart van Zee; Kendall Varnell; Jason "Hierax" Verbitsky; Mark Vivian; Tom "Human" W.; Mystik Waboose; Jason Walberg; Bill Walsh; Eric Wayte; Michael Weaver; Todd Webb; Kyle Welch; Dan Wells; Eric Wenthe; Andy Williams; Andrew Wilson; Andrew Winslow; Jay Wissler; Wizbang The Mighty; Andrew Woolsey; Taegan Wyatt; Ryan Zale

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INTRODUCTION

"And you know this... How?"

"It was in the MHI employee handbook[.]"

—Owen Pitt explains something to his brother Mosh in *Monster Hunter Legion*

Welcome to the ultimate career of the twenty-first century: monster hunting! The world may look like a safe, ordinary place to most people, but you know the truth: there are monsters out there. Some of them want to torment you, some of them want to eat you — and some of them have the power to destroy the entire world. And it's people like you who stop them.

The Monster Hunter International Employee's Handbook And Roleplaying Game (or MHI RPG) is your complete guide to the world of MHI. It contains everything you've ever wanted to know about MHI and how it hunts the monsters that threaten humanity. Best of all, it lets you have your own MHI adventures!

This book's divided into three parts. The first part, *Monster Hunter International*, describes MHI in detail. It covers the organization's history, how it does business, how it gets paid through the PUFF system and contract work, how it recruits and trains new Hunters, who it works with (and competes against), and the types of monsters it hunts. Best of all, it includes full profiles of (and character sheets for) key MHI personnel like Earl Harbinger, Owen Pitt, Julie Shackelford, and Milo Anderson. So even for fans who don't want to roleplay in the world of MHI, this section is full of useful information — some of which you can't find anywhere else!

The second part, *The HERO System*, provides the nuts and bolts of the roleplaying game (and explains what an "RPG" is, in case you've never played one before). First, it goes into the basics of character creation: how you get started; the standard abilities your character gets for being an MHI employee (and for his race, if he's an orc, elf, or other "monster"); and so on. Next it delves into the elements of the *HERO System* and shows you what they do and how many Character Points they cost to buy for your character. These include: Characteristics (abilities common to all characters, like Strength, Dexterity, and Speed); Skills (learned abilities, like how to work with electronics, shoot a gun, or be sneaky); Perks and Talents (special resource or abilities characters may possess, like having lots of money or a photographic memory); Powers (abilities beyond what

normal humans can commonly do, typically used to create spells or monsters' powers); and Complications (hindrances, restrictions, and disadvantages a character has to cope with during his adventuring career, like having an arch-nemesis or a phobia).

The next section of the character creation rules covers equipment. It includes extensive information about firearms in the *HERO System* (so you can equip your character with just the right weapon, then trick it out for maximum effectiveness); body armor; and many other types of gear. After that comes the Magic section, which explains how magic works in the world of MHI and how your character can cast Spells.

The next part of the rules deals with combat and adventuring. This section tells you how characters take action in dangerous situations, how to attack and kill an enemy, what happens when you get hurt in the process; and much more.

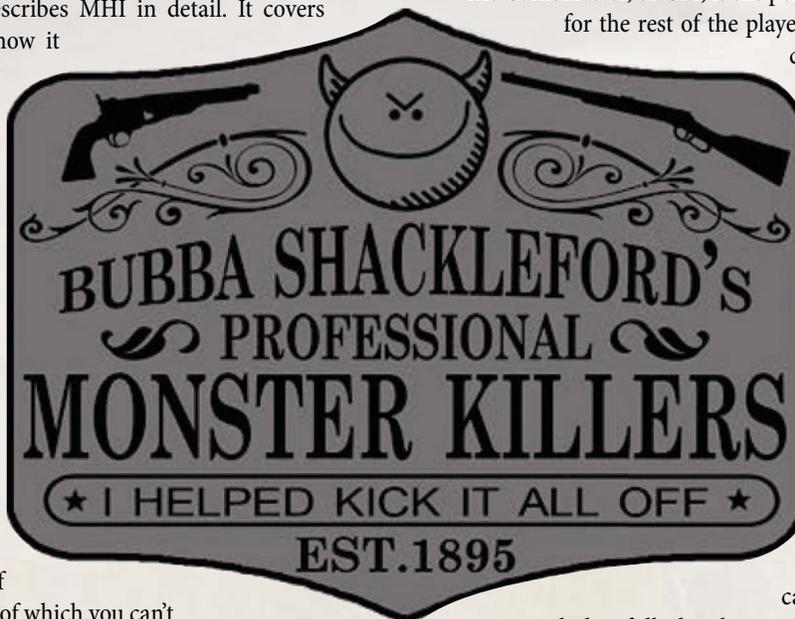
The third part of the book is called *The Gamemaster's Vault*, and like the first part it's also important not only for gamers, but for MHI fans who simply want to learn more about the world of MHI.

The Gamemaster, or GM, is the person who creates an adventure for the rest of the players to participate in with their

characters, and who uses the rules to determine what happens when the players tell him what their characters do in the game. As such, he needs to know a lot more about the world than the players do, and this part of the book is where he can find that information. Besides some general advice on running an MHI RPG game — including campaigns that don't follow the usual model, like the MCB campaign or the all-orc campaign — the GM's Vault

includes full details on the many enemies opposing MHI: the Monster Control Bureau; Special Task Force Unicorn; villains like Lord Machado, Koriniha, and Lucinda Hood; and many more. Last but certainly not least, it has full character sheets for many different types of monsters the GM can pit against the Player Characters. Best of all, the GM's Vault covers the secrets of the world of MHI — information about what's really going on behind the scenes that hasn't even been revealed in the novels yet! If you want to know what's occurring in the shadows, this is where you can find out.

So what are you waiting for? It's time to get out there and have some fun killing monsters!







AT YOUR SERVICE

"Take it easy, Lewis. Let's try this again. Tell me exactly what happened here."

"I don't know, sheriff. It just... It came out of the trees... It had claws, and glowing eyes, and so many teeth, and it... It just... Oh, man. Oh, man. I can't... I can't..." Deputy Lewis began hyperventilating again. The sheriff handed back the paper lunch sack to give his deputy a chance to catch his breath. The poor kid wasn't holding up very well, but that wasn't too surprising, all things considered.

While the sack inflated and deflated it gave the sheriff an opportunity to survey the crime scene once more. The campground was an absolute mess. The RV had been peeled open, ripped to shreds, and bits of it strewn everywhere. Trees had been snapped like twigs. The rest of his men had spread out into the forest to look for survivors. Flashlights bobbed through the dark, but so far all they'd found was more body parts, the biggest of which had been half a torso.

All of that would've been bad enough, but it didn't help that whatever animal had done all that had also soaked up a half a magazine of Deputy Lewis' duty ammo, before it had retaliated and flipped his squad car onto its roof.

"Okay, from the beginning. You got the call, and rolled up to see a... what exactly?"

Lewis had collected himself enough to attempt an answer. "It was some sort of *creature*. I was expecting a bear. It wasn't no bear. It sort of froze in the headlights. It was eating somebody's *leg*."

"What kind of animal was it?"

"Animal? Nah, sheriff, it was something else." Lewis wouldn't look him in the eyes. "I didn't get a good look at it."

The sheriff glanced at all of the spent brass casings underfoot. "For something you didn't get a good look at, you sure shot at it a bunch."

"Hit it too."

The deputy was so still shaking so badly that he had doubts that Lewis would've been able to hit the broad side of a barn. "Uh huh."

"Trust me, sheriff. It was so damn big there was no way to *miss*."

At least his deputy seemed to be over the worst of his freak out, but this really wasn't helping and whatever had done all this was still out there. "Listen to me very carefully, Lewis. I need to know what the hell we're dealing with. You better level with me. Until we know what happened here, everybody in this park is in danger."

"No kidding." Lewis rubbed his face with his trembling hands. "Okay, look. I don't know what it was. It was like a man mixed with an octopus, and maybe a porcupine."

"A what... with a... *what*?"

"Mostly octopus. Except for the wings." Jerry went back to breathing into his paper sack. He paused as he remembered something else. "And the tail had a scorpion stinger."

If it wasn't for the demolished RV, mutilated camper corpses, and overturned car, he would've thought it was time to call for another surprise workplace drug testing. However it was just beginning to sink in that Deputy Lewis was neither lying, nor crazy. "I can't put out an APB for a spiny winged octopus scorpion."

"And I almost forgot. After I shot it and it got pissed off and tossed my car at me, it said something."

The sheriff was suddenly very nauseous. "It talked? With words?"

"Uh huh, but I couldn't understand. I think it was speaking Latin." Lewis went back to breathing in his paper sack.

There was another surprised shout from the tree line. The sheriff nearly jumped out of his boots. He spun around, hand on his holstered revolver, but there was nothing terrifying coming his way. Several of his deputies were pointing their shotguns at something moving through the bushes. Luckily they held their fire because it was only a man, a really big man to be sure, but certainly not an octopus-bear-porcupine. "We've got a survivor!"

"Easy officers. I'm on your side." The big man was breathing hard, like he'd been running. He stepped into the light, hands held up so they could all see they were empty... Well, his hands may have been empty, but the rest of him was practically covered in guns. Every inch of him either had a gun slung over it, strapped onto it, and where there weren't guns there were knives or ammo pouches, and... *grenades*?

"*What the hell*?" "Hold it right there," the sheriff ordered as he walked toward the stranger. "Don't you so much as twitch!"

Despite half a dozen shotguns pointed at him, the big man was playing it cool. He moved just enough to wipe the sweat from his eyes with the back of his glove. "Man, I think that was all up hill. I hate running."

"What were you running from?"

"Chasing, actually. Whew. Okay... I need to speak to whoever is in charge."

"You're looking at him."

"Cool. Any of you happen to see a horrible monster come through here? Summoned by a weirdo death cult? About ten feet tall and filled with unholy rage?" The he took in the upside down police car and the wrecked RV. "I'm guessing yes."

"It spoke Latin!" Deputy Lewis exclaimed through his paper bag.

"Babylonian," the stranger corrected. "But hey, that was a good guess."

The sheriff was close enough now to see the olive drab patch on the stranger's weird body armor. It was a happy face with horns. It seemed vaguely familiar for some reason, and then he recalled a story which one of his trainers had told him as a rookie two decades ago, and the story had only been shared after he'd been sworn to secrecy. All these years he'd thought they'd just been pulling his leg about the weird critter they'd come across, and the mysterious, yet deadly proficient men who'd shown up to take care of it.

"Lower those guns, boys," he ordered the deputies. The sheriff couldn't believe he was about to say this out loud, but here it went. "I think this is a professional Monster Hunter."

"So you've heard of us? Awesome. That'll save some time." Then there was a thrumming noise in the background which quickly grew into a mechanical roar. Suddenly the campground was flooded by a brilliant spotlight from overhead.

"Friends of yours?" the sheriff had to shout to be heard over the sound of the incoming helicopter's rotor blades.

"Yep." The big man grinned. Strangely enough, he actually seemed to be enjoying himself. "Monster Hunter International, at your service."





PART ONE: MONSTER HUNTER INTERNATIONAL

WELCOME TO MHI

Welcome to Monster Hunter International. We hope you survive the experience.

As you've probably figured out by now, MHI isn't a conventional business organization, and this isn't a conventional employee's handbook. Those of you who've worked for big corporations in the past are probably familiar with the usual sort of employee handbook. It's filled with rules, regulations, procedures, and a bunch of other information provided for one primary reason: to cover the company's ass so it doesn't get sued.

The MHI Employee's Handbook has a different purpose: it's designed to help keep you alive. So you'd better read every word, and not just because there's going to be a test. Monster Hunters face enough deadly things during their careers — werewolves' claws, vampires' fangs, curses, the paralytic touch of wights, and plenty more. The last thing they should die from is their own ignorance. *So pay attention.*

During the course of your training and career you're going to refer to this Handbook frequently, so feel free to write in it, re-arrange the pages to fit the way you think about things, and add pages with your own notes. Your Handbook is an important tool, just like your guns and your body armor, so use it!

Remember:

EVIL LOOMS. COWBOY UP. KILL IT. GET PAID.

That's the MHI motto. It's what we do; it's how we live. But there's one last part we want you to keep in mind: *Don't get killed. We need all the good Hunters we can get.*

Welcome to MHI. It's time to start the best job you'll ever have.

THE HISTORY OF MHI AND MONSTER HUNTING

Since mankind's earliest days, there have been monsters — and brave people who fought against them. Many of the myths and legends you've read, and the fairy tales you've been told, have more than a few grains of truth to them. There are even some people out there who think that the age of the dinosaurs came to an end as a result of a supernatural conflict, not because of some meteor.

But only in the past century has monster hunting become a full-time profession in America.

BUBBA SHACKLEFORD & THE FOUNDING OF MHI

Monster Hunter International, or "MHI" as we usually refer to it, began in the spring of 1895 with a man named Raymond Shackleford,

or "Bubba" as most folks called him. Born and raised in Keene County, Alabama, he was a strong, self-sufficient man with intense convictions about right and wrong and more than a little skill at shooting.

One day people in Keene County began to disappear — and then some of them came back, but they weren't human anymore. There was a vampire on the loose in Alabama, and it threatened to destroy everything and everyone Bubba Shackleford held dear. After putting on his twin ivory-handled Colt Peacemakers and grabbing his rifle, he formed a group of "concerned citizens," and they tracked the vampire down. They tried to lynch it twice, and when that didn't kill it they burned it at the stake. After the fire died away and the vampire was nothing but ashes, Bubba and his men tracked down and killed every lesser vampire the first vampire had created with its bite.

That incident opened the eyes of Bubba and his men to a terrible truth: there are monsters in the world, and they prey on humanity. Just as importantly, it taught folks in Alabama and the rest of the South that there was someone who could get rid of monsters. Word of what Bubba had done spread, and soon other towns and communities were asking him for help. It was dangerous work, and they were willing to pay enormous sums of money to have him get rid of their supernatural problems.

In December 1895, he founded Bubba Shackleford's Professional Monster Killers. By that time he and his men had enough experience fighting monsters to overcome their early mistakes and develop some solid tactics for taking down various horrors. Over the next several years they became even more skilled at their work and achieved a sort of fame in certain circles (since knowledge of the supernatural, then as now, wasn't exactly widespread). But even with that success, Bubba might not have been able to earn enough money to keep the business going if not for something happening up in Washington, DC.

THE PERPETUAL UNEARTHLY FORCES FUND

As president of the board of New York City Police Commissioners, and later as a Rough Rider in Cuba during the Spanish-American War, Theodore Roosevelt had encounters with the supernatural. He never talked about them publicly, and referred to them in his private writings only as "strange things." But taken in context, and in light of his later actions, it's clear he ran up against some monsters — and knowing him, probably killed them. Based on what little evidence is available, historians of monster hunting speculate that he most likely fought a vampire that was preying on the residents of New York City's slums and a pack of human-eating chupacabra in Cuba, but there's no way to know for certain.

Whatever his experiences were, they taught Roosevelt that there was more going on in the world than most people knew — and more importantly, that the government needed to do something about it. Since he didn't want to publicly announce what was going on (a

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policy designed to prevent widespread panic, one followed by the US government to this day), he quietly established *the Perpetual Unearthly Forces Fund* — or PUFF, as we like to call it. Stripped of the fancy names and bureaucratized, PUFF is a fund to pay bounties to people who kill monsters — *large* bounties, since monster hunting isn't exactly the safest of professions.

The PUFF system provided a significant new revenue stream for Bubba Shackleford's Professional Monster Killers. In fact, Bubba Shackleford was the first person ever to receive a PUFF bounty payment (for a zombie outbreak in Vicksburg, Mississippi, as it so happens).

MONSTER HUNTER INTERNATIONAL

With PUFF money streaming in at a steady pace, Bubba Shackleford had the resources to expand his operation, find and hire more qualified Hunters, acquire better guns and equipment, and generally make BSPMK even better. Word of his company's ability to "get the job done" spread, and soon he had contracts coming in from all over the US — and abroad. After killing monsters for Standard Oil in Mexico and United Fruit in Cuba, Bubba changed the company's name to *Monster Hunter International*, which he felt sounded more professional and "modern."

WORLD WAR I AND THE INTER-WAR PERIOD

In 1907, Bubba Shackleford was killed doing the work he was born to do — hunting monsters — when a contract to kill some ogre-like American Indian monsters in rural Kentucky went wrong, resulting in the deaths of nearly all the Hunters involved. His son, Raymond Junior (or Raymond II, as he's usually now called), who was only seven at the time, inherited the company, and when he was old enough he carried on the good fight.

Unfortunately a new threat soon confronted MHI: World War I. It didn't have anything to do with monsters (though there were plenty of them preying on men in the trenches and taking advantage of the chaos of war to spread their evil). But when America drafted young men to go fight "over there," it took away most of the potential new Hunters MHI could recruit — and more than a few experienced Hunters as well, including Raymond II (who lied about his age to sign up). Those Hunters sometimes had to use their knowledge and skills to fight enemies other than the Germans, and meanwhile their fellow Hunters back home had to keep on doing the same job with fewer men and resources. It was a difficult time, and several Hunters died because of lack of manpower.

That trend reversed itself when the war ended and the boys came home. Now there were *lots* of young men available with combat experience, some of whom had seen things in France that they couldn't explain in everyday terms. Soon MHI's ranks were filled to bursting with top-notch recruits.

And it was a good thing too, because the period between the two World Wars — the Twenties and Thirties, sometimes called "the Pulp era" after the gaudy fiction magazines sold at newsstands (many of which contained stories based on actual monster encounters or



similar events, disguised as made-up tales) — was a boom time for monsters. Maybe it was cars making people more mobile, or cities growing, or early Nazi experiments in the occult, or the rise of radio news, but whatever the cause, monster-related incidents seemed to explode almost overnight. It was a golden time for MHI, which was busy non-stop and earned so much money it was able to bank and invest, laying the financial foundation for the company's future operations. (Fortunately for MHI, some information recovered when it killed a gypsy fortuneteller vampire allowed the company to predict the 1929 stock market crash and avoid the worst of its effects.)

THE MONSTER CONTROL BUREAU

The Pulp era was also the first time the US government became significantly involved in monster hunting. President Roosevelt had founded the Monster Control Bureau in 1902 and offered its directorship to Bubba Shackleford (who declined), but the MCB hadn't really done much for the next couple of decades. With monster incidents on the rise, MCB began to take a serious role in investigating them and covering up the truth — and its budget and importance increased accordingly. Soon mysterious MCB agents, often masquerading as revenuers or agents of the FBI, could be found all over the country, hiding the existence of the supernatural from ordinary people.





WORLD WAR II

Government involvement with the supernatural became even greater — and more secret — with the outbreak of World War II. The Allied forces soon learned that Nazi Germany was conducting significant occult experiments, recruiting monsters to work for it, and searching intensely for useful mystic lore and artifacts. For example, Reichsführer-SS Heinrich Himmler spent hundreds of thousands of reichsmarks in a (fortunately fruitless) search for Maximilian's Iron Army (a group of powerful constructs created by the mad alchemist Augustus Schreiber in the sixteenth century), and near the end of the war it was discovered that Hitler's bunker and certain other key Axis sites were protected by ward stones.

The Allied (primarily American) response on the "occult front" was two-fold. First, any reliable "supernatural assets" — in other words, monsters and paranormal entities — it could recruit or coerce into service were assigned to the Office of Strategic Services (OSS) for use in various top secret missions. For the most part they were organized under the umbrella designation of "Operation Unicorn." This was delicate work, since few monsters are as reliable as the military would like, but it paid off handsomely in several crucial situations.

DECISION WEEK

More dangerous still was the work at Los Alamos — the Manhattan Project. Most people today know the Project as the group of men who built the atomic bomb we used on Japan, but what the government has carefully kept secret is that the Manhattan Project also had scientists who were working on mystic means to end the war. They experimented with everything you can think of: magic; constructs; the fey; extradimensional intelligences; demons; pocket dimensions; and many things even more horrific. Among the plans that were devised, and in some cases seriously considered, were dropping "zombie virus bombs" on Germany and Japan; creating an army of summoned demons; and casting long-distance curses on enemy commanders and political leaders.

The forces and items the researchers dealt with were so hazardous that more than once they lost control of something, resulting in the deaths of numerous scientists. The Project ranked occult experiments on a scale of 1 to 10 — the higher the number, the more potentially dangerous and destructive. On this scale, werewolves ranked at 2, the zombie virus bomb was a 7, anything involving the Old Ones was a 10, and the Mark Thirteen project (see below) earned that name by ultimately being ranked a terrifying 13. (The atomic bomb, by comparison, ranked 5.) Anything above a 5 was considered unreasonably dangerous and approached with extreme caution (if the government permitted work on it at all).

Eventually matters came to a head and the government had to decide which route to go: the technological or the mystical. After intensive discussion and debate — a process that was later dubbed *Decision Week* — the mystic experiments were tabled once and for all and the Manhattan Project focused solely on developing the atomic bomb and other conventional weapons. The "leftovers" of the occult side were destroyed or stored away in hidden, heavily secured facilities. Many have long since been lost or forgotten, though some are still catalogued in highly secret government records. One such, the Mark Thirteen project, was responsible for the Las Vegas "incident" (see below).

1946-1991:

VIETNAM AND BEYOND

After the war MHI got back to business as usual, with Raymond Shackelford III now in charge. In time his son Raymond IV served as his right-hand man (with Raymond IV's wife Susan later also assuming an important role within the organization). The Fifties, Sixties, and Seventies were relatively quiet but still profitable times for MHI. There were enough monster outbreaks to keep the PUFF bounties flowing in and the defense contracts active, but not so many that there was pressure to step up recruiting.

The government, meanwhile, was continuing to dabble in matters monstrous. While the MCB devoted more and more money and resources to keeping the lid on monster-related incidents so that the public wouldn't suspect what was happening, the Department of Defense remained interested in the military applications of the supernatural. A few minor projects were launched during the Korean War when the Chinese began "dabbling" in the supernatural, allowing DoD eggheads and planners to gather valuable data. That information and experience proved helpful when the Vietnam War broke out. Convinced (rightly) that the North Vietnamese and their Soviet allies would field supernatural operatives, the United States decided to do the same. It formed Special Task Force Unicorn (STFU), a two-part organization. The main part consisted of several supernatural entities recruited (or forced) into service with promises of PUFF exemption. The second part was a group of top-notch human soldiers who had two jobs: assist the supernaturals as needed; and kill them if they became uncontrollable.

STFU achieved notable success in Vietnam. Ordinary enemy soldiers couldn't stand against it; only its opposite number, a group of Soviet supernatural soldiers, provided any serious challenge. Toward the end of the war the situation resolved itself when the main Soviet agent, a powerful werewolf, infiltrated STFU's encampment and killed all but a few of its personnel. After that the Task Force was supposedly disbanded — though as you'll see later, it never entirely went away.

The STFU wasn't the only Special Task Force the US government had in Vietnam, but the other three don't relate to the history of MHI in any degree so we won't discuss them here. You can look up a few facts about them in the archives if you're interested, but don't expect to find much. The government's good at keeping some things secret.

1991 TO NOW:

THE MODERN ERA

The modern era of monster hunting began in 1991, when for reasons that have never been determined two vampires and their horde of zombie and wight underlings attacked a peaceful suburb of Oakland, California. By the time word got out and Hunters (including MHI's California team) and the MCB were able to respond, dozens of people had been slaughtered and turned. Eventually we were able to contain the situation and, after a fierce battle that involved setting part of the area on fire, to kill all the monsters involved. In the end nearly 1,200 people (including five Hunters and four MCB agents) were killed. The MCB covered the entire incident up by letting the fire spread way beyond what we started, and the result was the so-called "Oakland Firestorm."

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The Oakland Firestorm attack seemed to mark a sort of turning point. Monsters that had once kept to the shadows and lived on the fringes of human society became more aggressive and dangerous, resulting in more deaths — and more work (and profits) for MHI. Since returning to business after the “hiatus” (see below), we’ve often been so busy that we’ve had trouble keeping enough Hunters in the field. In the past year or two the situation’s worsened again, with major monster-related incidents on the rise around the globe. But we’ve taken steps to deal with things, as you’ll read below.

THE DECEMBER 15, 1995 TRAGEDY AND THE HIATUS

Unfortunately, given the rising tide of monster attacks, MHI spent a significant portion of Nineties crippled by its own mistakes and government overreaction. In the mid-Nineties Raymond Shackelford IV, deeply saddened by the death of his wife Susan at the hands of a vampire, began studying the occult intently, seeking a way to bring her back to life. Another employee, Martin Hood, manipulated him into doing this, but none of us knew it — nor were we aware of just how deeply he delved into forbidden lore.

By late 1995, Raymond IV had learned enough, and become insane enough, to attempt his plan. He scheduled the annual MHI Christmas party for December 15 at an Alabama venue that he’d discovered was built on a place of power (ancient sacred ground to the local Indian tribe, we later found out). While the party was in full swing he cast his spell, unaware that due to Martin Hood’s machinations Susan had become a vampire herself and so wasn’t truly dead. That fact, plus the partially incorrect information Hood

had provided him with, caused the spell to go awry. It opened up a portal to Hell right there in the middle of the supper club.

Reddish-orange demons came streaming out and attacked. Most of us were armed, but only with handguns, so putting up a fight was difficult. Before Director of Operations (DoO) Harbinger valiantly entered the portal and brought Raymond IV back out to shut it down (thus preventing Alabama, and perhaps the world, from being sucked into another dimension), 97 Hunters (including Raymond Shackelford V) and 40 civilians lost their lives. We captured Raymond IV and had him confined to Appleton Asylum — but before a bomb he’d planted did significant damage to our archives. Along with nearly a hundred valuable Hunters we lost a lot of useful information that day.

When the Monster Control Bureau learned what had happened, officials in Washington went berserk. Convinced that private monster hunting was nothing but a disaster waiting to happen, and that the MCB and other government agencies could handle the problem on their own, they cancelled the PUFF bounty system and began prosecuting Hunters for any actions they took which were in violation of the law. “The hiatus,” as we now call it, lasted for six years and nearly put MHI out of business. If not for the substantial financial resources we’d built up beginning in the Twenties, we couldn’t have afforded even the minimal expenditures needed to keep the doors open while we took what private contracts we could get and hoped for better times to arrive soon.





THE MACHADO INCIDENT

During the time MHI and other monster hunting organizations were effectively crippled by the end of the PUFF system, monster attacks on civilians rose by *three thousand percent* compared to the prior six years. That strained MCB's resources and ingenuity almost to the limit, and eventually Congress buckled under the pressure and reinstated the PUFF. MHI was soon back in full swing, busier than ever.

Some time thereafter, our latest group of recruits included a new Hunter with some unusual abilities, a man named Owen Pitt (you can read more about him below). It turned out that he's some sort of "Chosen One," gifted with some unusual powers and a destiny to match. And it's a good thing we found him when we did, because we soon faced the deadliest threat ever to confront MHI: Lord Machado, a powerful, five hundred year old entity whose goal was to bring the Old Ones to Earth, thus enslaving all of humanity. Serving him were seven master vampires, including Jaeger (the most powerful vampire ever known) and Susan Shackelford.

During our fight with Machado he lured us to Natchy Bottom, Mississippi, where he unleashed so many demons on us that all of the MHI Hunters and MCB agents there were killed — until Pitt's powers came into effect. I'm sure all of you remember the "five minutes incident," where time worldwide was "rewound" for five seconds. That was Pitt's doing; it's how he saved our lives, and eventually the world.

Then we tracked Machado to his real lair — DeSoya Caverns, Alabama. After a fierce fight that cost the lives of fifteen Hunters and many other people, Pitt was able to stop Machado's scheme and destroy him forever (or at least as "forever" as it gets in this business).

THE MARTIN HOOD AFFAIR

Events at the end of the Machado incident led MHI into its next major crisis less than a year later. Unbeknownst to us at the time, Interim Director Myers of the MCB had decided that the threat posed by Machado was too great to take any risks, so he ordered a limited nuclear strike on DeSoya Caverns. As luck would have it, the bomb passed through the portal that Machado had opened and entered the realm of the Old Ones, where it exploded and scratched an Old One humans refer to as the "Dread Overlord." Angered by this insult, the Dread Overlord sent word to its minions on Earth: find and destroy Owen Pitt.

Unfortunately for us, the Dread Overlord's chief servant was a man named Martin Hood — a former MHI Hunter who'd embroiled himself too deeply in the study of magic, faked his own death, and become the leader of a strange cult called the Sanctified Church of the Temporary Mortal Condition (or simply "the Condition"). Now possessed of immense necromantic and dark magic powers, Hood decided he'd deliver Pitt to the Dread Overlord personally. Even worse, he'd planted one of his followers as a spy within the MCB, and that man, Anthony Torres, got assigned as part of a detail to "protect" Owen Pitt.

What followed was a series of attacks that could have destroyed MHI and the world. Hood lured Pitt out of our protected compound by attacking Pitt's family — including sending two oni, the infamous Cratos and Bia, to try to kidnap his brother, rock star David "Mosh" Pitt — and nearly killed him. Then he attacked our compound with an army of the undead he'd been building for years. His final play was to raise a gargantuan, demonic, tree-like creature, the Arbmunep, in New Zealand and to throw Pitt through a portal to the Dread Overlord.

But Pitt and Agent Franks of the MCB turned the tables on him. Armed with the ward stone that used to protect our compound, they went through the portal and killed the Dread Overlord (earning Pitt the nickname "God Slayer"; be sure to use it whenever you talk to him, he loves it). Pitt then killed Hood himself — but unfortunately his daughter Lucinda, a powerful sorceress in her own right, escaped us.

THE COPPER LAKE INCIDENT

The next year saw the worst monster-related attack in the United States since the Oakland Firestorm incident — one that MHI was only tangentially involved in because no one knew it was happening at the time. MHI's Director of Operations, Earl Harbinger, was visiting a friend in the small town of Copper Lake, Michigan. As luck would have it, while he was there a man named Adam Conover, the world's most powerful werewolf, better known as "the Alpha," launched a scheme with the help of Lucinda Hood. They used magic to raise a fierce snowstorm and seal off the town, then unleashed Conover's werewolf followers to ravage the town. If not for the timely actions of DoO Harbinger and some brave locals, Conover's lycanthropic and undead minions would have become so powerful that even the US government probably wouldn't have been able to stop them. But fortunately that didn't happen, and Conover was killed.

THE LAS VEGAS INCIDENT

About a year and a half after Copper Lake, an unprecedented event in the history of monster hunting occurred. For the first time Hunters from around the world — over two hundred of them, representing various government agencies and fourteen different companies from fifteen nations — assembled at the Last Dragon Hotel in Las Vegas for the *International Conference Of Monster Hunting Professionals*, or "ICMHP." As the largest monster hunting company in the world, MHI was well-represented, of course, and that turned out to be a good thing. One of the Decision Week "leftovers" — an advanced form of a creature called an alp, that can make your memories come to life and attack you — assaulted the conference, eventually moving the entire hotel into a parallel dimension where it could attack all of us with every monster we'd ever fought. If not for the bravery and sacrifice of hundreds of Hunters, including many of MHI's best and brightest, the creature would have killed us all and then gone on to turn the world into its own personal plaything.

CONCLUSION: THE PRESENT DAY

The best outcome of ICMHP wasn't the PUFF bounties we earned — it was the contacts we made. For the first time MHI was able to network with other Hunters from around the world in a formal environment. That sharing of literally hundreds of years' worth of hard-core monster hunting experience was invaluable. Not only did all of us learn a lot, but by comparing notes we realized that something significant is happening behind the scenes. Major supernatural incidents — powerful monsters burrowing up from the depths of the earth, entire towns going missing (or their populations vanishing without a trace), an ancient, ruined city appearing on the deep seabed overnight, and more — have occurred at a rapid pace in the past year

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or two. Even by post-1991 standards this is a *lot* of monster activity. It's almost as if some strange, evil power is testing us, probing our defenses, evaluating our skills and resolve. So we've formed a loose network of strategic partnerships with other Hunters around the world. We hope that by exchanging information on a regular basis and developing a broader perspective on global supernatural activity we can see whatever's coming and stop it before it's too big for any of us to deal with.

Today MHI is the largest, most successful monster hunting organization in the world — and business is great. We've got so much going on we can barely fill our need for qualified Hunters to serve in the field, much less staff all of our office administrative positions. So study hard, train hard, and use everything you learn — we need you, and the world needs you.

HOW MHI DOES BUSINESS

"Our business is monsters, and business is booming."

—Raymond Shackelford III addresses the latest group of trainees in *Monster Hunter International*

From some of the stories you've heard, you probably think that monster hunting is all about flying around in helicopters, shooting things, and blowing stuff up. We can't deny there's a *lot* of that — think of it as a job perk — but there's more to the job than just the controlled use of violence.

THE LEGAL FRAMEWORK FOR MONSTER HUNTING

You might think it's a little strange that an organization like MHI — not to mention our many competitors — can make a living hunting monsters. And you're right, it is strange. What makes it possible is the government's response to the existence of the supernatural. Unless you end up working as one of MHI's lawyers or negotiators you don't need to know all the details, but you should have at least a basic understanding of what makes your job possible — if for no other reason than to ensure you do things properly so we get our money.

Laws About The Supernatural

Ever since it became aware of the existence of monsters and magic, the United States government has established a series of laws, presidential orders, and agencies to cope with the problems they present. The government's policy, first and foremost, is to prevent information about the supernatural from becoming public knowledge. Therefore any laws or regulations pertaining to it are passed in secret, by select committees of Congressman who are made aware of the situation, and the mechanisms for enforcing them are likewise kept secret. All of this arguably involves extensive violations of the Constitution, but the government believes that containing the threat posed by widespread knowledge of the supernatural is worth cutting a few corners — or sometimes more than a few.

THE UNEARTHLY FORCES DISCLOSURE ACT

The government's primary legal weapon in its effort to combat public awareness of the supernatural is a law most of you have already become familiar with: the Unearthly Forces Disclosure Act, or UFDA. The UFDA mandates that anyone who learns anything about the supernatural is obligated to keep it secret under penalty of law. He can't tell anyone — not his wife, his kids, his priest, or anyone else — unless that person is an authorized government agent or has already been "cleared" under the law. (For example, anyone issued a PUFF charter, as described below, is considered "cleared." So is anyone working for an organization with one, like you.)

As an MCB agent explained to you after your own first encounter with monsters, violation of the UFDA is punishable by severe penalties, ranging from a steep monetary fine to summary execution. The latter punishment is the one most commonly imposed, by a significant margin. So if you want to stay out of the graveyard, keep your mouth shut about the work we do. Make up a cover story for your family and friends if you have to. Lying to them isn't pleasant, but it beats the alternative — having MCB agents arrange a fatal "accident" for you and anyone you spoke to. MHI has a lot of pull in certain Washington circles, but if you violate the UFDA even we can't save you.

ANTI-MONSTER LAWS

The government's also passed a number of laws targeting specific monsters. Basically, their very existence is a violation of US law. The main ones include:

- the *Monster Control Act of 1902* (which has been expanded and revised several times over the past century, particularly by 1972's *Monster Suppression Act*). This law authorizes and funds the MCB, and gives it broad scope to take actions that would otherwise be well outside the normal framework of federal criminal law.
- the *Anti-Lycanthropy Act of 1995*, which makes it a capital offense to be a werewolf, or to spread (or attempt to spread) lycanthropy to another person by any means. Terminations of confirmed lycanthropes are conducted immediately, without trial.
- the *Sentient Undead Control Act of 1994*, which makes it a capital offense to be a self-willed undead, or to turn (or attempt to turn) another person into one. Primarily this law is aimed at vampires, but it certainly covers other type of undead that can think for themselves, like revenants and liches. As with lycanthropes, immediate execution is the standard punishment.

These laws were subjected to a broad challenge in the Supreme Court case of *Kortowski v. United States*. The Court, ruling unanimously, held that sentient undead, lycanthropes, and other intelligent monsters are not "humans" under federal law (whether they once were or not), and therefore are entitled to no constitutional rights or protections of any sort. This shields MCB agents and other government operatives from any legal consequences for killing monsters under the laws described above. It basically gives them a free hand to do whatever they think necessary to keep the "supernatural problem" under control and out of the public eye.





LAWS AGAINST MAGIC

Federal law also makes it illegal to study or practice magic, or to possess “paraphernalia of sorcery” (such as grimoires, unusual substances intended for spellcasting, and similar things). This applies to “white” as well as “black” magic, regardless of the student’s/spellcaster’s intentions.

The penalties for practicing magic range from a hefty fine (including, of course, confiscation of all ritual objects and spellbooks) to the government’s favorite solution, summary execution. The more dangerous, destructive, or “evil” the type of magic studied or used, the harsher the penalty. For example, animating the dead, or in any way working with or using undead beings, is a serious felony under federal law and almost always warrants death by sudden lead injection.

Certain persons — such as some scientists, and monster hunting organizations like MHI — can obtain a waiver from some of these laws, much in the same way that someone can obtain a permit to own and sell a machine gun. That’s why we’re allowed to maintain our own archive of reports, confiscated books, and other materials: we legitimately need them for “research purposes,” since you never know where someone might have written down crucial information about a particular type of monster.

GOVERNMENT USE OF MONSTROUS AND MAGICAL RESOURCES

Of course, just because we private citizens can’t cast spells or traffic with monsters doesn’t mean the government can’t. As so often happens, it’s created loopholes in its own laws so it can do as it pleases. Operation Unicorn in World War II and Special Task Force Unicorn in Vietnam are two examples of this. Similarly, key government installations, like the White House and Cheyenne Mountain, are protected by ward stones and defensive spells. So if you get into a situation where the government’s also involved, don’t think they’re not using magic just because you can’t.

The Perpetual Unearthly Forces Fund (PUFF)

The most important law for our line of work is the Perpetual Unearthly Forces Fund Act of 1901, passed secretly during the Theodore Roosevelt administration to establish the PUFF. Aside from the post-1995 hiatus, the PUFF has remained in existence ever since, providing a steady source of income for MHI and other Hunters. The MCB administers the PUFF.

Simply put, the PUFF establishes a system of bounties for killing monsters. The more dangerous the monster or the harder it is to kill, the higher the bounty. The established bounties are reviewed at least once per decade and adjusted for inflation and other circumstances, but changes may come more quickly in light of new knowledge. For example, if someone discovers a new monster it goes on the PUFF list as soon as the MCB learns of it and evaluates it. If a Hunter discovers a new vulnerability for an existing monster that makes them easy to kill, the bounty for that monster usually goes down.

Periodically during the past forty years, certain people in Congress and the monster rights community have attempted to have the PUFF eliminated, or at least drastically changed. Fortunately for us, aside from the hiatus these efforts have never succeeded; there are enough responsible Congressmen and MCB agents who understand the vital role the PUFF plays in keeping America safe from monsters.

Currently the PUFF enjoys significant — though not universal — political support. There are one or two Congressman who are outspoken opponents of the PUFF system and want to see it eliminated so the money can be “better spent on other things.” So far these people don’t have enough backing to accomplish anything, but we keep a careful eye on the situation because our livelihoods depend on it. One way we keep our allies in Washington on our side is by not engaging in “cowboy” antics or causing any more trouble and societal disruption than we have to — so keep your wits about you and stay calm if you want to get paid. Unrestrained havoc and unnecessary casualties just make all our jobs harder.

THE PUFF CHARTER

Anyone can earn a PUFF bounty as a one-time thing — many of you did just that during the incidents that brought you to MHI’s attention. But if you want to apply for PUFF payments on a regular basis, you must have a PUFF charter. You can think of this as similar to obtaining a license to sell firearms.

The government doesn’t advertise the availability of PUFF charters, of course; only people who are already aware of the supernatural can get one. Even that requires a lot of discrete asking around to find the right MCB office to apply to, or to locate the MCB’s PUFF website (which does not appear on standard search engines). To qualify for one a person has to pass a test demonstrating basic knowledge of various common monsters, attend a four-hour class on PUFF rules and procedures, and prove to the MCB that he has the proper licenses and permits for any weapons he intends to use.

Most PUFF charters (including MHI’s) entitle the owner and his employees to hunt monsters anywhere in United States territory during the duration of the charter (typically two years, after which it can be renewed). They also allow the owner to possess weapons that would otherwise be illegal under BATFE regulations and federal law. However, sometimes the government issues a charter only good for certain areas and/or restricted periods of time (in response to a major monster outbreak, for example).

Any violation of the terms of a PUFF charter or the UFDA is enough to get a charter revoked — and usually to get the charter’s owner and his employees thrown in jail (or at least *very* carefully scrutinized by every federal agency you can think of). So watch it! We like our charter. In fact we *love* our charter. If you make us lose it we will be very upset with you — and you don’t want to see Director Harbinger when he’s upset.

PUFF RULES AND REGULATIONS

Naturally, there are plenty of rules and regulations surrounding the PUFF. Here are the main ones you need to know about. What’s said here only applies to the PUFF; some other nations have equivalent programs that MHI can claim bounties under, but each one has its own specifics.

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Eligible Targets; MHI Policy On What We Hunt

Any monster on United States territory, or which can be proven to originate in United States territory or as the result of the action of a United States citizen, is considered to have a PUFF bounty on its head. (For these purposes the MCB usually considers monsters encountered by US military expeditions abroad as valid for PUFF bounties.) The only exceptions are monsters who have somehow earned an *exemption* from the PUFF system. Typically this involves serving the United States in some capacity (like working for Operation Unicorn during World War II) in exchange for being made exempt from PUFF. (Sometimes such exemptions are extended to the monster's family, tribe, or the like as well.) A list of persons or beings currently exempt from PUFF can be obtained from the MCB's PUFF website at any time — though we always have copies printed up in the library in case you need to take one along on a mission.

Of course, if a PUFF-exempt creature begins committing crimes, making its existence known to the public, or engages in other activity the government doesn't approve of, its exemption ends immediately. The government can also threaten to remove a monster's exemption as a way of getting it to do something the government wants.

But beyond the letter of the law, you need to be aware of *MHI policy* on who's an eligible target. We have no problem hunting monsters who pose a threat to humans — in fact, we downright enjoy it — but we're not going to hunt monsters who are trying to co-exist peacefully with us. For example, all our orc allies (see below) are PUFF eligible, but if you were to try to turn one in for the bounty Director Harbinger would make you regret it for a long, long time.

Eligible Claimants; Application For A Bounty

Anyone with a PUFF charter (like MHI), or working as a designated employee or agent of a charter holder (like you) who kills a PUFF-eligible monster, or assists in a kill, can claim a PUFF bounty. Government employees, such as MCB agents, are *not* eligible to claim PUFF bounties.

Predictably, getting the government to actually *give* us our PUFF money after we've earned it requires jumping through a bunch of bureaucratic hoops — though by now we've learned how the system works well enough that things usually go smoothly. The main requirement is that we have to file a Form 940X for *each monster killed*. This lengthy document asks you to describe the monster in as much detail as possible, provide a basic report of the encounter and how you resolved it, and list *all* witnesses with as much information as you can (so the MCB can find them and intimidate them into not talking). So if you blow up several dozen zombies, be prepared to spend a lot of time in the office filing paperwork. You also have to submit a Treasury Form P-3506. Fortunately for you, we've automated things with some special software, so it takes a lot less time than it used to be in the good ol' days.

Modus operandi in Washington is that anything involving paying someone (as opposed to taking money from them) takes forever. So don't expect to get your PUFF bounty overnight unless you have a friendly bureaucrat on your side (and we all know how common *those* are).





Physical Remains Required

As a general rule, you can only claim a PUFF bounty when you have some physical remains of the monster to prove you killed it. In some cases it can be as little as an ear or a blood sample, but usually something more substantial like a head or hand is best. In the case of monsters that disincorporate after death, like vampires and demons, collect up as much of the dust or goo as you can. Consult your *MHI Field Manual* for recommended procedures.

For this reason MHI generally doesn't hunt ghosts, alps, or other incorporeal creatures. Since they don't have bodies, there's no way to prove the kill and thus claim the bounty. But the government does make exceptions to this rule in some cases. For example, if you have one or more disinterested witnesses willing to sign an affidavit testifying that you destroyed some incorporeal monster, or if you can provide some other sort of acceptable evidence about what happened, usually we can shake a PUFF bounty out of the Fund after we wrangle with the bureaucrats a bit.

All physical remains of monsters recovered by a PUFF charter holder (including MHI) must be turned over to the MCB unless permission is given in writing to keep them. We have been told that the MCB has special facilities for destroying (or, if necessary, storing) such things where they remain secure and can be studied by government experts. Presumably routine or potentially dangerous remains are destroyed, while unusual or noteworthy ones are kept for study, but with the government sometimes "dangerous" and "noteworthy" are the same thing, so there's no way you can know for sure unless you join the MCB.

The PUFF Table

The table on pages 18-19 lists the standard PUFF bounty for all known monsters. In many cases there's a range of bounties, since the price on a monster's head varies based on the monster's age, size, or other factors (and of course, the bounty for an assist is less — usually around one-third of the amount for a full kill). In particular, the more people a monster kills, and/or the longer its "career," the higher the bounty for killing it.

"NPB" means "No PUFF Bounty," typically because the creature is incorporeal or the species currently has a PUFF exemption.

"Special" means a creature is so rare, or so dangerous, that the MCB decides the bounty on a case-by-base basis — but it's usually astronomical. That's where Hunters like Julie Shackleford, who know how to negotiate and debate with bureaucrats, really earn their money. But the MCB bean-counters retain the right to "adjust" any bounty "in light of the circumstances" (which usually translates as "take money out of brave Hunters' pockets").

As you can see, the rewards are usually pretty high — assuming you survive, you can make really good money as a Hunter. Director Harbinger likes to joke that we have a problem with experienced Hunters retiring so they can buy small countries. See pages 29-30 for detailed information on how we split up the PUFF bounties among MHI employees.

Contract Work

The PUFF isn't the only source of MHI's income, though. We make a considerable portion of our annual revenue from short-term and long-term "security contracts" with the government, corporations, and individuals.

While knowledge of the supernatural is kept from the general public, many important people and others who need to be "in the know" are at least tangentially aware that "there's something out there," and what to do if it gets too close. Usually "what to do" is hire MHI (or, if the potential client's not as smart as he should be, one of our competitors). Our Business Manager, Julie Shackleford, usually negotiates such contracts.

Many of these situations are short-term or one-time arrangements to deal with a specific monster encounter or manifestation of the supernatural. We come in, kill whatever it is, clean up any leftover mess, and go home with a big, fat check in our pocket. The more crucial the situation, the more we get paid — "rush jobs" always earn us more money. Even better, most short-term clients aren't aware of the PUFF system, so we *also* get to claim the bounty on whatever we killed.

We also fulfill some longer-term security contracts, primarily with a few corporations and some government agencies. The longest-standing of these is our arrangement to protect Los Alamos and related Department of Energy facilities in New Mexico, a deal we've had going since the Forties. Benjamin Cody, leader of our New Mexico team, is in charge of that contract, which brings us millions every year.

At the ICMHP meeting in Las Vegas, high-ranking officials indicated that some major, very lucrative, monster defense contracts would soon be forthcoming from the government. We haven't heard anything further yet, but are paying close attention to these developments. It's possible that in the next decade or two, monster security work will provide a much larger percentage of our earnings, perhaps even eclipsing PUFF bounties.

THE MHI CHAIN OF COMMAND

Compared to the MCB or the military, Monster Hunter International has a pretty relaxed command structure — most of our employees are highly individualistic and strong-willed (though we consider those qualities assets rather than liabilities). But we need to have *some* chain of command to maximize our efficiency in dangerous situations and keep as many Hunters as possible alive to kill monsters another day. So here's how things work.

RAYMOND SHACKLEFORD III, PRESIDENT AND CEO

The head honcho of MHI is Raymond Shackleford III, the grandson of Bubba Shackleford. Born in 1920 and now hampered by permanent injuries sustained during a lifetime of monster hunting (including the loss of his right hand and left eye, a wound to his left leg that makes him limp, and a serious burn to the left side of his face), he's still as tough and irascible as ever. He's the majority owner of MHI and serves as our president and chief executive officer — in other words, what he says, goes (though he's smart enough to take advice from other people before making most decisions). He's forgotten more about monsters than most of you will ever know, so if you can find a way to get him talking about his experiences as a monster hunter, be sure to listen.

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EARL HARBINGER, DIRECTOR OF OPERATIONS

President Shackelford isn't directly involved in MHI's day to day operations anymore due to his age. Instead those responsibilities fall on the shoulders of the highly capable Earl Harbinger, the toughest Hunter you're ever likely to meet. He makes the daily decisions necessary to keep the business running smoothly, and more importantly serves as MHI's field commander when large numbers of Hunters assemble to deal with major supernatural threats. He's gruff, doesn't tolerate nonsense, and expects the highest degree of skill and professionalism from his Hunters. Pay attention to him and you might learn a thing or two.

JULIE SHACKLEFORD, BUSINESS MANAGER

Julie Shackelford, Raymond III's granddaughter, is MHI's business manager. Director Harbinger has many fine qualities, but a tolerance for paperwork and the niceties of business dealings isn't one of them. Fortunately Julie is skilled at such matters. When new clients want to hire MHI to get rid of some monsters, she's the one who talks to them and negotiates the contract. When we have a dispute with the MCB over the amount of a PUFF bounty, she's the one making the arguments for our side (and she usually wins). If you have a question or concern about your share of a bounty, she's the one to talk to. Just make sure you catch her in a good mood.

Julie has several people helping her with all the office work:

Owen Pitt, Finance Manager

The first is her husband, Owen Pitt. He's MHI's "finance manager," which is a fancy term for "accountant and chief number cruncher." He's the one who balances the books and makes sure all the money coming in gets paid to the people it's supposed to so the lights stay on and the IRS doesn't hassle us (at least no more than usual). If you want to stay on Owen's good side — and you'd better, since he's one of the biggest, meanest Hunters ever — *save your receipts!* He needs them to keep the books straight. And if you don't turn them in, you can't get reimbursed for out-of-pocket business expenses.

Dorcas Peabody, Office Manager

Dorcas Peabody, a former Hunter who retired after losing her right leg below the knee, keeps everything running as smoothly as possible in the MHI home office at Cazador. She answers the phones, creates the work schedules, handles all sorts of paperwork, and generally keeps all us rough and tumble Hunters in line. Don't mistake her sweet little old lady nature for softness; despite her age she's tougher than most of you (and she still holds the MHI record for lifetime werewolf kills). Do not, under any circumstances, touch her food in the company refrigerator, or you'll regret it.

Albert Lee, MHI Archivist

Albert Lee was a librarian before he joined MHI. After a very brief time in the field, he had to retire from active duty due to a crippling leg wound. Rather than leave the company he put his old skills to work organizing and maintaining our archives, which have been in

dire need of the attentions of someone like him for decades. He's still got a *lot* of work cut out for him, but he's already made some major strides toward improving the archive's usefulness.

Lee's also the man to go to if you need to know something about monsters. The time he's spent reading through books in the archive has made him just as knowledgeable (if not moreso) than most experienced Hunters, and what he doesn't know he can help you look up. (In *HERO System* terms, Lee has Knowledge Skill: Monsters 14- and Knowledge Skill: Arcane And Occult Lore 8-.)

TEAM LEADERS

Below the "head office" leaders are the individual team leaders who run MHI's field offices in major cities (see below). Each team leader commands his people as he sees fit and runs his office in his own style — some aren't far different from your usual small business, while others look and operate like well-armed frat houses.

REGIONAL TEAMS

Because monster attacks can occur just about any time and any place in the United States, MHI maintains a series of field offices in cities around the country. We refer to these as "regional teams," since each of them tends to cover not just the city it's based in but the surrounding suburbs and rural areas as well. The odds are that most of you will be assigned to one of these teams after you complete our training program, so here's a quick rundown on our current roster.

To help us tell the teams apart and to build morale, each team designs its own special patch. These range from serious to humorous, but each bears the unique touch of the team that created it. Some of these patches are described below. Many Hunters enjoy collecting all the team patches (including historical ones, which are much harder to come by).

Ideally we try to ensure that every team has a wide variety of skills and interests among its members — monster hunting's about more than being a gun nut. In particular, we want each regional team to have (a) one person of strong religious faith, and (b) one person trained as a paramedic, doctor, or the like. Other things we look for include skill with electronics (particularly security systems), tracking, demolitions, and criminalistics. It also never hurts to have someone on a team who's a scholar — who likes doing research and reading through old books.

The Cazador Teams

First off, we have several teams based out of the compound in Cazador, able to respond to monster attacks or emergencies anywhere in the country given enough notice. These teams also do the bulk of our international work.

FIRST TEAM

The most prestigious assignment in MHI — and arguably also the most dangerous — is Earl Harbinger's personal team, usually known as "first team." Unless you're the greatest Hunter the world's ever seen since, well, Owen Pitt, there's no chance you're going to make it onto first team early in your career; it takes a lot of field experience to get good enough to join Harbinger's elite squad.





PERPETUAL UNEARTHLY FORCES FUND TABLE

Monster	Bounty			Notes
	Low	Average	High	
Akkadian Sand Demon		250,000		
Akkadian Storm Beast		500,000		
Alp		NPB		
Arbmunep		Special		
Aswang		75,000		
Baba Yaga		Special		
Banshee		250,000		
Blood Fiend	25,000	50,000	100,000	
Boogiemán		Special		
Burrower		250,000		
Cerberus	5,000	10,000	50,000	
Chupacabra		25,000		
Deep One/Saughafin		20,000		
Demon (most types)		Special		
Succubus		1,000,000	Special	
Devil Monkey		7,500		
Doppelganger		500,000		
Dragon		Special		
Elf		NPB		Elves are currently PUFF exempt
Fey (various types)	1,000	10,000	250,000	The top end bounties for Fey can be very impressive, and some of the rulers of the Fey fall into the Special category
Gargoyle	10,000	50,000	250,000	Due to the wide range of sizes and “varieties” of gargoyle, their PUFF bounty varies widely
Ghost		NPB		
Ghoul				
Standard	10,000	20,000	50,000	
Ice	20,000	50,000	100,000	
Giant Mutant Monsters (Kaiju)		Special		
Gnome		20,000		Gnomes have the same bounty as orcs, which offends both groups to no end.
Golem	10,000	50,000	Special	Due to the wide range of sizes and “varieties” of golem, their PUFF bounty varies widely
Grinder		100,000		
Hell Hound	5,000	25,000	Special	
Hobgoblin		10,000		
Humboldt Folk		75,000		
Kraken	250,000	500,000	1,000,000	
Lich		Special		
Lindwyrn		100,000		
Luska	250,000	500,000	1,000,000	
Lycanthrope, Werewolf	50,000	100,000	Special	

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Monster	Bounty			Notes
	Low	Average	High	
Manticore		50,000		
Mind Colossus (Blarg)		250,000		
Minotaur		150,000		
Mummy		Special		
Mutant or Monstrous Animals				
Catfish, Giant Mutated		10,000		
Dinosaur		Special		
Frogs, Screaming Killer		10,000		
Lizard, Mutant Shrieker		5,000		
Mollusk, Giant Killer		5,000		
Squid, Giant	25,000	50,000	100,000	
Night-Shadow	18,000	45,000	80,000	
Ogre	20,000	35,000	50,000	
Oni		Special		
Orc		20,000		Orcs have the same bounty as gnomes, which offends both groups to no end.
Pixy		NPB		Pixies are currently PUFF exempt
Reptoid		50,000		
Revenant		Special		
Sasquatch		NPB		Sasquatches are currently PUFF exempt
Sea Monster	10,000	50,000	250,000	
Serpent, Giant	5,000	20,000	Special	
Shade		NPB		
Shoggoth	100,000	500,000	1,250,000	The variation primarily depends on size
Siren		1,000,000		
Skinwalker		500,000		
Spider, Giant	10,000	20,000	50,000	
Spider, Helicopter		5,000		
Troll	20,000	35,000	50,000	
Vampire				
Standard	20,000	50,000	100,000	
Master		Special		
Vulkodlak		250,000		
Warg		20,000		Orcs find this bounty hilarious
Wendigo		Special		
Wight	50,000	100,000	250,000	
Wraith	60,000	120,000	300,000	
Zombie				
Human, slow		5,000		
Human, fast		20,000		
Construct	20,000	50,000	100,000	
Large animal		20,000	Special	





Besides Earl, first team currently includes Julie Shackelford, Owen Pitt, Trip Jones, Holly Newcastle, and Milo Anderson, all of whom you can read more about below. First team's patch is MHI's corporate logo as well: a wickedly grinning li'l devil happy face on an olive green background.

OTHER CAZADOR TEAMS

First team isn't the only team based in Cazador — as monster incidents have increased over the past two decades, we've needed more personnel to respond to emergencies and situations that a single regional team wasn't capable of handling. So after the Las Vegas incident we added some Cazador-based teams. They include:

- Team Cassidy, led by Walter Janson, self-described "Nevada desert rat," motorcyclist, and "world's biggest Rammstein fan." His team's patch is a red hand throwing the horns, on black.
- Team Con Furia, led by Arturo Veranza, a veteran of the Mexican military and federal police force who emigrated to the US and joined MHI after a werejaguar massacred his squad of officers. His team's patch is a cartoon chupacabra reclining back, drinking a margarita.

The Other Teams

MHI's primary regional teams are:

ATLANTA, GEORGIA

Although Atlanta's relatively close to Cazador, it's populous enough and has enough monster activity to merit a team of its own. Team Atlanta's led by Jay Boone, an Army Special Forces veteran; he's an experienced, intelligent Hunter who favors the Krinkov as his main weapon. Members of his team include Desmond Gregorius (a huge fellow who's also a Special Forces vet) and Terri Sharpe (a former TV reporter who became a Hunter after zombies ate her camera crew). The team's patch features a lop-eared rabbit wielding a knife on an olive green background.

CHICAGO, ILLINOIS

Between its industry, slaughterhouses, proximity to Lake Michigan, and history of organized crime violence, Chicago has at times been a mecca for monsters. On the front lines ready to send them to an early grave (or back to an old one) is Team Chicago, whose patch displays the head of a werewolf wearing a fedora, on an olive green background. Its leader is Robert "Bob" Mitchell, who used to be a CPD detective before he learned (the hard way) about the supernatural. His contacts with local law enforcement are often extremely helpful to MHI.

DENVER, COLORADO

The Denver, Colorado team covers the intermountain west, which has seen increasing monster activity over the past six years. It's known as Team Haven from its first leader, Sam Haven, who was tragically slain during the fight against Martin Hood in New Zealand. Its patch features a walrus playing the banjo, on a white and green background.

Since Sam's death, Team Haven has been commanded by Peter "Priest" Gant, an immigrant from South Africa who used to be a

Roman Catholic priest. He's a soft-spoken guy who's much more reasonable than many of his colleagues, but don't let that fool you — he's tough as nails and has killed more than his share of monsters. He also knows lots of people in the international monster hunting community, particularly those from Africa. His team members include the twin Haight brothers, Shawn and Justin, who are as boisterous and prone to practical jokes as Priest is quiet.

LAS VEGAS, NEVADA

Being assigned to Team Vegas might sound like a great job, but it's not all sunshine and roses. As the city's grown over the past twenty or thirty years there's been a corresponding expansion in monster activity, particularly in Vegas's sewers and other underground areas. Based on what we've seen and what little we've learned from MCB, it seems there might even be some sort of "underground war" going on between groups of "native" monsters (mainly from American Indian folklore) and "immigrant" monsters from Mexico and Europe. But we can't say for certain.

The man trying to keep up with all of this is Daniel Eddings, leader of Team Vegas. He's been with MHI since 1989 and has just about seen it all in his time. The team's office, including a well-stocked armory, is located beneath a pizza parlor that MHI has controlling ownership of. The team patch shows a cartoonish version of Elvis smoking a big cigar on an olive green background.

LOS ANGELES, CALIFORNIA

MHI has three regional teams on the West Coast at present. The one responsible for the southern third of the Pacific territory (including Los Angeles, southern California in general, and some parts of Arizona and Nevada) is Team VanZant, which is based out of a facility hidden behind an MHI-owned movie theater in L.A.

The team is named after John VanZant, who was known company-wide as "the Hobbit" because of his stocky 5'4" build. An Army veteran and skilled sniper, he led the team for over twenty years until he went missing in action (and is presumed dead) during the Las Vegas incident. The team's current leader is Dokwan "Derek" Kuwahara, an experienced Hunter from Japan who was VanZant's second in command for the past seven years. He knows the territory, the law enforcement personnel, and the most dangerous parts of his territory intimately. Tim Green, who lost a foot and suffered other serious injuries during the Las Vegas incident, still serves the team as its office administrator, archivist, and scrounger — jobs he's proven surprisingly good at.

Team VZ's patch features a vampire skull with a knife through it on an olive green background.

MIAMI, FLORIDA

Team Miami takes point in our monster hunting efforts in the southern half of Florida, Miami proper, and the nearby parts of the Caribbean and Gulf of Mexico. Chris Hurley is the team commander. The team's based out of an innocent-looking warehouse in an industrial area on the outskirts of the city, and its patch features four stylized horse's heads (one white, one red, one black, one tan) overlapping one another on black.

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In addition to his human Hunters, Hurley has the help of a small contingent of orcs who live in a village hidden deep in the Everglades. He doesn't call on them often, but on occasion they've proven extremely helpful. One of them, whom they've nicknamed Fish, has swimming as his life gift. He can cut through the water faster than any Olympic swimmer and hold his breath for almost ten minutes — abilities that have proven crucial in fights against aquatic monsters.

MINNEAPOLIS-SAINT PAUL, MINNESOTA

Team Minnesota (or Team Viking, as some of them prefer) is responsible for much of the north central part of the country, including not only the North Star State but the Dakotas and parts of Wyoming and Montana. The team leader, Donald Phillips, a wealthy former financial executive, is a pilot who often flies his team to distant jobs in his personal plane. The team's patch is a point-down Penrose triangle in shades of gold on a black background.

NEW ENGLAND

Given that it fed the imagination of H.P. Lovecraft, it comes as no surprise that New England has its share of monsters and other supernatural menaces. Fortunately it's a small enough region that we can cover it all with one team based in Boston (its headquarters is behind a long-abandoned video arcade). Led by Hart Townsend, a boisterous military veteran, Team New England has racked up an impressive record against the sorts of extradimensional horrors that seem attracted to the region. The team's patch shows a tricorn hat-wearing Minuteman wielding an M60 machine gun.

NEW MEXICO

The New Mexico team takes care of one of our most important jobs: our longstanding contract with the Department of Energy to protect the Los Alamos National Laboratory. Team Science (as they call themselves) deals with any supernatural fallout from its experiments, "leftovers" from Decision Week that resurface, and other such problems. At the same time they have to interact with often-prickly government scientists and bureaucrats much more than most teams, so only Hunters with a certain diplomatic touch can earn a spot on this team.

As the team's name suggests, most members also have some sort of background in the sciences, which makes it easier to talk to researchers and understand some of the threats they face. The leader, Benjamin Cody, is one of our oldest, most experienced, and cagiest Hunters. He looks like an old lumberjack with his bushy beard, but he actually has Ph.Ds in physics and biochemistry (from Duke and Stanford, respectively). He's smart enough to talk rings around most of the eggheads he has to deal with. He's known for his cautious approach to monster hunting and ability to keep a level head no matter how crazy the situation gets.

Team Science's patch is a favorite among Hunters: a molecule with face and fangs underneath the Latin words EXITE! CHEMICUS SUM! ("Back off, man, I'm a scientist") on a black background.

NEW ORLEANS, LOUISIANA

As the heart of the voodoo religion in the United States, New Orleans has had more than its fair share of necromancy, zombies, and evil sorcerers over the years. Team Voodoo, based out of a rundown late nineteenth century plantation-style house north of the city, has its hands full most of the time, particularly around Halloween and Walpurgisnacht. Its patch depicts a stylized version of the Hanged Man from the tarot deck on a tan background.

The team's leader, Paul DuChamp, is something of a rarity in MHI in that he's a voodoo *houngan* himself (he practices *rada* voodoo, the good kind, not the evil *petro* kind, obviously). Most of us Hunters look suspiciously on magic and don't really take to it, even when used for good purposes, but DuChamp's the exception to that rule. And it's a good thing, too, because once or twice his spells have brought down undead that bullets couldn't do much against.

NEW YORK CITY, NEW YORK

As the biggest city in America and one of the greatest metropolises in the world, you can bet that the Big Apple has *plenty* of monsters lurking in its extensive shadows, supernatural occurrences, and other "incidents" that ordinary cops aren't equipped to handle. As a result, Team New York is the biggest regional team in MHI. In fact, it's usually split into three: Team Manhattan; Team Brooklyn; and Team Bronx (those are just code names, though; they're not a restriction on where each team does its work).

The overall leader of Team NY is Maria "May" Mayorga, a short, tough, practical, no-nonsense woman perfectly suited to keeping nearly two dozen Hunters in line. She commands Team Manhattan in the field, leaving Brooklyn and Bronx to her two "lieutenants," Isaac Jefferson and Rudy "Stone" Steinmann. Other notable members of Team NY include Richenda Murdock (one of the best gunsmiths in MHI) and Tyler Nelson (the grandson of the Doctors Nelson who run Appleton Asylum, and a trained psychiatrist in his own right).

Team New York's patch is a highly-stylized dragon on an olive green background.

SAN FRANCISCO, CALIFORNIA

The Bay Area in northern California has had a certain "mystic resonance" ever since human beings began living there, and as a result monster activity and the practice of black magic are more common than in many parts of the United States. MHI's San Francisco branch — usually known as "Team Frisco" — stays plenty busy coping with these menaces. Compared to many teams it does an unusual amount of contract work; more than a few major businesses and government entities in the Bay Area are willing to pay well to have a team of Hunters on call.

Given the geography of the region, Team Frisco has not only two of MHI's standard SUVs but a several motorboats that allow it to cross the water quickly (a real asset during rush hour in particular). The team's leader, former Navy SEAL Jeremy "Jem" Whittaker, insists that all his personnel be strong swimmers and certified at SCUBA diving — a tactic that's paid off many times. He's currently saving up a portion of the team's bounties to establish a series of "hidden motor pools" throughout the Bay Area so that wherever his team comes ashore, it has some vehicles nearby.

Team Frisco's patch features crossed AK-47 Kalashnikov assault rifles on an olive drab background.





SEATTLE, WASHINGTON

As Seattle and the surrounding region have become more prominent in American civic and cultural life over the past several decades, it's attracted more than its share of monsters, unbalanced people who practice magic, and other supernatural weirdness. As a result, Team Seattle has become one of the most active, experienced teams in the country. Among many Hunters it's a coveted posting, since it offers plenty of action (and thus money) combined with good coffee.

Led by Esmeralda Paxton — a forty-something, 5'2", assault rifle-wielding, auburn-haired spitfire of a woman who despite her maternal appearance has killed more monsters than many of you will ever even see — Team Seattle has been so efficient in recent years that some of us in upper management have begun speculating when (not if) it will break the record for regional team annual earnings. Other members of the team include Nate Shackelford (Julie's younger brother, destined to be one of MHI's leaders in the future) and Michael Cooper (a big, stocky fellow who's one of MHI's best explosive experts in addition to being a skilled shot with his FN FAL assault rifle).

Team Seattle's patch is a cute werecat on black.

UTAH

No one city in Utah has enough monster activity to merit a team, but the state as a whole (and the surrounding regions) experiences enough supernatural events to justify the creation of a regional team there several years ago. Known as Team Utah (or, less formally, "the Utah County Crew"), it's led by Paul Southunder, a former Air Force officer. It's notable for including an orc from Skippy's village on its roster: Richard (better known as "Ricky"), whose life gift is a phenomenal skill with electronics (including radios and security systems) — though he can't use a computer to save his life.

Team Utah's patch is a werewolf carrying an assault rifle on an olive drab background.

Temporary, New, And Retired Teams

The problem of monsters and other supernatural menaces is a flexible one, so MHI has to be equally flexible in response. That means we can't rely on a rigid roster of Cazador and regional teams and nothing else. If the "monster problem" becomes pronounced for a long period in a city or area that doesn't have a permanent team, DoO Harbinger usually creates what we call a *temporary team*. A "temp team" consists of personnel drawn from several other teams (particularly the Cazador teams) and assigned to the problem area until we eradicate the threat.

For example, a couple years ago Kansas City was the home of a particularly vicious couple, a male necromancer and his female vampire lover. We were initially called in to deal with a zombie outbreak, but that was just the necromancer "testing the waters." When his attacks continued, DoO Harbinger created a "Kansas City team" that stayed in KC for nearly six months before it finally got him and his bloodsucker partner. Temporary teams may or may not have their own patches — it all depends on what the group wants to do.

But sometimes a temporary spike in monster activity in an area becomes permanent, or monsters "migrate" to an area in sufficient

numbers that they're going to be a problem for some time to come. In other cases, MHI begins to get more requests for contract work from governments and corporations in a specific region. In these situations DoO Harbinger may create a new, permanent regional team. This doesn't happen often — MHI has enough trouble just finding qualified Hunters to keep its existing teams properly manned — but it occurs from time to time. The last new regional team created was Team Haven in Denver.

More rarely, sometimes monster activity in a city or area diminishes significantly, or MHI loses one or more profitable contracts for some reason. In those cases it's possible that MHI will retire a regional team and re-assign its Hunters to other teams. This hasn't happened for years, but it is possible. Similarly, if most or all of a team's members are killed in action, MHI may "retire" that team, move any survivors to other teams, and create a new team to handle that region.

The MHI Affiliate Program

MHI isn't the only company in the monster hunting business, as you'll read below — but we're the best. And that means there are plenty of smart Hunters out there who want to learn from us or take advantage of our experience, resources, and contacts. A few years ago, when monster activity began to increase to the point where it strained MHI's ability to keep up, President Shackelford established the *MHI Affiliate Program*. The MHIAP is open to any independent monster hunting company that meets our standards for professionalism and competence. It allows them access to much of our database and some of our suppliers, in exchange for helping us out when we need it. (Bounties are split according to a complicated formula in the Affiliate Program contract.)

To date, the MHIAP has three members:

OMAHA STAKES

Based in Omaha, Nebraska and run by former MHI member Sam "the Eagle" Urquhart (so called because some people think he looks like the Muppet of the same name), Omaha Stakes helps us cover the center of the United States. As its name indicates it specializes in vampires — one of its members, an eccentric former US Army weapon engineer named Piper Garritson, is currently field testing something she calls a "stake gun" that can impale a vamp with a wooden stake from a distance of nearly 30 yards — but it also handles plenty of werewolves, zombies, and other menaces.

Omaha Stakes maintains its "offices" in what looks like an abandoned trailer park just outside the city. Once you get inside one of the trailers, though, it's a well-built, well-maintained, high tech sort of facility, with a maze of tunnels linking the various trailers. How they built the place we don't know, but it's designed for easy defense against attacking monsters and looks like it would do that job well.

STICKS OF FIRE

Monster hunting in south Florida that we don't handle is dominated by a company called Sticks of Fire, based in Tampa. They compete intensively with our Miami regional team — though since they're affiliates and thus friends, it's more like a rivalry between two college sports teams than the sort of animosity we have with PT Consulting.

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MAXIM-UM FUN

I looked around the bowels of the workshop in stunned disbelief. Every inch of this place was packed with equipment. “Seriously, Milo, when was the last time you cleaned this place?”

“It hasn’t been that long, Z.” MHI’s resident equipment specialist, mad scientist, and all around evil genius looked up from the crate he’d been sorting through. “I had to clean up all the blood and guts from that zombie elephant. That sucked. I think I went through two hundred gallons of bleach.”

I kicked at the pile of dusty mystery equipment at my feet. “Let me rephrase the question then. When was the last time you *organized* your workshop?”

“I don’t really remember.... Oh, there’s my box of caltrops!”

“Who was president when you last inventoried this stuff?”

“I don’t know.”

My clipboard bumped a shelf and a cloud of dust rained down into my hair. “Did he wear a top hat?”

Milo tilted his head to the side and scratched his beard. At some point said beard had picked up a bunch of cobwebs so he looked even more disheveled than usual. “You accountants and your *organization*.... It hasn’t been that long—Oooh, hey, I forgot I had an extra Jaws of Life!” He grunted as he lifted the piece of machinery. “*Sweet*. Anyways, I prefer to work with a more abstract freeform sort of organization.”

“Well too bad, because I can’t abstract freeform my way through an equipment inventory. Our capital assets list and depreciation

schedules are a mess. You guys think this is all fun and games, blow stuff up, kill the monsters, play with cool stuff, save the world, but you forget we’ve got a business to run too. I’m supposed to be the Finance Manager here.”

“And you have to fit that in between all the world saving and monster killing?”

“Exactly. I’ve got limited free time. So I need to be the responsible one around here.” Using the toe of my boot because I didn’t want to get bit by any spiders, I flipped over the end of a tarp. “So keep focus — Holy crap... Is that what I think that is?”

“Sure is.” Milo strolled over to see better. “That there’s a genuine 1895 Maxim machinegun, given as a gift to Bubba Shackelford by Sir Hiram Maxim himself.”

“It’s beautiful,” I said wistfully. I think I may have shed a single, manly tear.

“Yep. Mint condition too. This old girl probably belongs in a museum.”

“More like it probably belongs in my living room.” I put one hand on the solid steel of the receiver. They built these babies by hand. “It’s a work of art, a totally badass antique belt fed machinegun work of art.”

Milo chuckled. “Well, we better keep working if you expect to get this inventory of yours done today, Mr. Responsible Finance Manager guy.”

Next to the Maxim was an ammo can full of linked .303 ammo. It was dusty, but it didn’t look corroded. “Screw the inventory, man! Help me carry this thing down to the range!”

The leader of SoF is a gravelly-voiced man named Robb Allen who has enough scars to prove his qualifications to talk about monster hunting. He got his start years ago when a mutant alligator-thing in the Everglades tried to eat him and his boat. He fought it tooth and nail for over an hour as it stalked him. Then help arrived from an unexpected quarter: a weremanatee named Uulreshwrrlu (no, I won’t pronounce it for you). The two of them killed the monster and formed a partnership. Being unemployed at the time, he decided the PUFF bounty system was a great thing to try out. Being skilled (and lucky, and having the help of a lycanthrope), he survived long enough to build a profitable company. Uulreshwrrlu is mostly retired now, but sometimes joins his human friends when they really need his help.

SoF’s logo is the skull of a weremanatee (yes, it’s just as weird-looking as you’d think). Its Hunters primarily use KelTec and Taurus firearms.

TEAM TALON

Team TALON hunts monsters in Texas, Alabama, Louisiana, Oklahoma, and New Mexico — that’s where the name comes from. The group began completely by accident when a necromancer unleashed a large group of zombies on a Renaissance Festival in Texas. Most of the people there either fled or were killed, but a small handful of friends put down the zombies using medieval weapons and whatever guns they had concealed on their persons. In the aftermath, this small group came to the conclusion that if monsters existed they needed to do everything they could to wipe as many of them out as possible.

Taking their cue from the MCB’s customary post-action threats they operated completely in secret for many years, working day jobs to support their crusade; not only did they not have a PUFF charter, they didn’t even know what one was. After their previous leader was killed by a luska near Corpus Christi they declared private investigator Jack Wylder the new leader (while he was away on a side mission).

During a mission in Alabama, Wylder met and worked with Julie Shackelford. Impressed with what she saw, she explained the facts of monster hunting life to them. When he found out about PUFF, Wylder said, “Wait. Wait just a second. You mean you get *paid* to do this?!?” Wylder signed his group up for the MHIAP to learn the ropes better, and ever since then Team TALON has been one of our best (and best-earning) allies. The company’s logo is a jackalope.

Besides Wylder himself, (a remarkably average guy with incredible luck, who against all odds regularly keeps up with the best MHI Hunters), Team TALON consists of a core group of nine hunters with a large network of people called in for various jobs as needed. TALON is notable for having an East Texas bullman on the team. His name is Austin Bowie Gonzalez Houston, but his teammates mostly call him “Cowboy.” (Here’s some free advice: this is the equivalent of calling someone “Monkey Man” and only getting away with it because of friendship. If you meet him, call him Mr. Houston.) Due to the need to keep him concealed he mostly stays in their lookout van — he’s a master of surveillance, computer hacking, and electronics so it works out well. They use him regularly but will do anything they can to keep him out of physical combat due to his berserker nature.





MHI HEADQUARTERS

MHI's headquarters is a large compound located in a heavily forested area near the small town of Cazador, Alabama (population 682, give or take). Cazador's about an hour south of Montgomery. Be sure to tour the catfish plant sometime; it's fascinating.

For a variety of reasons MHI values its privacy, so getting to the compound isn't easy. The road in through the woods barely qualifies as paved and doesn't have a sign; typically the only people who come here are ones we give directions to. And the road off of it to the compound proper is just covered in gravel. If that's not enough to keep most folks away, the "No Trespassing" and "Trespassers Will Be Shot" signs usually do the trick.

The main part of the compound is surrounded by a twelve foot high chain link fence topped by razor wire; we patrol the fence at least once a week to make sure there are no breaks. Usually that duty's assigned to newbies, so trust me, you'll get familiar with the borders of the property.

We usually leave the gate open so we can come and go easily, but there's always at least one armed person on guard. For that matter, most Hunters usually have at least a handgun on them when they're at the compound, and more than a few will be carrying heavy weapons to and from the gun range and so forth. We're *never* unprepared.

THE MAIN BUILDING

The main building in the center of the compound is a large, two-story structure whose exterior walls are made of reinforced concrete — they can withstand some serious damage. From above the building looks a little like a wide, squat bullfrog according to some Hunters.

Inside you'll find a small reception area where Dorcas Peabody keeps watch, the offices for our small administrative staff, meeting rooms, workrooms, a dining hall, and so on. There are also private residence rooms for Hunters assigned to teams based out of headquarters. It's not the most comfortable home in the world, but it's better than a Holiday Inn (or the barracks).

The Basement Level

Lastly, there's a large, reinforced underground level that's off-limits to trainees. That's where we keep the archives (see below), storage rooms for a bunch of stuff that's not dangerous but we want to hold on to, and other storerooms for things we don't want in public view.

The underground level also has a tactical purpose. It includes tunnels connecting every major building in the compound, and more than a few secret passages as well. In the event of an attack on the compound (such as Martin Hood's assault with his undead army) or other situations where we don't want someone to see us moving around, we can use the tunnels. But they usually remain unused for months or years at a time. Any Hunter caught in the tunnels without permission or a *really* good reason will be severely disciplined.

The Ward Stone

Until the Martin Hood incident, the compound was protected by a powerful magical artifact: a ward stone. A ward stone looks like a granite sphere covered with rows of strange symbols and glyphs; the rows can be rotated. When properly set, it shields an area against undead, demons, and similar creatures: any who enter the protected

area are almost immediately destroyed. Unfortunately Owen Pitt and Agent Franks had to use it as a weapon to slay the Dread Overlord, one of the Old Ones. We're hoping to find another one to replace it sometime (since the secret of making them has apparently been lost); in the meantime the compound's much more vulnerable than it once was.

Other Security Systems

We've never relied on just the ward stone to protect the compound. In addition to the fence (which admittedly won't keep out most determined attackers), the compound is covered by a state of the art closed-circuit TV monitoring system. The cameras also view the public interior areas of the compound's buildings. The system feeds to three banks of monitors: one at Dorcas Peabody's desk; one in the basement; and one in DoO Harbinger's office.

We updated our security systems after Martin Hood's attack, and continue to evaluate them month by month and make any improvements we can based on advances in technology, improvements to our budget, and so forth. Ideally we'd like to reach the point where we have automated security weapons systems in addition to just monitoring, but that sort of tech isn't reliable enough for us yet.

THE ARCHIVES

The archives are the most important thing on the basement level, and the only part of that level most of you are ever likely to visit. This is where we keep all the written records of MHI's activities dating back to 1895, a copy of every report ever filed by any of our Hunters, compilations of everything we've ever learned about various monsters, books about supernatural threats, and other things like that.

Just as important are all the books and papers we've seized from wizards and cultists over the decades. Some of that stuff is extremely dangerous and definitely shouldn't be allowed to fall into the hands of ordinary people — even we don't mess around with it any more than we have to. Following the incidents involving Raymond Shackelford IV and Martin Hood, access to the "occult" section of the archives is strictly regulated. Those materials are kept under lock and key by our archivist Albert Lee (see above), and you have to get permission from both him and DoO Harbinger to read any of those books.

The archives suffered significant damage on December 15, 1995, when Raymond IV set fire to them before casting the spell he thought would bring his wife Susan back to life. Many books and records from before that time were destroyed or badly damaged. Some of what was lost was unique and can never be recovered; we're still doing what we can to replace other items or preserve what data still exists.

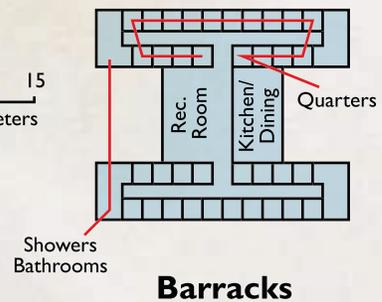
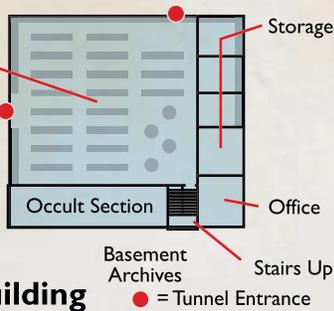
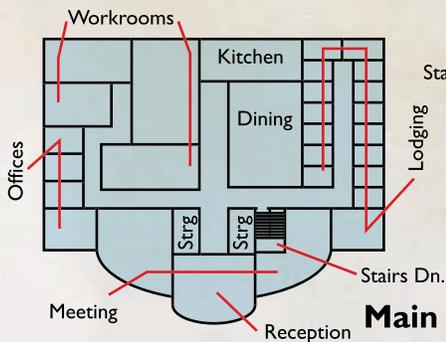
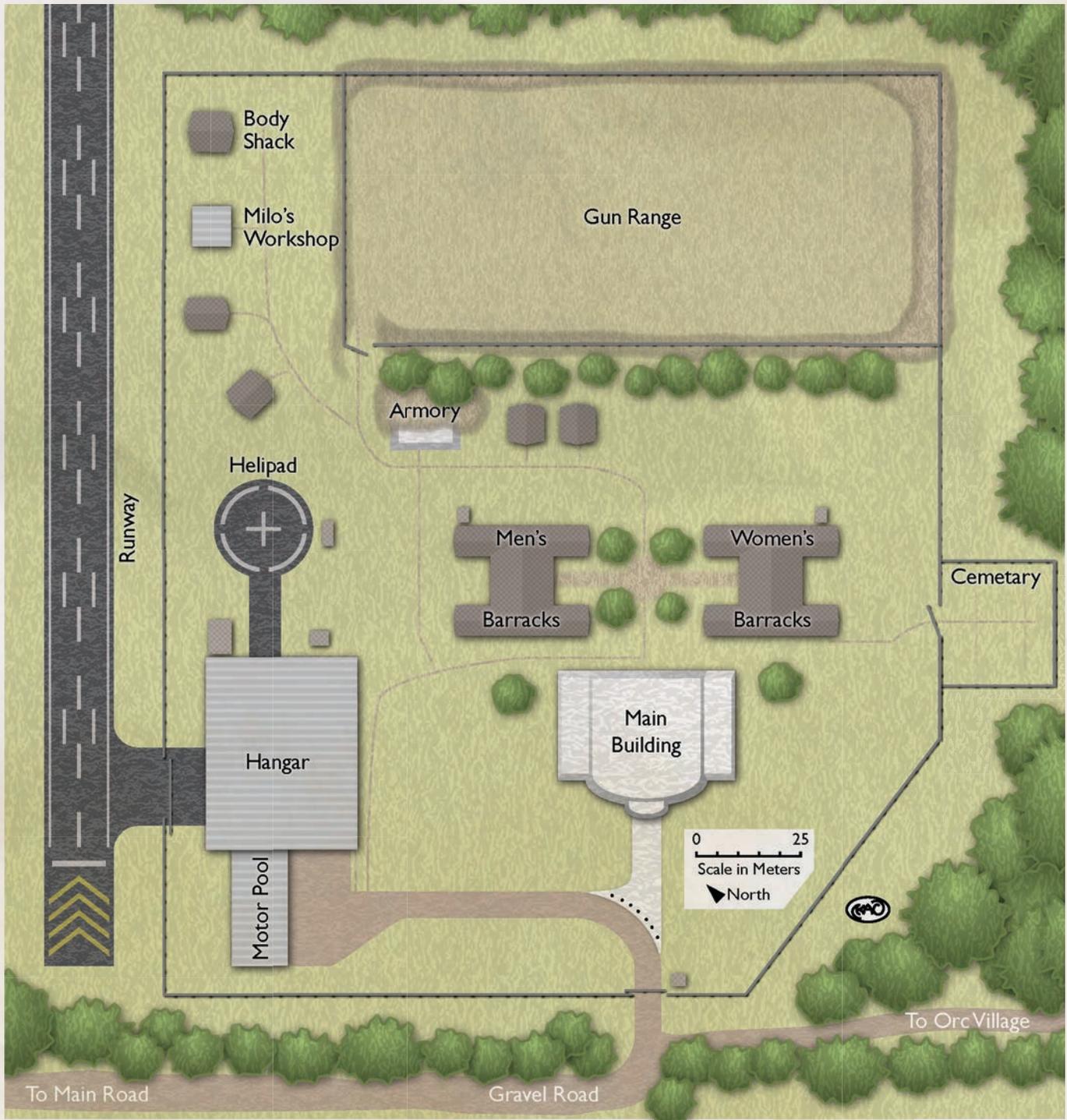
THE ARMORY

If you're like most of us, one part of the compound where you'll spend a lot of time is the armory. It contains thousands of guns in a variety that exceeds most gun shows, ammunition, and many other implements of destruction.

The armory is a reinforced concrete bunker sunk into the ground. The only way in is a bomb-proof metal door that's kept locked at all times. DoO Harbinger, various other officers and administrators, and Dorcas Peabody all have keys if you need to get inside to pick up a new or extra weapon. The cost of any weapons or ammo you get from the armory are deducted from your next paycheck.

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Using The Archives

In *HERO System* terms, consider the archives as having Knowledge Skill: MHI 35-, Knowledge Skill: Monsters 25-, and Knowledge Skill: Arcane And Occult Lore 18-. If a character wants to do research on those subjects, use these KSs as Complementary Skill Rolls (see page 94). However, due to the fact that the archives haven't been organized or maintained for most of their existence, it usually takes at least 1d6 hours to find specific information — and it may take longer, up to weeks or months, depending on how obscure the fact the character wants to learn is. Asking Archivist Lee for help can reduce this time, but there's only so much even he can do.

Furthermore, the GM may rule that some information or reports simply aren't available in the archives because they were destroyed by Raymond IV or stolen by Martin Hood.

While the armory has a weapon for just about any preference or purpose, most of what you'll find in there is chambered for MHI's preferred calibers: .45 ACP for handguns; .308 (7.62x51mm) for rifles; 12 gauge for shotguns. Those are the calibers we buy our special silver ammunition for. If you want to use some other type of firearm we won't stop you, but don't come crying to us if logistics problems make life difficult for you.

THE BARRACKS

MHI has two barracks for trainees: one for men; one for women. When there are no trainee classes we also use these as accommodations for certain visitors (such as Hunters from Affiliate Program companies who've come to Cazador for some training).

Each barracks is a prefabricated building shaped like an H. The two "wings" are lined with spartan, one-person sleeping quarters and have a bathroom and showers on each end. The walls are covered with posters, pictures, and graffiti from decades of new Hunters living there. The central "bar" is the common area. In addition to a small kitchen and eating area, it includes a rec room with a pool table, big-screen TV, video games, some books, and so on. On a typical evening you'll find most of the Cazador-based Hunters, along with any trainees currently on site, relaxing in one of these two rooms. There are doors in and out in each wing opposite the bar.

THE BODY SHACK

In one corner of the compound, far away from the other buildings due to the smell (which gets through despite lots of air conditioning) is the body shack. That's where we keep the corpses of monsters we kill that we need for training or study purposes, and the bodies of any Hunters slain in battle until we can give them a Hunter's Funeral (see below). It's not a particularly pleasant place by any stretch of the imagination, but it's a necessary one.

THE GUN RANGE

We do a lot of firearms training here at MHI, and even those of us who don't necessarily need lots of practice still enjoy cranking off a few thousand rounds just for fun. So it should come as no surprise that MHI has an excellent gun range. We used bulldozers to create a large berm of Alabama red clay soil to absorb the rounds, and put a separate chain link fence around it so that no one (person or animal) accidentally wanders out onto the field of fire.

Typically we set up the gun range for close-range or distance accuracy shooting. But if necessary for training purposes we can erect an entire fake "town" for Hunters to maneuver through, obstacle courses to test Hunters' ability to fire on the move in difficult circumstances, and other special "sets." Our most difficult training set is the Zombie Maze; the current record holder is Owen Pitt, who made it through in 2:46 with a 96% kill rating on zombies and no innocents shot. DoO Harbinger has a standing offer to buy a beer for anyone who can top that.

MILO'S WORKSHOP

Located near the gun range — far enough from anything else that an accidental explosion or weapon misfire probably won't damage the other buildings or hurt anyone — is Milo Anderson's workshop. It's a large, prefabricated building made primarily of corrugated steel and metal girders.

Milo's our resident mad genius, inventor, and ace gunsmith; his workshop is where he spends most of his time. Other Hunters go there when they need his help repairing a weapon, making a new weapon, or fixing something broken. The workshop's filled with all sorts of tools: drill presses; welders; lathes; hand tools; you name it. Usually you can hear the sound of grinding, banging, or cutting long before you walk through the door. More dangerous still are the various half-completed weapons design projects Milo leaves lying around. A word of advice: don't touch *anything* in the workshop unless Milo says it's okay. You'll be happier that way, and keep more of your fingers.

THE MOTOR POOL AND HANGAR

Located on the far end of the property, next to the airstrip we cut out of the Alabama forest and paved back in the Seventies, is our motor pool and hangar. It's the domain of our chief pilot and mechanic Skippy (see page 48).

Our Cars

The motor pool isn't much more than a simple corrugated steel carport to keep the sun and rain off our vehicles. If you need to check one out for some reason, see Dorcas in the main building; she has all the keys and the sign-up list. Skippy also has keys to all the vehicles; he leaves them hanging on a hook in the hangar if he's away from the compound.

Most of the vehicles in the motor pool are black, supercharged V8 vans we get for a good price from a dealer in Montgomery. Each one can hold up to six Hunters with all their gear (more if they really like one another), plus some additional equipment in back. Beyond that we have a miscellaneous selection of cars and trucks we've obtained over the years; Skippy keeps them all in good working order. Hunters who drive to the compound are welcome to park their cars in the motor pool as well, provided they put a notice on the car's dashboard stating that it's a private vehicle.

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Our Plane And Helicopter

MHI also has two aircraft. The first, but least used, is a cargo plane we bought surplus from the US Postal Service years ago. When we need to get a group of Hunters to an incident site as quickly as possible, that's how we do it — after all, on MHI Airlines you don't have to pass through a metal detector before getting on the plane with all your guns and grenades.

The other vehicle, which we get a lot more use out of in the average year, is our helicopter. It's a surplus MI-24 Hind we bought from a "dealer" in Russia after the Soviet Union collapsed. We've painted it white and red, partly to keep people from thinking the "black helicopters" are coming after them, and partly to make it look something like a medevac chopper so that it doesn't raise anyone's suspicions. (In keeping with the MHI spirit, though, it also has a pair of sharp-toothed jaws painted around the cockpit.) It doesn't have any mounted weapons (we replaced them with extra fuel tanks and gear compartments), but we can re-mount them if absolutely necessary (such as during the final confrontation with Martin Hood and his arbmunep in New Zealand). It can carry up to eight fully-gearred Hunters, or more if some of them don't mind standing on the runners or hanging off the wing pylons (which has been necessary during a couple of emergency evacuations from danger zones).

The helicopter in particular is Skippy's "baby." He keeps it in tip-top shape (though if you look closely you may see where Tanya, our resident elf, has drawn some elven magic runes on it). Don't say anything bad about it in his hearing — and *definitely* don't scratch or damage it in any way!



THE WALL OF HONOR AND THE CEMETERY

Hunting is a dangerous profession — and unfortunately fate does not always favor those who fight the good fight. The blunt truth is that some of you will die in the line of duty, as hundreds of other MHI Hunters have before you. We advise you to write a will and make any other preparations for your possible demise.

To pay our respects to our fallen brothers and sisters, we long ago created the *Wall of Honor* in the main building. Every Hunter who gets killed fighting monsters is commemorated with a small, silver plaque. It's not much, but sometimes the little things are what counts — and it's best that none of us forget those who came before us.

Since many Hunters have little or no family outside of MHI itself, the compound also has a small cemetery located outside the fence. Any Hunter who wants to be buried there simply has to let Dorcas know so she can make a note in her personnel records.

Hunter's Funeral

Before we bury anyone in our cemetery we make sure he gets what we call a *Hunter's funeral*. This is our way of ensuring that the deceased doesn't come back as a zombie or some other type of undead. It's mandatory for any Hunter who's ever been bitten by an undead or a lycanthrope, but virtually all Hunters volunteer for it just in case. It involves cutting the head off the body as soon as possible after death, and then cremating the remains until they're nothing but ash. No one's ever come back to life after that.

The Orc Village

Also outside the compound, and a good distance further away than the cemetery, down a road so narrow and choked with vegetation most people don't even see it, live some of our allies: a tribe of friendly orcs. We have to keep them hidden from the world because they're PUFF-eligible, but we're willing to go that extra mile not only out of loyalty and respect but because they've been darn helpful to us many times. You can read more about them on page 48.





RECRUITMENT, TRAINING, AND THE JOB

So now you've got a basic idea of what MHI's about and how we do business. How do *you* fit into the picture?

RECRUITMENT

Lots of people encounter monsters every year — but only a few make it to MHI. Most of them end up as monster chow, or are traumatized by the experience, or simply don't ever want to think about what happened to them. And that's fine; it's the normal human reaction to the supernatural.

We recruited you to come to MHI training because you *didn't* have that normal human reaction. First and foremost, you didn't freeze up when the monster came at you — you reacted, did something about it, fought back. Most people, even most people with combat or law enforcement training, can't do that when faced with the supernatural. But you're different, and that difference makes you a potential monster hunter.

Some people think of it as willpower. Some talk about "survival instinct." Others prefer to attribute it to dumb luck. But here at MHI, our term for it, and our informal motto, is this: *flexible minds*. You, and the other people here at MHI, have minds that are flexible enough to handle the existence of the supernatural and not panic. You know how to keep your head in a situation where everyone else's gut reaction is "Run!". That means you can hunt monsters without becoming useless every time you see some horror that looks like it belongs in a Hollywood movie rather than real life.

Here at MHI we monitor the news for reports of things we recognize as cover-ups for monster attacks — once you're in this business long enough, you'll learn to spot a phony news story cooked up by the Monster Control Bureau. We also have plenty of friends, allies, and contacts around the country who alert us to strange goings-on. And when we learn about a supernatural incident, we look into it ourselves in the hope of finding some potential recruits. And as all of you have already know, when we find someone who fits our profile, we show up and give him the pitch. You listened — and now you're here, about to embark on an exciting new stage of your life. Pay attention, do what your instructors tell you, and above all don't get killed. We need all the good help we can find.

TRAINING

The MHI training program isn't quite like anything you've been through, not even if you're a former Navy SEAL. Monster hunting is a unique profession, and that means our training program has to be unique as well. Here's some of what you're going to learn during our two-month training program. Everyone goes through the same routine, regardless of whether we expect you'll end up in one of our administrative or research positions or plan to put you out on the sharp end of the spear killing monsters.

PHYSICAL FITNESS

Monster hunting is a physically demanding occupation, so first and foremost we're going to make sure you're up to the task. A lot of Hunters come to us in great shape — either their former jobs required them to stay in shape (soldiers, cops, firefighters...), or they're just the sort of people that like to work out and keep fit. For them, this part of the training program is easy; they might even think it's fun.

For the rest of you, it's anything but. Maybe you spent your days working in a cubicle where the only exercise you ever got was walking to the coffee machine, or maybe your idea of relaxing was to veg out in front of the TV with a bag of potato chips. You're not going to enjoy this part of training *at all*. In fact, you may decide that your PT instructors are the most malicious torturers on Earth. But by the time the training program's done you'll be a lean, mean, monster hunting machine — and you'll thank your instructors for all the work they put in. You'll have more self-confidence, too, and will probably even look better.

FIREARMS AND WEAPONS TRAINING

You can't kill monsters with harsh words and nasty looks. You need weapons — and you need to know how to use them efficiently and effectively. Forget everything you've seen on TV or in the movies; most of it's crap. MHI's going to teach you how firearms really work in combat.

Again, for many of you this won't really be anything new. A large percentage of our recruits are either gun nuts by personal preference, or once belonged to professions where they used guns on a daily basis. But a lot of you have never had your hands on a firearm, or at the very least not on automatic weaponry like submachine guns and assault rifles. You're going to learn how to use every sort of gun, and plenty of other weapons besides: grenades; knives; RPGs; sharp wooden stakes; and anything else we can think of. By the time we're done you'll be able to shoot accurately, fight effectively, and blow the crap out of any monster you meet.

TACTICS

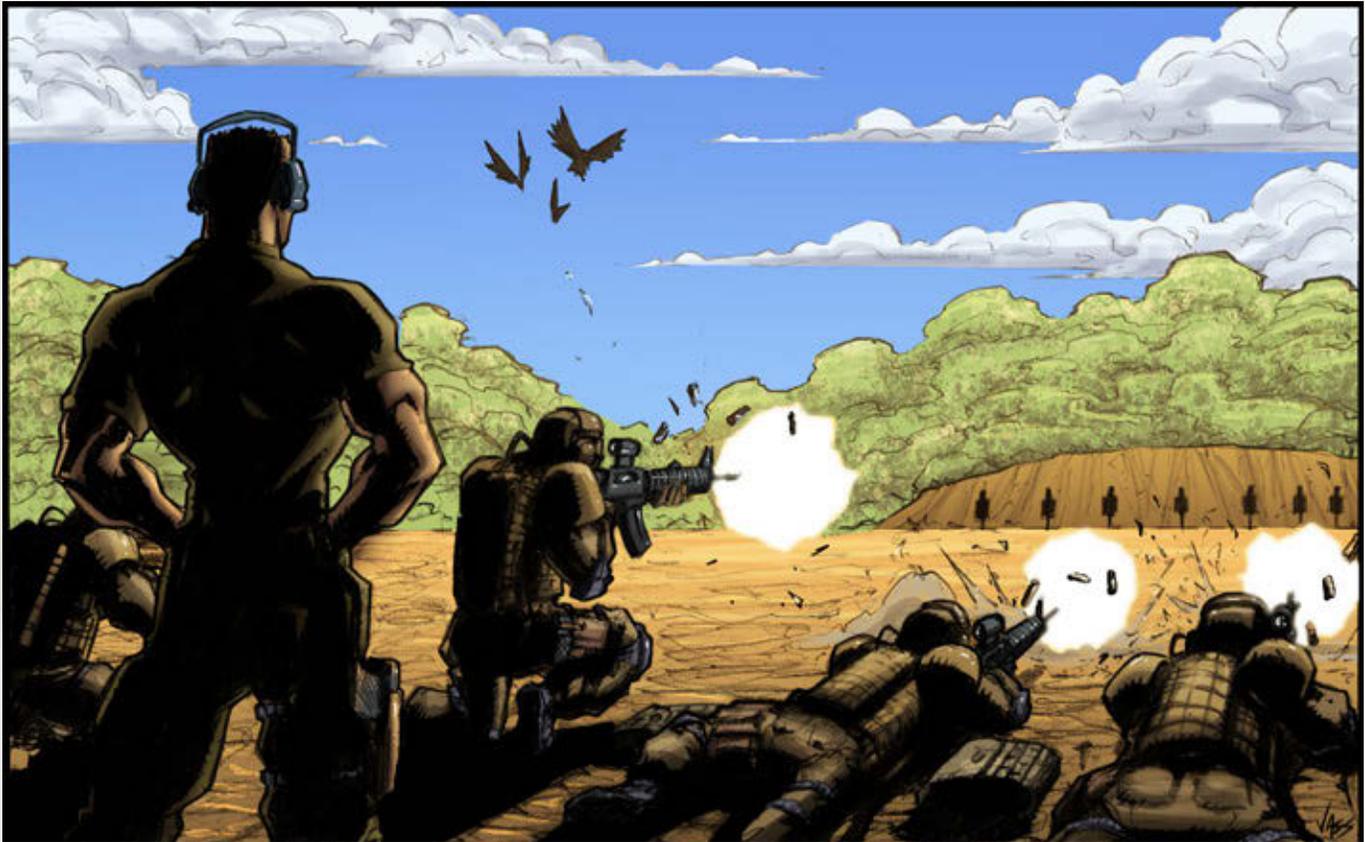
Of course, there's more to hunting monsters than just knowing which end of the gun to point in their direction. A lot of the creatures we hunt are more than a match for any one Hunter, no matter how well he's armed or how skilled he is. So we're also going to teach you tactics for fighting monsters in small units. You'll learn how to work effectively with other Hunters, how to cover each other so no one's vulnerable, how to trap your targets in interlocking fields of fire, how to make the most effective use of all the assets you have on your team, and lots more.

MONSTERS

Going along with that, we're going to teach you plenty about the different types of monsters you're likely to encounter during your career as a Hunter. We can't possibly cover *everything*, particularly since we seem to encounter new monsters and learn new things about existing types every year. But we're going to make sure you're thoroughly versed in the fundamentals before you take the field. For example, you'll learn the differences between a zombie, a ghoul, and a wight — and the special powers and weaknesses of each one. See the *Our Targets* section of this handbook, below, for a preview of the basics you'll go over in the classroom. As always, if you want detailed information about any type of monster, consult your *MHI Field Manual* or visit the archives.

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THE DISGUSTING STUFF

Monster hunting ain't pretty. It wouldn't do you or your teammates any good if you wiggled out at your first encounter with some disgusting or distasteful aspect of the job. We make sure to expose you to that sort of thing during training so that you get used to it and don't hesitate in the field.

For example, you're going to learn how to chop the head off a body. We have to do that with a lot of monsters (like zombies), but it's also an important part of the "Hunter's Funeral" that was mentioned above. You need to be able to separate a creature's head from its shoulders quickly and cleanly, without balking because of the blood.

The worst part of this aspect of training as far as most newbies are concerned is the *Gut Crawl*. Every newbie class two or three trainees quit rather than do it. It involves crawling through a narrow pipe that's filled with cow entrails — and probably some vomit from the trainees who went before you. It's the least pleasant thing you'll do in training, hands down, but if you can't handle it, better that you (and we) find out now rather than when lives are on the line.

GRADUATION AND TEAM ASSIGNMENT

Not everyone who begins MHI training completes it. In fact, we lose a rather large percentage of each recruiting class — not to accidents or monster attacks, but because they can't live up to our standards or simply decide this sort of work's not for them. That's fine with us. Our job is difficult, and we don't want anyone out in the field with us who isn't 100% committed to the task and confident in his abilities. If at any time you decide you want to quit training, all you have to do is tell DoO Harbinger or one of the other instructors.

If you quit, or we let you go, you'll be sent home with a fat severance check. Just keep in mind that talking about MHI, or monsters, or any other such thing is likely to earn you something else entirely: an unpleasant (and possibly fatal) visit from Monster Control Bureau agents.

On the other hand, if you work hard, learn what you're taught, and show the right amount of intestinal fortitude, you'll graduate from the MHI training program and be ready for field duty as a full-fledged Hunter. DoO Harbinger will assign you to a specific regional team based on his evaluation of your skills and the needs of the various teams. For example, if Team Vegas just lost a Hunter who was a skilled sniper, and you did really well on your distance marksmanship tests, there's a good chance you'll find yourself working as Vegas's new sniper.

It's MHI's policy to try to have at least one person with strong religious faith on each team. Faith can be a powerful weapon against vampires and some other monsters, and we never deprive ourselves of a weapon if we can avoid it. Sure, a lot of us are cynical bastards, but plenty of Hunters have legitimate religious convictions, so we try to make sure each team gets its fair share of them.

Earning Your Pay: PUFF Bounties

As an employee of MHI, your pay consists of a cut of the PUFF bounties we earn, together with a share of money received from contract work. You don't get to keep all the PUFF bounty you earn from monsters you kill on the job. The PUFF is one of our primary sources of funding, so some of that money goes to the company to defray our considerable expenses and to compensate Hunters who may not have seen any action recently. (Don't complain — sometimes *you'll* be the one who gets the short end of the stick and you'll be glad the company rules





make sure you still get a paycheck.) Some of it also gets spread around the rest of your team, since most monster kills are team efforts to some degree. (On the bright side, this means you get a piece of the pie when one of your teammates plugs some zombie right in the brainpan.)

Here's the usual breakdown for missions involving a single team:

- 40% of a PUFF bounty is retained by the company
- 30% of a PUFF bounty goes to the individual Hunter considered to have "primary responsibility" for the kill (usually it's obvious who this is; in the event of a dispute the team's leader or DoO Harbinger makes a decision, and that's final)
- 30% of the PUFF bounty is distributed equally among all other teammates (or if no one can fairly be designated as the primary killer, all 60% is divided equally among the team)

On the other hand, if a mission involves multiple teams, that final 30% earned on each kill by either team is put into a pool, and the entire pool divided equally among all teams' members. In the case of what are deemed "company-wide" efforts, the 30% (or sometimes the entire 60%) is pooled and divided equally among all MHI personnel (including administrative employees back at the compound who probably weren't anywhere near the fighting).

MHI EQUIPMENT

Compared to a military or government agency, MHI is pretty relaxed about its equipment policies. We know that a lot of our Hunters have their own opinions about which weapon's best (or at least which ones they prefer), so if they want to use something "unusual," we don't mind. However, that being said, we do have certain company preferences about firearms and other gear — in part because we can't afford to order our special anti-monster ammunition for twenty different calibers. So it's probably in your best interest to stick to our preferred gear for at least some of your weapons.

FIREARMS

Aside perhaps from your body armor (see below), the single most important pieces of gear in your kit are your weapons — which primarily means firearms. After all, our job is killing monsters, so you need the right tools to get that job done.

For rifles, MHI's preference is for .308 caliber (7.62x51mm NATO), though some Hunters favor .223 (5.56x45mm NATO) and we may soon be able to get our special ammunition in that caliber. If you don't have a rifle of your own that you'd rather use, MHI will issue you an AR-10.

For handguns, MHI strongly prefers .45 ACP caliber — in our experience, smaller handgun rounds have little or no effect on many of the monsters we fight. In fact, unless you get special permission from your team leader to carry something else, you'll be required to carry a .45 handgun so we know you have at least one firearm with silver bullets. We typically order our .45 semiautos from STI, and that's what we'll issue you if you don't have one of your own, but there are plenty of other reputable manufacturers out there if you prefer one.

For shotguns, MHI uses 12 gauge, the most common type of military and law enforcement form of such weapons. We'll issue you a Remington 870 if you don't have some other scattergun you like better.

For submachine guns, MHI favors .45 ACP, thus allowing handgun and SMG ammo to be interchanged if necessary. We'll issue you a KRISS Vector SMG unless you have some other preference.

MHI's Anti-Monster Ammunition

The reason we favor the specific calibers listed above is that we need special ammunition to fight many of the monsters we face. A lot of them laugh at ordinary lead slugs — but they feel very differently about silver. So we have a special type of round that we order in .308 and .45. It's got a silver ball in the front hollow of an otherwise lead bullet. This allows the bullet to engage the rifling properly (thus ensuring accuracy), and the silver causes serious problems for monsters like werewolves. As it impacts the target the silver ball's pushed back, expanding the lead for a larger wound cavity, and then usually fragments off to create a separate wound cavity of its own.

Similarly, our special shotgun shells are filled with silver pellets.

Other Weapons

Of course, we don't rely on guns alone. There are plenty of other ways to wreak destruction and havoc on monsters, and some of them are downright necessary against tougher monsters. Other types of weapons we can provide include:

- knives, hatchets, and other bladed weapons: the perfect thing for relieving some zombie or vampire of its head.
- grenades: we have to be careful about using these, particularly in inhabited areas, but sometimes a little extra bang for the buck is what's needed to bring a monster down. We also have white phosphorus and smoke grenades for other tactical uses.
- rocket-propelled grenades (RPGs): even *more* bang for the buck. These are expensive, though, so we save them for particularly dangerous monsters and missions.

MHI BODY ARMOR

MHI will also issue you special body armor. It consists primarily of a thick layer of stab-proof Kevlar, since we run into monsters with claws and fangs far more frequently than we do opponents armed with guns. The same sorts of fibers are sewn into the arms and legs, and into a turtleneck-like throat guard you can raise to protect your neck against bites. The torso armor's also rated as equivalent to a IIIA bulletproof vest, and there are pockets where you can put ceramic or metal inserts for even more protection.

Each suit comes with two pairs of gloves. One provides light protection while still allowing a high degree of dexterity; the other are heavy armored gauntlets perfect for brawling. You can attach the heavy gloves to the end of the armor's sleeves in case you need to put them on mid-fight.

We'll also provide you with two helmets. The first is a simple, lightweight one made from a modified hockey helmet. The other looks like a motorcycle helmet on steroids. It's got a full visor and face shield and attaches to the neck guard, giving a fully-armored Hunter full body protection against bites.

MHI body armor also includes a load-bearing harness with pouches and attachments for extra magazines, tools, a medical kit, more weapons, or whatever else you want to carry. Built into the shoulder of the harness is a CO2 cartridge you can activate if you fall into deep water; it inflates the harness so you don't drown. Lastly, each set of armor has a GPS tracker for navigation, and so that we can find you if you're unconscious or dead.





OTHER GEAR

Over the years we've discovered that all sorts of other gear is useful in monster hunting, and we're ready and able to issue it to you.

One thing we absolutely insist on are our electronic earplugs. They serve two functions: first, they block out loud noises, so all the gunfire and explosions you'll hear on the job don't deafen you; second, they provide a radio link between you and the rest of your team. We advise that you keep them with you at all times.

You'll also find that a flashlight is crucial on many missions. Most Hunters attach one to their rifle, but you might want to carry a separate one with you, just in case.

Other gear you should consider: zip-ties; plastic bags or vials for collecting samples (necessary for research, or sometimes to claim a PUFF bounty); a field medical kit (every team in the field should have at least two, if not more); a folding knife; a multitool; a digital camera; a microrecorder; matches/cigarette lighter.

MHI POLICIES AND PROCEDURES

We've discussed some of MHI's policies and practices in passing above. Here are a few more you need to be aware of.

FRATERNIZATION

Given how many of us have met our spouses or significant others on the job, it would be pretty hypocritical of us to establish a "no fraternization" policy — so we haven't. However, MHI definitely discourages fraternization among Hunters, for the simple reason that it can interfere with your judgment in combat situations. When you and your team are fighting a vampire or a pack of werewolves, you need to be 100% focused on the task at hand if you're going to come out the other side victorious and in one piece. If you're devoting some of your attention to worrying about whether your girlfriend or boyfriend is OK, that just makes it all the more likely that you'll *both* end up needing a Hunter's Funeral. So our advice is, keep things professional.

SECURITY AND SECRECY

MHI isn't exactly the CIA, but we still have a need for organizational security and secrecy. First, there's the simple fact that we have a lot of competition for the monster hunting dollar (see *Other Monster Hunting Organizations*, below). Anything they learn about how we do things, what contracts we have, or the like gives them an edge. Second, even if that weren't enough, we've got the MCB breathing down our backs every day. If we were to inadvertently reveal the existence of the supernatural to the world at large, the Bureau would shut us down so fast your head wouldn't even have time to spin.

What all that boils down to is this: *keep your mouth shut*. We talk about our job all the time at the compound or when we're in our team headquarters, and that's fine. But don't let that level of comfort creep into the rest of your life. If you go out to eat with other Hunters, don't discuss work in public places where other people might overhear. If you have a blog, don't mention *anything* about your job on it. (The same goes for any other sort of "talk" on the Internet.) If you keep a journal, don't openly discuss monster hunting in it.

Similarly, we suggest that you have a cover story ready in case you slip up and accidentally talk about something you shouldn't. Some of the tried and true favorites we've used over the years include:

- "We were talking about a roleplaying game. My character's an 8th level paladin; want me to tell you about him?"
- "We were discussing this great book we read in our book club."
- "We're writers; we're collaborating on a novel together."
- "We were just talking about this awesome session of Monster Destroyer Alpha-XII that we were playing on the Xbox the other day."

If all else fails, acting like a crazy person usually scares away the curious. Just be careful not to carry it so far that someone thinks you're dangerous and calls the cops to haul you in.

LAWS AND GOVERNMENTAL REGULATIONS

The government is a constant pain in our ass. There are some folks in the MCB who are just itching for any opportunity to shut MHI down again so the Bureau controls monster hunting in the US. The IRS keeps an eagle eye on our taxes. The EPA has questions about how we dispose of monsters. OSHA questions the safety of our workplace. BATFE wants even more paperwork about our weapons. And on and on and on, an endless stream of bureaucratic demands and oversight.

We don't like any of it, but the blunt truth is that we have to live with it. And most of it, as annoying as it is, is well-intentioned. So it's the responsibility of you and every other MHI employee to do his best to operate within the strict confines of the law. The last thing we want to do is give any of these paper-pushers enough rope to hang us — our existence is precarious enough at the best of times.

Here's what that means:

- Whenever you have to deal with an MCB agent, EPA inspector, or any other government official, *be as polite and diplomatic as possible*. No matter how much these people might annoy us with their petty power trips, they hold our ability to operate as a company in their hands, so getting them riled up is absolutely pointless. Don't be snide, sarcastic, insulting, or rude to them. Respond in your calmest, most professional tone. If they ask you something you don't know or aren't comfortable asking, refer them to a higher-up, such as your team leader, Julie Shackelford, or DoO Harbinger. Do not, under any circumstances, refer them to Milo Anderson.
- If you use any personal firearms or other weapons on the job, make sure the licenses, permits, and other paperwork for them is *100% correct and up to date*. The least little slip-up in this department and you could find yourself arrested, your guns confiscated, and the company you work for in a whole mess of bureaucratic hurt. So do us all a favor and make sure it never becomes a problem. If for some reason your little brain can't handle this, talk to Dorcas Peabody; she's thoroughly familiar with what has to be done and can assist you.
- Similarly, *make sure you have a valid concealed carry permit for any jurisdiction you routinely operate in*. In fact, you might want to go ahead and get one for the surrounding states as well, just in case. We know you're going to carry concealed weapons; all of us do, too. But we don't want you to cause us (or yourself) any unnecessary hassle, so do the damn paperwork.





MEET YOUR COMMANDERS AND TEAMMATES

EARL HARBINGER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
23	DEX	26	14-	
21	CON	11	13-	
18	INT	8	13-	PER Roll 13-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
10	OCV	35		
9	DCV	30		
3	OMCV	0		
6	DMCV	9		
10	SPD	80		Phases: 2, 3, 4, 5, 6, 8, 9, 10, 11, 12
10	PD	8		Total: 10 PD (2 rPD)
8	ED	6		Total: 8 ED (2 rED)
12	REC	8		
50	END	6		
22	BODY	12		
50	STUN	15		

Total Characteristics Cost: 289

Movement: Running: 20m
Leaping: 12m

Cost	Powers	END
22	<i>Shapechanging:</i> Multiform (change shape into 300-point human; true form is man-beast form) Costs Endurance (to change shape; -1/2), Extra Time (takes 1 Turn to change shape; -1/4)	0
20	<i>Fangs:</i> HKA 1d6+1 (2 1/2d6 with STR)	2
15	<i>Claws:</i> HKA 1d6 (2d6+1 with STR)	1
83	<i>Werewolf's Bite:</i> Major Transform 12d6 (human into werewolf; heals back through special magic ritual involving Amulet of Koschei) Constant (+1/2), Persistent (+1/4), Reduced Endurance (0 END; +1/2); Always On (-1/2), All Or Nothing (-1/2), Fangs HKA Must Do BODY (see text; -1/2), Limited Target (humans and related beings; -1/2), Linked (to Fangs HKA; -1/4)	0
Martial Arts: Red In Tooth And Claw		
	Maneuver	OCV DCV Notes
4	Avoid Harm	— +5 Dodge all attacks, Abort
4	Chomp/Claw Slash	+0 +2 Strike +5 DC
3	Holding Bite	+0 -1 Grab One Limb, 45 STR
3	Knockover	+2 -1 Strike +4 DC; Target Falls
12	+3 Extra Damage Classes (already added in)	

Cost	Powers	END
1	<i>Weapon Element:</i> use Martial Maneuvers Barehanded	
5	<i>King Of The Werewolves:</i> +10 PRE Only For Presence Attacks And Interaction Skill Use Against Other Werewolves (-1)	0
2	<i>Werewolf's Resilience:</i> Resistant (+1/2) for 2 PD/2 ED	0
20	<i>Werewolf's Resilience:</i> Damage Negation (-4 DCs Physical) Doesn't Work Against Silver-Based Attacks (-1/2) plus Damage Negation (-2 DCs Energy) Doesn't Work Against Fire Attacks (-1/2)	0
36	<i>Minotaur Hide Jacket:</i> Damage Negation (-12 DCs Physical, -6 DCs Energy) OIF (-1/2), Activation Roll 11- (covers Hit Locations 7-13; -1)	0
32	<i>Werewolf's Regeneration:</i> Regeneration (3 BODY per Turn) Doesn't Heal Damage Caused By Silver Weapons (-1/2)	0
5	<i>Werewolf's Regeneration:</i> Life Support (Immunity to all diseases)	0
2	<i>Long-Lived:</i> Life Support (Longevity: ages at one-fourth normal rate)	0
12	<i>Totally Fearless:</i> +25 PRE Only To Resist Fear-/Intimidation-Based Presence Attacks (-1)	0
10	<i>Totally Fearless:</i> Mental Defense (30 points) Only To Resist Fear-Based Mental Attacks (-2)	0
8	<i>Werewolf's Legs:</i> Running +8m (20m total)	1
4	<i>Werewolf's Legs:</i> Leaping +8m (12m forward, 6m upward)	1
9	<i>Werewolf's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Werewolf's Eyes:</i> Ultraviolet Vision	0
5	<i>Werewolf's Nose:</i> Discriminatory for Normal Smell	0
10	<i>Werewolf's Nose:</i> Tracking Smell	0

Perks

3	<i>Fringe Benefits:</i> Weapon Permit; Concealed Weapon Permit	
100	<i>Contacts:</i> 100 points' worth in the Hunting World and the US government	
10	<i>Money:</i> Wealthy	





Skills

20	+2 with All Combat
16	+2 HTH
3	Bribery 14-
3	Bureaucratics 14-
3	Climbing 14-
3	Deduction 13-
3	Fast Draw 14-
3	Interrogation 15-
5	KS: The Hunting World 15-
6	KS: MHI 16-
6	KS: Monsters 16-
2	Language: Orc (fluent conversation)
3	Navigation 13-
7	Stealth 16-
5	Tactics 14-
2	TF: Ground Vehicles
6	WF: Common Melee Weapons, Small Arms, Uncommon Modern Weapons

Total Powers & Skills Cost: 544

Total Cost: 833

200 Matching Complications (50)

20	Accidental Change: Always during the three nights of the full moon each month (Uncommon)
25	Enraged: Berserk in combat or when injured (Very Common), go 8-, recover 14-
10	Physical Complication: Missing Memories (see text; Infrequently, Slightly Impairing)
10	Hunted: MCB (Infrequently, Mo Pow, NCI, Watching)
15	Psychological Complication: Loves Heather Kerkonen (Common, Strong)
20	Vulnerability: 2 x STUN from Silver Weapons (Common)
20	Vulnerability: 2 x BODY from Silver Weapons (Common)

Total Complications Points: 50

Experience Points: 633

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR Min
Thompson .45 SMG	+0	+0	2d6-1	+1	50	12
Smith & Wesson 625	+1	+0	2d6-1	+1	6	6
.300 Winchester Magnum rifle	+1	+2	2½d6	+1	10	15

Armor

MHI Body Armor (8 PD/8 ED; see page 162) with special release buckles in case he has to transform into werewolf form

MHI Earplugs (see page 164)

Gear: Cigarette lighter with MHI logo

EARL HARBINGER

Background/History: Earl Harbinger was born Raymond Shackelford II, the son of Bubba Shackelford, the founder of MHI, in 1900. As a kid he frequently tagged along on monster hunting missions without his father's permission. When he at last joined the family business formally, he proved to be just as tough and talented at it as his father was. When Bubba Shackelford died, Raymond II became owner of MHI, though he wasn't yet old enough to lead Hunters in the field.

Aside from taking a leave of absence to lie about his age and go fight in World War I (where his knowledge of monsters came in very handy several times), Raymond II ran the company from 1915 until 1925. Late in that year he had the misfortune to be badly mauled by a werewolf. At his request the company created the cover story that he'd been killed in action, and Raymond II went off in search of a cure — or a way to end his life.

After spending a few months tracking the werewolf who'd made him into one to Havana and killing her (in the futile hope that this would reverse his curse), Raymond II found himself bereft of hope. Determined not to inflict his curse on the world, he decided to kill himself, but he was saved from suicide by an old priest, Santiago, who knew something of monsters. Santiago first recruited him to kill a luska (thus proving to him he still had worth in this life), and then arranged to take him to an isolated, uninhabited island where he could somehow come to grips with his curse.

Three years passed, with Santiago the only human contact Raymond II had. By 1929 he'd learned to master the beast within such as no werewolf before him ever had (and few, if any, have since). He returned to MHI, though only his son Raymond III and a few others knew who he really was; to the rest of the company he was Richard Flynt, a tough, highly-skilled Hunter.

But nothing good lasts forever. With World War II looming on the horizon, the government learned about Raymond II's existence and affliction and insisted he come to work for them to earn a PUFF exemption. He was assigned to a branch of the newly-formed Office of Strategic Services known as "Operation Unicorn." He became one of the US's most valued and accomplished supernatural assets. He spent most of his time in the European theater of operations, where he fought and destroyed numerous monsters, sorcerers, and other mystical horrors fielded by Nazi Germany. He was part of the task force that invaded Hitler's bunker, where he obtained a ward stone that MHI used to protect its compound for decades.

After WWII ended, Raymond II returned home, his PUFF exemption secure — until the Korean War, when the government again forced him into service. After that he had over a decade of civilian monster hunting until the US decided it needed his help in Vietnam. Giving him the code name "Mr. Wolf," it assigned him to Special Task Force Unicorn. (Other members of STFU included the half-siren Sharon Mangum, the minotaur Travis Alamo Sam Houston, and Auhangamea "the Destroyer" Pitt, future father of Owen Z. Pitt.)

STFU wreaked havoc on enemy forces throughout Southeast Asia, encountering only one serious form of opposition: a Communist team of supernaturals lead by the Russian werewolf Nikolai Petrov,





who became a particular nemesis of Raymond II's. After Petrov destroyed most of STFU, the unit was disbanded and Raymond II sent home, his PUFF exemption once again earned. Based on an idea given him by his translator, he adopted the alias "Earl Harbinger" once he returned to monster hunting work.

Since then Harbinger has served as MHI's Director of Operations, overseeing not only an unprecedented expansion of the company and the arrival of Owen Pitt but such tragedies as the 1995 Christmas massacre. Adam Conover and Lucinda Hood briefly stripped him of his lycanthropy during the Copper Lake incident, but he allowed Nikolai Petrov to transform him back into a werewolf so he could defeat Conover. He's the most experienced monster hunter in the world, and without him MHI would have a lot more trouble fighting evil and earning bounties.

Personality/Motivation: Earl Harbinger is a serious, mission-minded, no-nonsense kind of guy. It's not that he's humorless — he appreciates a good joke as much as the next guy — so much as it is that he has priorities in life. Getting the job done and keeping the world safe from monsters takes precedence over just about everything else. Similarly, he tends to see the world in black and white, morally absolute terms: there's right and there's wrong, and nothing in between.

Harbinger's very protective of his family, and of MHI in general. He's smart enough not to rile up the MCB or the rest of the government unnecessarily, but he'll step right up to that line in an effort to ensure that his company can do its job the way *he* wants to do it, not the way the MCB wants him to. And heaven help anyone who hurts one of his kin, or a Hunter under his command.

The same goes for the current object of his affections, Heather Kerkonen — the only woman he's been romantically involved with for literally decades. He can't keep her out of STFU's clutches as long as she has to earn her PUFF exemption, but there's no doubt that if she gets hurt because the Task Force risks her life unnecessarily he'll find out who's to blame and see that they get what they deserve.

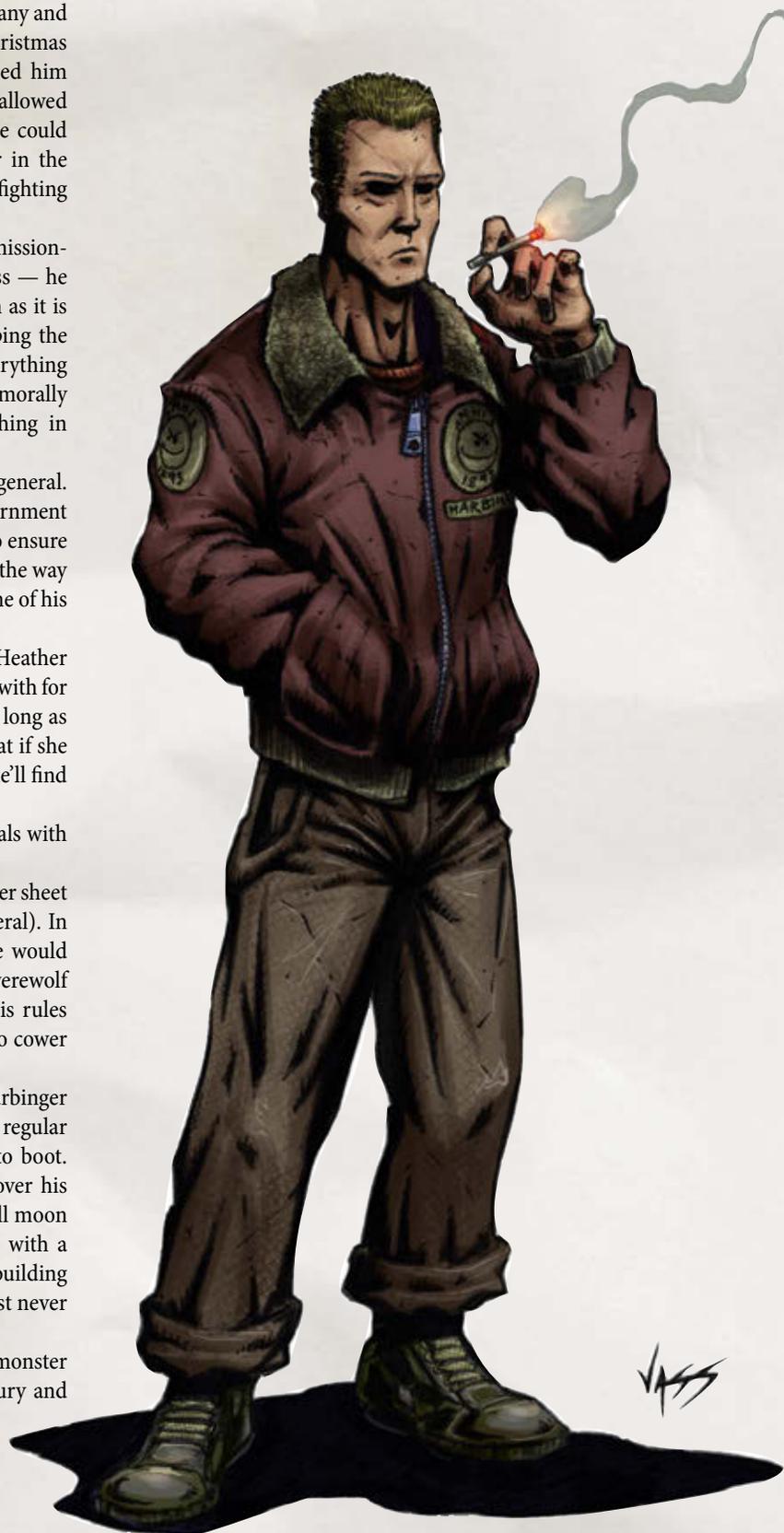
Quote: "See, I bear a curse. You learn to deal with it, or it deals with you."

Powers/Tactics: Earl Harbinger is a werewolf (see the character sheet on page 278 for more information about werewolves in general). In fact he's *the* werewolf, the King of the Werewolves as some would put it, and as such has established certain rules for the werewolf community to follow. (Though far more of them disobey his rules than obey them.) Only the most foolish of werewolves fails to cower and offer respect in his presence.

Even compared to most of his lupine brethren, Harbinger is terrifyingly powerful. He's twice as fast and strong as a regular werewolf, with greater intelligence and more acute senses to boot. Decades of experience have given him far greater control over his transformations as well. Except for the three nights of the full moon (when he has MHI restrain him either in a concrete room with a steel door in the basement of the compound, or in a small building near the slave quarters at the old Shackleford estate) he almost never transforms into his werewolf form against his will.

On top of all that, Harbinger's the most experienced monster hunter in the world. He's been on the job for almost a century and has killed more monsters than most Hunters will ever see in their lives. He's killed them on every continent and two alternate realities. If you need to know something about a

strange or obscure monster, ask Harbinger; the odds are he'll have some useful information for you. Similarly, he knows just about everyone who's anyone in the Hunting World; his contacts among other Hunters around the globe, US government officials, and savvy corporate execs are second to none.



VASS

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In combat Harbinger prefers to stick to his human form (if for no other reason to keep his secret as much as possible) and rely on his combat skills and conventional weaponry. He favors the good old-fashioned Thompson .45 submachine gun, but is capable of firing just about any gun ever created. His MHI body armor has special release buckles so he can get out of it quickly if he needs to change into wolf-man form (or if he feels an involuntary transformation taking over). It's also a little less bulky and protective than the standard suit, since speed and stealth are more important to a werewolf than protection. Even better than his MHI armor is his minotaur-hide jacket, made from the skin of his old friend Travis Alamo Sam Houston. When wearing the jacket (which unfortunately doesn't fit under his MHI body armor), Harbinger's practically invulnerable to attacks against his torso or arms. During his lifetime he's been shot more than 150 times, clawed or bitten more times than he can remember, hit by a train, and subjected to just about every other form of abuse you can imagine — and he's still around and ready for a fight.

Harbinger has the *Red In Tooth And Claw* Martial Arts package common to werewolves. However, he's also bought a Weapon Element that allows him to use it Barehanded, meaning he can punch, kick, and Grab his opponents with great force even when he's in his fully human form.

Harbinger is utterly fearless. Even Adam Conover, the Alpha, couldn't smell the stink of fear upon him during their confrontation. Anyone who hopes to intimidate or scare Harbinger in any way is doomed to disappointment.

Until Heather Kerkonen earns her PUFF exemption, Harbinger is the only lycanthrope in the world not subject to PUFF. But even at that he's sort of "on probation" — the MCB keeps an eye on him and would be quick to kill him if it felt he had gone out of control. And it's always possible someone in the government (such as Agent Stricken of STFU) will decide it's time for Harbinger to "re-earn" his exemption by coming back to work for the USA.

During the Martin Hood incident, Harbinger was subjected to the unwelcome "attentions" of a powerful feeder demon named Rok'hasna'wrath. It was eventually driven away, but not before it had consumed some of Harbinger's memories. When appropriate, the GM can have Harbinger make an INT Roll at +2 to see if he still possesses an important or useful memory. If he succeeds, he does; if he fails, he's lost some or all of it (the more he fails the roll by, the more of the memory "Rocky" consumed).

The character sheet above represents Harbinger's man-wolf form. However, his abilities in his human form are nearly as good. He doesn't have claws, fangs, or the Transform, but otherwise his abilities as a human are more or less the same.

Appearance: Earl Harbinger is a white man who looks like he's in his mid-forties. He's 6'1" tall, with a lean build and no visible scars. He has short-cropped, sandy blond hair and piercing, icy blue eyes. His face is plain and cleanshaven. He has no pinky on his left hand, it having been bitten off by Nikolai Petrov during the Copper Lake incident. In the field he wears his MHI body armor (with smiling devil face patch), but most of the time he wears boots, jeans, a shirt, and his leather bomber jacket made out of minotaur hide (the jacket looks old and worn, but it's actually incredibly durable). He frequently smokes cigarettes, and has an air of "old-school toughness" about him. He speaks with a more or less neutral accent, but when he gets angry his Southern twang becomes more pronounced.

CODE SILVER

Not everyone in MHI knows that Harbinger's a werewolf. For the most part that information's limited to old-timers, team leaders, company officials, and other important folks. Sometimes a situation arises where they fear that Earl may lose control of himself, and that they thus might be forced to shoot him (as much as they'd hate to do that). They refer to this as a "Code Silver" situation so that they can communicate about it without revealing Harbinger's secret to the rank and file.

JULIE SHACKLEFORD

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 133 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
16	CON	6	12-	
18	INT	8	13-	PER Roll 13-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	6		Total: 8 PD (0 rPD)
6	ED	4		Total: 6 ED (0 rED)
9	REC	5		
40	END	4		
16	BODY	6		
40	STUN	10		

Total Characteristics Cost: 142

Movement: Running: 15m

Cost	Powers	END
	Martial Arts: Karate	
	Maneuver	OCV DCV Notes
4	Block	+2 +2 Block, Abort
4	Disarm	-1 +1 Disarm, 22 STR
4	Dodge	+0 +5 Dodge all attacks, Abort
3	Legsweep	+2 -1 3d6; Target Falls
4	Punch/Snap Kick	+0 +2 4d6 Strike
5	Side/Spin Kick	-2 +1 6d6 Strike
11	<i>Guardian's Healing Powers:</i> Regeneration (2 BODY per Turn)	0
	No Conscious Control (see text; -2)	
3	<i>In Good Shape:</i> Running +3m (15m total)	1





Perks

3 Fringe Benefits: Weapon Permit; Concealed Weapon Permit

Talents

17 *The Guardian's Senses*: Danger Sense 15-

6 Striking Appearance +2/+2d6

Skills

15 +3 with Firearms

16 Range Skill Levels: +8 versus the Range Modifier with Firearms

12 Targeting Skill Levels: +6 versus Hit Location Modifiers with Firearms

3 Charm 12-

3 Climbing 12-

3 Combat Driving 12-

3 Deduction 13-

3 Fast Draw 12-

3 High Society 12

2 KS: Art History 11-

2 KS: History 11-

3 KS: The Hunting World 13-

5 KS: MHI 15-

5 KS: Monsters 15-

3 Persuasion 12-

3 SS: Archaeology 13-

3 Stealth 12-

3 Tactics 13-

3 Trading 12-

2 TF: Ground Vehicles

6 WF: Common Melee Weapons, Small Arms, Uncommon Modern Weapons

3 Weaponsmith 13-

Total Powers & Skills Cost: 168

Total Cost: 310

200 Matching Complications (50)

5 Distinctive Features: Guardian markings (Easily Concealed; Noticed And Recognizable)

10 Hunted: MCB (Infrequently, Mo Pow, NCI, Watching)

5 Hunted: Susan Shackleford (Infrequently, Mo Pow, Watching/Wants To Make Into A Vampire)

15 Psychological Complication: Loves Owen Pitt (Common, Strong)

Total Complications Points: 35

Experience Points: 125

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR	
						Min	Notes
M14	+1	+4	2d6+1	+1	20	12	AF5; accurized
Springfield M1A SOCOM 16	+1	+1	2d6	+1	10	12	AF5
Custom M1911A	+1	+1	2d6-1	+1	7	9	

Armor

MHI Body Armor (8 PD/8 ED; see page 162)

MHI Earplugs (see page 164)

Gear: Gun cleaning kit



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JULIE SHACKLEFORD

Background/History: Julie Shackleford, daughter of Raymond Shackleford IV and his wife Susan, is MHI's business manager and the *de facto* second in command of the company after Earl Harbinger. She's been a part of the family business from an early age — in fact her “imaginary friend” when she was four years old, Mr. Trash Bags, was a shoggoth that had been sent to attack the compound and for some inexplicable reason decided to become her friend instead. She joined her Uncle Earl on monster hunting expeditions when she was a teen, and even left her prom early to help him track down and kill an ogre.

Julie's life took an unexpected turn when Owen Pitt joined MHI. At the time she was dating another Hunter, Grant Jefferson, but the attraction between herself and Pitt was impossible to deny. Before long she and Jefferson broke up, and she and Pitt became an item. In fact, they fell so deeply in love that during the Martin Hood incident, when it seemed likely that Owen would die from zombieism, they quickly got married. They've been enjoying a happy if Hunting-filled marital existence ever since.

During the DeSoya Caverns incident, Julie underwent another major life change. Before dying, the Guardian of the *Kumaresh Yar*, the mysterious artifact that can allow the Old Ones access to Earth, passed his powers on to her. The only sign of this so far are tattoo-like markings on her neck and stomach, but as time goes on the visual signs of her powers are likely to multiply.

As of the Las Vegas incident, Julie is pregnant with her and Owen's first child. What effect his psychic powers, her Guardian powers, and general exposure to supernatural events during pregnancy will have on the baby remains unknown — and of great concern to Julie and her husband.

Personality/Motivation: Julie is a strong-willed woman who's been toughened by all the things she's seen and done in her life. While she certainly has her “soft side,” she rarely shows it to anyone other than her husband and her family; she feels she has to maintain a front of professionalism and strength so that her clients will respect her and her employees do what she needs them to do. Unfortunately for her stress levels, she's something of a control freak and isn't as good about delegating responsibilities to her underlings as she ought to be.

Quote: “Listen, girls. I know you like that whole “bad-boy-but-I-can-change-him” thing, but real life vampires aren't sensitive, they aren't sparkly, and they don't want to be your boyfriend. They want to *eat* you. Sucking your blood is not a euphemism, they literally want to suck your blood... out of your body. You kind of need that to, oh, not *die*. With vampires, when somebody says don't forget to wear protection, we're talking about body armor.”

Powers/Tactics: Julie is a skilled tactician and shooter who's been fighting monsters almost her entire life. She's particularly adept at sniping; she can hit a lindwyrn in the eyestalk from a moving

helicopter. Her primary weapon of choice is an accurized M14 rifle with a heavily modified Troy chassis. (Sometimes she carries a Springfield SOCOM assault rifle with 16” barrel and a red dot sight instead.) On her right hip is holstered her custom-made, Commander-sized M1911A .45 semiautomatic pistol. It has a Baer slide and frame with a bobtail conversion, Heinie night sights, thin Alumagrips, and other modifications to make it a fast, accurate shooting piece. She usually carries other bits and pieces of equipment as well, and definitely a grenade or two and some extra box magazines for her M14.

In addition to her combat skills, Julie's studied ancient history, archaeology, and art, since all of those disciplines sometimes provide useful information for monster hunting. She's also a gifted negotiator and businesswoman with a knack for keeping her head when Earl or Owen might lose their tempers.

During the DeSoya Caverns incident, the last “Guardian” of the Old Ones' artifact, the barbarian Thrall, passed his powers on to Julie. Since she doesn't know exactly what they entail

she's not happy about this, but there seems to be no way to get rid of them. So far her Guardian powers have manifested in two ways. First,

when she's seriously or fatally injured, she regenerates from those wounds to a state of full health in a matter of seconds or minutes. This doesn't work against minor injuries (hence the *No Conscious Control* Limitation on her Regeneration — she can't use it whenever she wants, only when the GM allows). Every time the powers save her life this way, they leave indelible black marks on her skin at the site of the injury (and the more marks she has, the larger and darker they all become).

Second, the marks “tingle” and “speak to” her, warning her of great danger (even if she's asleep).

They won't necessarily alert her that there's an ambush waiting around the next corner, but they'll definitely let her know when a major threat to mankind, or anything involving the Old Ones or their minions, is developing.

Additionally, the Guardian's powers make Julie's blood dangerous to vampires (as her mother Susan found out). In game terms, the GM should consider Julie's blood as being “holy,” so that it triggers a vampire's Susceptibility. What other effects the Guardian powers might have, and how they interact with the Old Ones and their magic, remains unknown; Julie is frankly terrified of them.

Appearance: Julie Shackleford is a breathtakingly beautiful, fair-skinned white woman in her mid-twenties. She 5'11” tall and has the athletic build of someone who gets plenty of regular exercise. She has wavy, dark black hair that falls slightly below her shoulder. Her eyes are brown, and she wears glasses. While doing routine work for MHI Julie wears conservative business suits, but in the field she wears her MHI body armor with the “smiling li'l devil face” patch.

Julie's left neck and stomach bear the black, tattoo-like markings of the power of the Guardian. She keeps these concealed as best she can, but the more life-threatening injuries she suffers the more markings will appear.





OWEN Z. PITT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
14	DEX	8	12-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
25	EGO	15	14-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
6	DCV	15		
3	OMCV	0		
8	DMCV	15		
4	SPD	20		Phases: 3, 6, 9, 12
12	PD	10		Total: 12 PD (0 rPD)
8	ED	6		Total: 8 ED (0 rED)
10	REC	6		
60	END	8		
20	BODY	10		
50	STUN	15		Total Characteristics Cost: 181

Movement: Running: 12m

Cost	Powers	END		
60	<i>Abomination:</i> Multipower, 120-point reserve All OAF (-1)			
3f	1) <i>Shot:</i> RKA 2½d6 Area Of Effect (1m Radius; +¼), Autofire (5 shots; +1½), +1 Increased STUN Multiplier (+¼); OAF (-1), Limited Range (40m; -¼), Reduced By Range (-¼), Reduced Penetration (-¼), Two-Handed (-½), 9 Charges (-¼)	[9]		
2f	2) <i>Slugs:</i> RKA 2½d6 Autofire (5 shots; +½), +1 Increased STUN Multiplier (+¼); OAF (-1), Limited Range (100m; -¼), Two-Handed (-½), 9 Charges (-¼)	[9]		
1f	3) <i>Underslung M203 Grenade Launcher:</i> RKA 2½d6 Area Of Effect (15m Radius Explosion; +¼); OAF (-1), Limited Range (150m; -¼), Two-Handed (-½), 1 Charge (-2)	[1]		
1f	4) <i>Silvered Bayonet:</i> HKA 1d6 (2d6 with STR) Reduced Endurance (0 END; +½); OAF (-1) Martial Arts: Karate, Shorinji Kempo Kung Fu	0		
	Maneuver OCV DCV Notes			
4	Block	+2	+2	Block, Abort
4	Dodge	+0	+5	Dodge all attacks, Abort
3	Joint Lock/Grab	-1	-1	Grab, 30 STR
3	Legsweep	+2	-1	5d6; Target Falls
5	Kick	-2	+1	8d6 Strike
4	Punch	+0	+2	6d6 Strike
3	Throw	+0	+1	4d6 +v/10, Target Falls
4	+1 Extra Damage Class (already added in)			

Cost	Powers	END
10	<i>Memory Reading:</i> Clairsentience (Sight and Hearing Groups), Retrocognition Retrocognition Only (-1), Skin Contact Required (-1), Can Only View Touched Subject's Memories (-1), No Conscious Control (see text; -1)	5
19	<i>Precognitive Dreams:</i> Clairsentience (Sight and Hearing Groups), Precognition Reduced Endurance (0 END; +½); Precognition Only (-1), No Conscious Control (-1), Only Through Dreams (-1)	0
22	<i>Attuned To Monsters:</i> Detect Monsters 12- (no Sense Group), Range, Sense, Targeting (see text)	0
30	<i>Fortunes Of The Chosen One:</i> Luck 6d6	0
7	<i>Fortunes Of The Chosen One:</i> Life Support (Immunity: to zombieism, lycanthropy, and vampirism; see text) Requires An EGO Roll (-½)	0

Perks

3	Fringe Benefits: Weapon Permit; Concealed Weapon Permit	
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Skills

10	+1 with All Combat	
20	+4 with Firearms	
4	+2 OCV with Shotguns	
7	Fast Draw 14-	
5	KS: Firearms 14-	
2	KS: The Hunting World 11-	
3	KS: MHI 12-	
3	KS: Monsters 12-	
5	KS: Trivia 14-	
1	Language: Czechoslovakian (basic conversation; English is Native)	
1	Language: Portuguese (16 th Century) (basic conversation)	
1	Language: Russian (basic conversation)	
1	Language: Serbo-Croatian (basic conversation)	
1	Language: Tongan (basic conversation)	
2	SS: Accounting 11-	
3	Survival 12-	
3	Tactics 12-	
2	TF: Ground Vehicles	
6	WF: Common Melee Weapons, Small Arms, Uncommon Modern Weapons	
1	Weaponsmith 8-	

Total Powers & Skills Cost: 269

Total Cost: 450





200 Matching Complications (50)

15	Enraged: in combat (Common), go 8-, recover 11-
10	Hunted: MCB (Infrequently, Mo Pow, NCI, Watching)
5	Hunted: Susan Shackelford (Infrequently, Mo Pow, Watching/Wants To Make Into A Vampire)
15	Psychological Complication: Loves Julie Shackelford (Common, Strong)
10	Psychological Complication: Anti-Authoritarian (Common, Moderate)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 50

Experience Points: 250

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR Min
STI Tactical 5.0	+1	+1	2d6-1	+1	11	6
.357 Airweight S&W	+0	+0	1½d6	+0	5	5
Kukri, Large	+0	+0	1d6	+0	—	10

Armor

MHI Body Armor (8 PD/8 ED; see page 162)

MHI Earplugs (see page 164)

Gear: Flashlight, monocular

OWEN Z. PITT

Background/History: Owen Zastava Pitt is the son of Auhangamea Pitt, a decorated military veteran (who, unbeknownst to his son for many years, worked with Special Task Force Unicorn in Vietnam) and his wife Ilyana. His father, plagued by visions of a coming apocalypse of some sort, was emotionally distant to Owen (and his younger brother David) but trained them to be survivors. They learned how to shoot, how to survive in the wild, and other useful skills. Owen particularly took to firearms training, becoming so good a shot that he was nationally ranked in various shooting events.

As an adult, Owen put his great size and strength to use working as a bouncer at biker bars, and also participated in some underground pit fighting. But after he seriously hurt another fighter he “rebelled” against his unusual upbringing and what it had led him to by choosing the most mundane profession he could think of: accountant. While pushing numbers at Hansen Industries he was attacked by his boss, Mr. Huffman, who’d become a werewolf. By keeping his head and making good use of his strength, Owen avoided Huffman’s attacks and killed him by pushing him out a skyscraper window. That led to him being recruited by MHI.

During his newbie training it became apparent that Owen was... unusual. He could occasionally view the memories of others and perceive things ordinary people could not, and was apparently in contact with the spirit of a dead Polish hunter named Mordechai

Byreika. During the course of what’s come to be called the DeSoya Caverns incident, Owen learned he was the “Chosen One,” a human born every 500 years who has the power to use the *Kumaresh Yar*, a powerful artifact, to bring the terrifying Old Ones to Earth. Owen rejected any such role and fulfilled his destiny by destroying the evil Lord Machado and his followers, and thus saving the world.

Unfortunately an MCB attempt to kill Machado with a low-yield nuclear bomb ended up enraging the Dread Overlord, one of the Old Ones. It directed its chief minion on Earth — the necromancer Martin Hood, leader of the Sanctified Church of the Temporary Mortal Condition — to deliver Pitt to it for eternal torture. Hood attacked MHI and in the process threatened the entire world. But Pitt and Agent Franks of the MCB jumped through Hood’s portal to the domain of the Old Ones and used MHI’s ward stone as a weapon to kill the Dread Overlord. This earned Pitt the nickname “the God Slayer” among certain Hunters.

Pitt also participated in the Las Vegas incident, where an immensely powerful alp nearly killed him and many of the other most skilled Hunters in the world. Without his involvement, and his interaction with the dragon Management, the entire incident might have gone much, much worse.

Today Pitt serves MHI as its Finance Manager and a member of Earl Harbinger’s team (along with his wife, Julie Shackelford, whom he married during the Hood incident when he was at risk of dying from zombieism). He’s ready — if not eager — to put aside his spreadsheets and calculators to strap on his armor and go fight monsters at any time.

Personality/Motivation: Owen Pitt is at heart a perfect example of the heroic individual. Despite the potential cost to himself, he’s willing to fight evil in whatever way he can. And when he gets going, he doesn’t quit — several powerful individuals have observed that Pitt has the strongest willpower of any human being they’ve ever encountered. In fact, he’s something of a driven overachiever in general, a result of a childhood of (a) trying to live up to his father’s demands and standards and (b) being picked on for being a fat kid.

That said, Owen isn’t perfect. He has a strong anti-authoritarian streak that sometimes makes it difficult for him to work with others, even when he knows better. He just instinctively rankles at being told what to do by anyone he doesn’t know and respect, regardless of common sense or the rules of society. He also tends to be resentful toward people he thinks have had it better than he did, and can be something of a bully — at least in his thoughts.

By his own admission, Owen has a tendency to lose control in combat (this is reflected by his *Enraged* Complication). It doesn’t happen often, but when it does, the enemy had better watch out! He forgets all thoughts of safety and doesn’t really feel pain; all he thinks about is destroying whoever he’s fighting. The GM may want to increase his chances of becoming *Enraged* if Julie or one of his close friends are hurt or in danger, or if Owen himself has been pushed to the wall and insulted by some powerful enemy.

Owen’s faced many terrifying monsters and situations, but the creatures that still scare him the most are werewolves (perhaps because that’s the first monster he ever saw). He’d never back down from fighting one, but he’s just as happy to let some other team of Hunters take on a pack of them if necessary.





Owen is deeply in love with his wife Julie, and has been practically since the day he met her. There's nothing he wouldn't do, short of betraying his own principles, to help her if she needed help.

Quote: "This <<holds up paper>> is a Treasury Form P-3506. You need to submit one of these within sixty days of killing a monster. As you can see, you need to put in your PUFF table numbers, which you can get by cross referencing column J from page 56 of table P. I built a spreadsheet for this, but you can use the cross reference from ES-1920-B paragraph fourteen...."

Skills/Weapons: Owen is a big, tough, intimidating guy who knows how to use his size in a fight (and who has black belts in American Karate and Shorinji Kempo to boot). But where he really excels is the use of firearms. He's a highly skilled shooter — good enough to be nationally ranked in a number of competitive events — who knows more about different types of guns than just about anyone else at MHI.

Owen's gifts also extend into the intellectual. He breezed through school quickly, qualified for MENSA, speaks five languages (and can get by in several more), and is smart enough to know when to shut up and let his wife do the talking.

Owen's weapon of choice, created for him by Milo Anderson, is Abomination, the "mutant shotgun from Hell." It's a modified Saiga semi-automatic shotgun with a nine-round box magazine (or 20-round drum magazine) and an underslung, single-shot M203 40mm grenade launcher. (Originally the grenade launcher was a Tula 6G15, but Milo replaced it because it's easier to get American grenades.) For close-up work it also has an 8" long silvered bayonet mounted on the left side that springs into position at the touch of a button. It has an adjustable ACE stock with recoil pad, an FAL pistol grip, an EOTech holographic sight, and a full rail system on which he can mount lights or similar accessories. It's painted brown and has a STR Min of 13 for firing and 10 for using the bayonet. (See page 154 for more information on how shotguns are built using the HERO System rules. Note that while Abomination's Multipower includes 9 Charges for both shot and slug, it can only have 9 rounds total in its standard magazine; Owen decides when loading the magazine which type of shells to put in and in what order.)

But that's not the only weapon Owen carries. As a sidearm he usually has a .45 semiautomatic of some kind, such as the STI Tactical 5.0, holstered on his right hip. On his left hip is scabbarded his 19" long Himalayan chitilangi kukri. Out of sight in an ankle holster is a Smith &

Wesson Airweight .357 snub-nosed five-shot revolver. Strapped, tied, pocketed, or otherwise attached to his armor are various other bits of gear: extra ammo magazines for Abomination and his .45; grenades; a monocular; and so forth.

Psychic Powers: Owen's gifts do not lie entirely in the field of combat, however. He is the "Chosen One" — or, as Martin Hood put it, "You're a very special man. Preordained before your birth to wield the key to the planes, the Avatar of Chaos himself, blessed with powers beyond that of any mortal man."

Owen doesn't really know what that means (for that matter, he has no idea who did the "choosing"). What he does know is that as the Chosen One he possesses strange, mystic powers he doesn't entirely understand. The first and most prominent of these is his ability to read the memories of others after establishing skin-to-skin contact (or through other appropriate stimuli, such as being exposed to the *Kumaresh Yar* or aided by the spirit of Mordechai Byreika). This ability isn't limited to humans; he's read the memories of gnomes and shoggoths, for example. Initially he had no control over this ability whatsoever — flashes of other peoples' memories just came to him at

times, usually to warn him of danger or provide him with crucial information about his current mission. As time has gone by he's learned to control this power a little and can sometimes invoke it when he wants to.

Owen's most likely to see someone's memories when the other person's thinking about a particularly vivid or important memory, and Owen himself is (knowingly or unknowingly) also interested in the subject of that memory. The length of his contact with the other person doesn't relate to the period of time he "views" with his Retrocognition. The merest brush of fingertip on fingertip could lead to him viewing an hour's worth of memories (though only a second or two would actually pass in the real world), or grasping and holding someone's hand for several minutes might only yield the briefest flash of a memory. Nor does he have to initiate the contact; he may see memories when someone else accidentally or deliberately touches him.

In one known instance — when Martin Hood attacked Earl Harbinger with a powerful feeder demon — Owen was able to use his memory reading power to "enter" another person's mind (and, in this case, help him fight off the feeder). Whether he could do this again, and under what circumstances, is unknown.



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Similarly, if Owen's already established a particularly strong "connection" with another person through Memory Reading, he may be able to sense that person from a distance, and/or to "spy" on them clairvoyantly. He did this during the DeSoya Cavern incident to overhear some of the planning done by Lord Machado's master vampires. (There's no power on his character sheet for this; it's something the GM can allow on rare occasions when it helps to move the plot along.)

Second, Owen has precognitive dreams. Again, this isn't something he can control — it just happens, typically when something particularly dangerous or important is directly on the horizon. The information he gains from these dreams often directly affects how he and MHI respond to the situation. In *HERO System* terms, this ability is represented with Precognition which has the Limitation *Only Through Dreams* (-1), meaning he has to get at least four hours' sleep to have any chance of having a precognitive dream. (Whether he actually has one is entirely up to the GM; this power largely serves as a conduit for the GM to provide Owen with information he otherwise wouldn't have or plot hooks to get him involved in an adventure.)

Third, Owen is more "attuned" to monsters and supernatural happenings than the average person (or even average Hunter). In *HERO System* terms this is represented with his Detect Monsters sense, which allows him to, for example, perceive invisible oni when they attack his brother during a concert. However, it's not a "radar" and doesn't necessarily prevent him from being surprised or snuck up on by a monster — it simply lets him "see" some monsters that other people cannot.

Fourth, it's relatively easy for ghosts, spirits, other psychics, and "things from the other side" to contact and even speak to Owen (often in his dreams). He is, to paraphrase how he once put it, "a guy with a connection between worlds." Friendly spirits (such as Mordechai Byreika, Bubba Shackelford, and Sam Haven) may provide advice or information; hostile ones usually threaten him, or may even try to attack him. In some cases certain spirits have even been able to "cross the boundary" to the physical world and help him in minor ways (such as activating the CO2 cannister on his armor so he wouldn't drown). This isn't represented with any particular power on Owen's character sheet (except maybe his Luck); it's simply a way for the GM to give him some information and guide his actions on occasion.

Fifth, Owen's powers make it possible for him to use enchanted items and mystical artifacts that other humans cannot, or to use items that would be dangerous to them with a greater degree of safety. Again, this isn't represented on his character sheet in any particular way; it's just a plot device that involves him.

Last — but certainly not least — as the Chosen One Owen is gifted with a certain special "survivability." As Mordechai Byreika once said, "But you are Chosen. Harder to kill Chosen unless he is being big baby. Certain things only you can do." In *HERO System* terms, this is represented in two ways. The first is Owen's Luck 6d6, which the GM should roll primarily to make sure Owen doesn't get killed in situations where other people would — the fates are looking after him. This doesn't mean he can deliberately expose himself to harm and survive (for example, he can't let his friends shoot bullets at him and laugh as they automatically miss), but it does mean that the odds of an enemy killing him are much lower than killing any other Hunter.

Second, as long as Owen's willpower holds out, the bites of zombies, lycanthropes, and even vampires can't turn him into a monster. He may begin to suffer some of the symptoms (as he did when bitten by a zombie during the Martin Hood incident), but eventually his willpower and Luck will find a way to "purge" the "infection" from his body somehow. In *HERO System* terms this is represented as a special form of Life Support (Immunity) that only works if Owen succeeds with an EGO Roll at -1. (If he fails the roll, of course his Luck is likely to come into play in whatever way the GM sees fit.)

If directly exposed to the *Kumaresh Yar* (for example, if he's touched with it or holding it), Owen experiences great pain, but can also manifest other powers. He may become psychically much more powerful, or have enormous strength. This is up to the GM; it's not listed on his character sheet since he actively avoids the artifact whenever possible.

To a large extent Owen's abilities remain mysterious and unexplored, even to Owen. He's scared to mess around with them any more than he has to.

Appearance: Owen Pitt is an intimidatingly large man: 6'5" tall, 62" chest, size 15 boots, heavily muscled, and with a few scars here and there from the hard life he's led. He's white, though his ancestry is quite mixed so he doesn't look precisely like any racial group. He cuts his dark brown hair short and is cleanshaven.

In the field Owen wears his MHI body armor with the "smiling li'l devil face" patch. He carries plenty of weapons — Abomination, his .45 sidearms, his large kukri, grenades, spare magazines of ammo, and anything else he thinks he needs.

THE PITT FAMILY

Owen's father, Auhangamea Pitt, sometimes known as "the Destroyer," has been described by MHI team leader Benjamin Cody as "one of the baddest Green Berets to ever walk the face of the earth" (they served together in Vietnam; "Augie" was later assigned to work with Special Task Force Unicorn). Despite now being in his sixties, he's still rough, tough, and utterly uncompromising; he killed several Condition cultists when they tried to kidnap him and his wife Ilyana to use as leverage against Owen.

Owen's brother David Uhersky Pitt, better known to the world as Mosh, was once the world-famous lead guitarist of Cabbage Patch Killing Machine, an immensely popular heavy metal band. He had it all: money; fame; supermodels and actresses as girlfriends; the talent to be thought of as one of the best guitarists in the world. Then the Condition sent two oni to try to kidnap him from a concert in Montgomery, Alabama to use as leverage against Owen. Lucinda Hood mutilated his right hand, and the MCB blamed the whole Montgomery incident on him. The result was the loss of his career to the injury, and the loss of his fortune to dozens of lawsuits. He wound up in Las Vegas with his own lounge act, playing with a fraction of his old skill and vigor — though the events of the Las Vegas incident seem to have broken him out of his depression and may result in better things to come for him in the near future.

Like Owen, Mosh can be contacted by spirits, ghosts, and the like, though so far this has only happened once (when Mordechai Byreika began speaking to him during the Las Vegas incident). Whether he'll manifest other psychic powers remains to be seen.





TRIP JONES

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
15	DEX	10	12-	
16	CON	6	12-	
16	INT	6	12-	PER Roll 12-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
6	PD	4		Total: 6 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
10	REC	6		
40	END	4		
18	BODY	8		
50	STUN	15		Total Characteristics Cost: 146

Movement: Running: 18m

Cost	Powers	END
7	<i>Hardened To Horror:</i> +10 PRE Only To Resist Presence Attacks (-1)	0
6	<i>Fast Runner:</i> Running +6m (18m total)	1

Perks

3 Fringe Benefits: Weapon Permit; Concealed Weapon Permit

Skills

- 6 +2 with Submachine Guns
- 4 +2 OCV with Tomahawk
- 3 Deduction 12-
- 2 Faith 10-
- 2 KS: Fantasy Novels And Worlds 11-
- 2 KS: The Hunting World 11-
- 3 KS: MHI 12-
- 3 KS: Monsters 12-
- 3 Oratory 12-
- 3 Persuasion 12-
- 2 SS: Chemistry 11-
- 3 Stealth 12-
- 2 TF: Ground Vehicles
- 6 WF: Common Melee Weapons, Small Arms, Uncommon Modern Weapons

Total Powers & Skills Cost: 55
Total Cost: 201

200 Matching Complications (50)

- 10 Hunted: MCB (Infrequently, Mo Pow, NCI, Watching)
- 15 Psychological Complication: Does The Right Thing (Common, Strong)
- 10 Psychological Complication: Germaphobe (Common, Moderate)
- 20 Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 50
Experience Points: 1

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR	
						Min	Notes
KRISS Vector SBR	+1	+1	2d6-1	+1	30	10	AF5, Supp (-5)
Springfield XD9611	+1	+1	2d6-1	+1	13	6	
Tomahawk	+0	+0	1d6	+0	—	6	Can Be Thrown

Armor

MHI Body Armor (8 PD/8 ED; see page 162)
MHI Earplugs (see page 164)

Gear: Fantasy novel, antibacterial hand cleanser



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TRIP JONES

Background/History: John Jermain Jones, better known to his MHI friends as Trip (short for “Triple J”), was born in Florida, the third son of a large, Baptist, immigrant Jamaican family. His father died while he was still an infant, leaving his mother to raise her brood alone. As a kid he developed a love of Fantasy stories, and to this day is a voracious reader of Fantasy novels and well-versed in the trivia of the genre.

Trip studied chemistry in college (and also played football). He spent a few years using his degree in the private sector but found that he didn't enjoy it, so he became a high school chemistry professor in Leonard, Florida. (He also subbed band and was an assistant football coach.) He'd probably have spent the rest of his life teaching the periodic table to teenagers had an evil voodoo houngan not decided to raise a zombie army in his town. Trip's school was soon under siege from zombies. Grabbing a pickax he defended himself and anyone else he could protect, though this required him to destroy a lot of students and colleagues who'd become zombies. He survived the incident and the subsequent MCB investigation, and was soon recruited by MHI. He and Owen Pitt roomed together during training and became fast friends; Trip's served on teams with Owen ever since.

Personality/Motivation: Most of the time Trip is an easy-going, happy fellow who sees the brighter side of things. Compared to the often cynical Hunters he associates with, this makes him something of a breath of fresh air. On the other hand he's not as gregarious as most of his fellow monster killers; he's as likely to spend time by himself reading as to go to a party. He's also slightly prudish.

Trip is, as Owen Pitt likes to put it, MHI's “moral compass” — a man who's genuinely heroic, honest, noble, gentlemanly, and true. He has a strongly developed sense of right and wrong, and always strives to do what he thinks is right — no matter the risk to himself or what it might cost him. He's very much a modern good Samaritan, willing to stop what he's doing to help someone out.

Trip is something of a germaphobe — an unfortunate trait for someone in a profession that exposes him to monster goo, decaying zombie flesh, and other such enjoyable things. He carries a small plastic vial of hand cleanser with him everywhere and uses it whenever he thinks necessary. Given the choice he'll avoid any job that might expose him to germs in favor of some less dirty chore.

Quote: “After Florida, once I found out there was such a thing as Hunters, for the very first time I knew what God wanted me to do with my life. I'd found my purpose. There was real evil in the world, but it was okay, because there were good guys that could fight it.”

Powers/Tactics: In combat situations Trip usually isn't a front-line fighter or the guy who's first through the door. He takes on more of a “support” role, covering his teammates and making sure that anything that tries to surprise or ambush them gets its head blown off before it can hurt them. He particularly hates zombies and other undead. Trip's firearm of choice is a KRISS submachine gun (usually with a sound suppressor attached). He also carries a tomahawk-like hatchet for cleaving the skulls of zombies and other horrors.

Appearance: Trip Jones is a dark-skinned black man who's 5'10" tall; he has dreadlocks and is clean-shaven. He's got a muscular, athletic look but isn't overly “bulked up.” In the field he wears his MHI body armor with the “smiling li'l devil face” patch.

HOLLY NEWCASTLE

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 133 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
15	CON	5	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	8	13-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
4	SPD	20		Phases: 3, 6, 9, 12
5	PD	3		Total: 5 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
8	REC	4		
35	END	3		
14	BODY	4		
36	STUN	8		

Total Characteristics Cost: 131

Movement: Running: 12m

Cost	Powers	END
7	<i>Hardened To Horror:</i> +10 PRE Only To Resist Presence Attacks (-1)	0
2	<i>Observant:</i> +1 to PER Rolls with Sight Group	

Perks

3 Fringe Benefits: Weapon Permit; Concealed Weapon Permit

Talents

9 Striking Appearance +3/+3d6

Skills

5 +1 with Firearms
 4 Range Skill Levels: +2 versus the Range Modifier with Firearms
 3 Charm 12-
 2 Fast Draw 10-
 3 Interrogation 12-
 2 CK: Las Vegas 11-
 2 KS: The Hunting World 11-
 3 KS: MHI 12-
 4 KS: Monsters 13-
 2 KS: Vampires 11-
 3 Paramedics 11-
 2 PS: Dancing 11-
 5 Stealth 13-
 2 TF: Ground Vehicles
 6 WF: Common Melee Weapons, Small Arms, Uncommon Modern Weapons





Total Powers & Skills Cost: 69

Total Cost: 200

200 Matching Complications (50)

- 10 Hunted: MCB (Infrequently, Mo Pow, NCI, Watching)
- 15 Psychological Complication: Refuses To Look Weak Or Cowardly (Common, Strong)
- 20 Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 45

Experience Points: 5

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR	
						Min	Notes
Vepr	+1	+0	2d6+1	+1	20	12	2H, AF5
STI Ranger II	+1	+1	2d6-1	+1	8	6	

Armor

MHI Body Armor (8 PD/8 ED; see page 162)

MHI Earplugs (see page 164)

Gear: Small purse

HOLLY NEWCASTLE

Background/History: Holly Newcastle was working as a stripper in Las Vegas to put herself through nursing school when a group of vampires kidnapped her and imprisoned in their “feeding pit” along with several other people. She spent several weeks in that hell, enduring not only being fed upon by bloodsuckers but experiencing some of her fellow captives going insane. She was strong enough to resist that, and in fact had to kill several of the others before they became vampires themselves. Eventually the vampires were slain by Team Vegas and Holly and a few of the others were rescued. Impressed by her strength of will, MHI recruited her.

Personality/Motivation: Holly comes across as a wisecracking, cynical, hardbitten woman who’s not impressed or fazed by anything — and this isn’t an act. She knows how harsh the world can be, especially the supernatural parts of it, and is *determined* that she’ll never be weak, exploited, or frightened again, no matter the cost. But beneath the tough exterior she shows to the world beats a kind and sympathetic heart. For example, she spends a lot of time working with monster attack survivors at the Appleton Asylum, though almost no one at MHI knows about this. And she’s fiercely loyal to her friends.

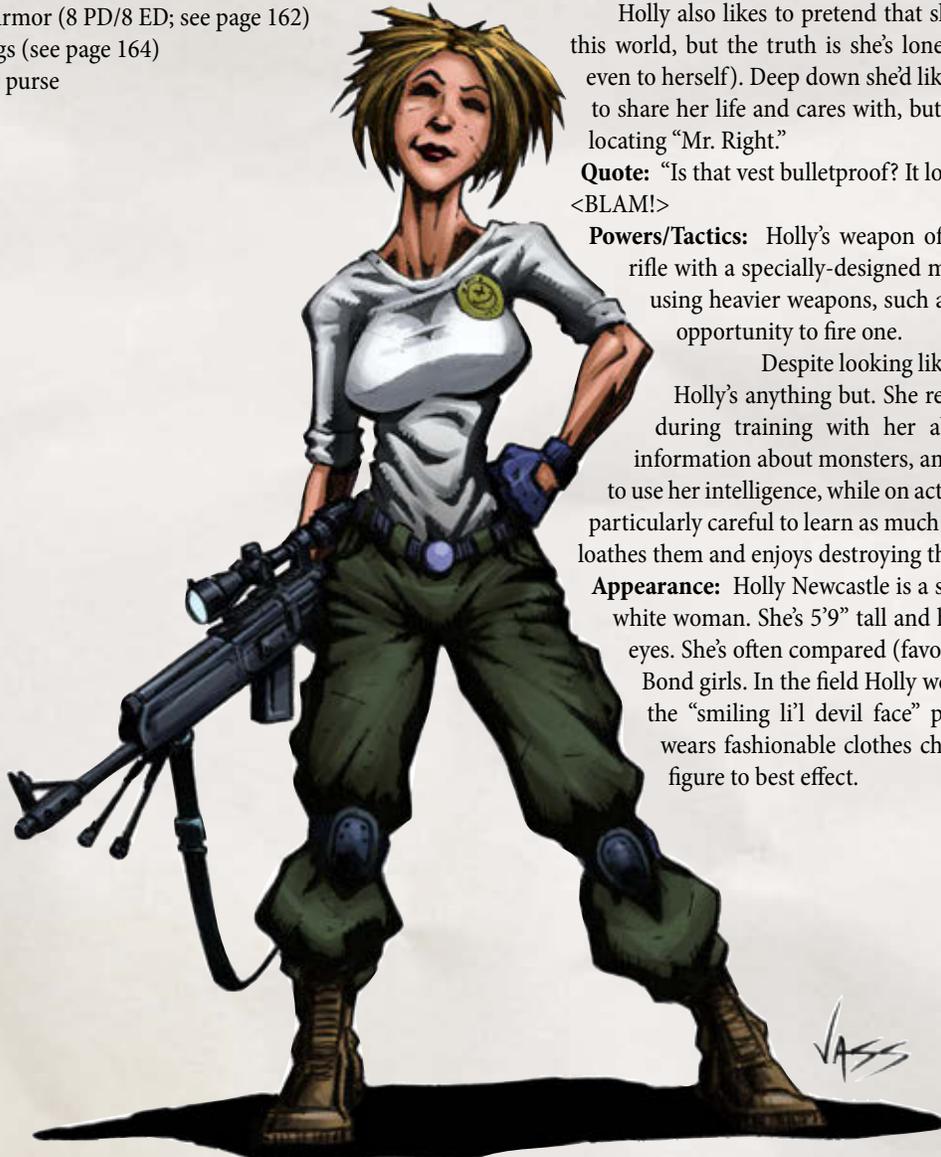
Holly also likes to pretend that she doesn’t need anyone else in this world, but the truth is she’s lonely (though she won’t admit it even to herself). Deep down she’d like to find a boyfriend, someone to share her life and cares with, but so far she hasn’t had any luck locating “Mr. Right.”

Quote: “Is that vest bulletproof? It looks bulletproof. Let’s find out.”
<BLAM!>

Powers/Tactics: Holly’s weapon of choice is a .308 Vepr assault rifle with a specially-designed magazine. But she’s also fond of using heavier weapons, such as RPGs, and eagerly takes any opportunity to fire one.

Despite looking like a stereotypical dumb blonde, Holly’s anything but. She really impressed her instructors during training with her ability to pick up and retain information about monsters, and she’s continued to learn, and to use her intelligence, while on active duty as a Hunter. She’s been particularly careful to learn as much as she can about vampires; she loathes them and enjoys destroying them immensely.

Appearance: Holly Newcastle is a stunningly gorgeous, well-built white woman. She’s 5’9” tall and has short blonde hair and blue eyes. She’s often compared (favorably) to swimsuit models and Bond girls. In the field Holly wears her MHI body armor with the “smiling li’l devil face” patch; on social occasions she wears fashionable clothes chosen to show off her face and figure to best effect.



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MILO ANDERSON

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
14	DEX	8	12-	
14	CON	4	12-	
20	INT	10	13-	PER Roll 13-
14	EGO	4	12-	
18	PRE	8	13-	PRE Attack: 3½d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
5	PD	3		Total: 5 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
8	REC	4		
40	END	4		
16	BODY	6		
42	STUN	11		Total Characteristics Cost: 134

Movement: Running: 12m

Cost Powers **END**

32 *Milo's Flamethrower:* Multipower, 135-point reserve [10]

All OAF Bulky (-1½), No Range (-½), STR Minimum (10; -½), Side Effect (see text; -0), Two-Handed (-½); 10 Charges for entire Multipower (-¼)

3f 1) *Firebolt:* RKA 3d6

Area of Effect (50m Line; +¾), Armor Piercing (+¼), Constant (+½), Mobile (Milo can move the Line 12m per Phase, but starting point of Line must always remain immediately in front of him; +½); common Limitations listed above

3f 2) *Cone Of Fire:* RKA 3d6

Area of Effect (30m Cone; +¾), Armor Piercing (+¼), Constant (+½), Mobile (Milo can move the Cone 12m per Phase, but starting point of Line must always remain immediately in front of him; +½); common Limitations listed above

Perks

3 Fringe Benefits: Weapon Permit; Concealed Weapon Permit

Skills

5	+1 with Firearms
3	+1 with Demolitions, Inventor, and Mechanics
5	Climbing 13-
3	Computer Programming 13-
3	Demolitions 13-
3	Electronics 13-
7	Faith 14-
3	Fast Draw (Small Arms) 12-
3	Inventor 13-
2	KS: The Hunting World 11-
3	KS: MHI 13-
3	KS: Monsters 13-
1	Language: Orcish (basic conversation; English is Native)
3	Lockpicking 12-
3	Mechanics 13-
1	SS: Chemistry 8-
3	Security Systems 13-
3	Stealth 12-
2	Systems Operation 10-
3	Trading 13-
2	TF: Ground Vehicles
6	WF: Common Melee Weapons, Small Arms, Uncommon Modern Weapons
9	Weaponsmith 16-

Total Powers & Skills Cost: 120

Total Cost: 254

200 Matching Complications (50)

10	Hunted: MCB (Infrequently, Mo Pow, NCI, Watching)
15	Psychological Complication: Devout Mormon (Common, Strong)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 45

Experience Points: 59

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR	
						Min	Notes
Custom M1911A	+1	+1	2d6-1	+1	9	9	

Armor

MHI Body Armor (8 PD/8 ED; see page 162)

MHI Earplugs (see page 164)

Gear: Field tool kit





MILO ANDERSON

Background/History: Milo Ivan Anderson was only fifteen, the youngest child in an Idaho family with fourteen kids, when an MHI team saved him from a group of serpent-men creatures. Unfortunately the attack killed almost everyone else in his family, leaving Milo effectively an orphan. He joined MHI, which became his new “family.” It’s one he’s proud to be a part of ever since.

Milo’s wife Shawna is a cryptozoologist he met while on a mission in Guatemala. They have one child.

Personality/Motivation: Milo’s often described as a “mad genius,” and while the “mad” part is a humorous exaggeration there’s no denying that he’s a genius. He’s highly skilled at a number of technical endeavors (particularly weapons design), and brings to them an eccentric, creative outlook that tends to make his creations even more useful.

Milo is a devout Mormon who possesses a strong personal faith — strong enough, in fact, to hold off master vampire Susan Shackleford on one occasion. When vampires or the like are involved his value to an MHI team becomes even greater.

Quote: “Milo Ivan Anderson. Jack of all trades, master of a couple. Call me Milo. If you live long enough I’m the guy that gets to teach you how all of the cool stuff works.”

Powers/Tactics: In addition to being a skilled, experienced Hunter, Milo is MHI’s resident mad genius — “the Edison of Monster Hunting, the Da Vinci of creative destruction,” as Klaus Lindemann once put it. As such, he often carries weapons that he’s designed himself or heavily modified from their original appearance and function — such as his flamethrower, one of his favorites. It’s a powerful weapon, particularly against the undead, but it’s not without its drawbacks. For one thing, the tanks only contain enough fuel for ten shots, and despite being of Milo’s design and thus relatively lightweight, the whole unit’s big and bulky enough that wearing it reduces Milo to ½ DCV. For another, the weapon has a Side Effect: if he fires the flamethrower at a target that’s closer than 6m (or if he fires into the wind), there’s an 11- chance that fuel will splash on him, inflicting 1½d6 Killing Damage.

Milo’s always dreaming up new ways to inflict destruction on monsters or make Hunters’ lives easier. He’s built a giant harpoon for killing luska, designed MHI’s special body armor, and made crucial improvements to many Hunters’ weapons. (He’s also on the contact list of many arms manufacturers, since they know he’ll give their latest inventions a thorough and professional testing.) He’s even offered to build MHI some killer robots if Julie will pay for them.

Milo is MHI’s best scrounger. Give him some money and the chance to look around, and the odds are he can find whatever his team needs and get it for a reasonable price using his *Trading Skill*. Milo’s hobby is climbing, a skill that has occasionally come in handy during monster hunting missions.

Appearance: Milo Anderson is a huskily-built white male, 5’7” tall. He has long red hair (though he sometimes gives it a buzz cut or shaves it entirely) and a red beard that reaches halfway to his belt. (His beard is always long.) Sometimes he weaves the beard into one or two braids. He wears thick, round glasses.

In everyday situations Milo tends to have an “unusual” fashion sense, often wearing clothes in vivid colors or that don’t match (for example, he has a purple men’s suit). In the field he wears his MHI body armor with the “smiling li’l devil face” patch. He tends to carry “unusual” weapons of his own design or modification, such as his flamethrower.



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RECKONING DAY

It was good to be chief.

The noble orc, Skull Crushing Battle Hand of Fury, or Skippy as his human friends called him, was pleased, and for the record, he did not mind being called Skippy. The human's ways were abrupt and strange, but their oddly short names did save time.

The Tribe was at peace. The scars of their last battle against the evil dead of the foolish human necromancer, Hood, had healed. Word of their righteous revenge had spread across the world and orcs from other tribes had journeyed far to join with their number. The Tribe's warriors were volunteering to go forth into the human world in ever increasing numbers to join the war bands of MHI. The Harb Anger was very pleased by the Tribe's warriors and much honor and respect was given, Harb Anger paid them moneys too, though Skippy didn't really know what to use that for, so they mostly kept it in a big pile which his wives then used to occasionally purchase important items, like new heavy metal albums from iTunes or flea shampoo for their mighty Wargs.

However, Skippy was far too busy to concern himself with such things as human moneys or Warg care, for today was a young warrior's Reckoning Day. Because the gods loved the orcs more than they loved all of their other children, each orc was born blessed with a special talent. These talents varied wildly, but all of them were somehow valuable to ensure a great future for the Tribe. Some orc talent's usefulness were obvious to understand, such as his younger brother's supreme skill in bladed combat, or his own mastery of the human flying machines and his unmatched knowledge of the Air Spirits. Other talents' uses were not so easy to discern, such as his cousin *Rufschertzls'* amazing ability to solve any of the human's "crossword puzzles", but who was Skippy to question the god's choice for Rufus? Perhaps someday Rufus' ability to make letters fit into small squares would bring great honor to the tribe... Naw, who was he kidding? Rufus was a moron.

But regardless, today was another orc's Reckoning Day, which meant that the elders and teachers had finally been able to discern the path chosen by their gods. The young orc would be brought before the chieftain, and his talents displayed. The Old Ways required the chieftain to execute the young orc should his talents be insufficient, but Skippy considered himself a very reasonable and *modern* orc, maybe it was because he lived in America and the Hunter's strange sense of mercy had influenced him, so he'd never executed anyone on their Reckoning Day. He'd even spared Rufus, though he'd been *so* very tempted... Like most orc holidays, Reckoning Day was mostly a chance to throw an awesome party, and since Gretchen had already baked a cake, Skippy certainly hoped that today wouldn't be his first Reckoning Day summary execution.

Skippy stood in the center of the village, attended by his wives and his advisors, while the young orc was brought forward. It turned out to be a female, recently arrived with her family, refugees from another tribe. She was squat and dumpy, with misshapen tusks, and one crazy eyeball which kept looking in different directions,

and despite the ceremonial fur robes, colorful feathers, and small animal bones which they had decorated her with, she certainly would never get a husband on looks alone, so for her sake, Skippy hoped she'd been blessed with a good talent. Somebody who could cook would be nice. The village could use another cook, because no offense to Gretchen, her cake tasted like ashes in his mouth, not that he would ever tell her that, because even the chieftain couldn't talk bad about his first wife's cooking.

The girl was introduced by his brother *Exszrsd*. That was intriguing. Normally Edward, as their strongest combatant, wouldn't involve himself in a Reckoning Day unless the child had displayed a particularly strong warrior's gift... or it was a really crappy talent, since he was their default executioner. Either way, this should be interesting.

Edward addressed the gathering, extremely excited crowd. The girl's parents looked very nervous. The girl seemed ambivalent, which was a proper orc war face. "This is *Slschschlee*."

Skippy snorted. Foreign orc tribes had such silly names. "For our human masters, she will be known to them as Shelly." Everybody bowed at his wisdom. Shelly shrugged. "Let the Reckoning begin."

Edward, being an orc of few words even in Orcish, looked at Shelly and grunted. She nodded, her googly eye squinting in determination. "Her talent did not show for a long time. The gods did not speak to her until she watched the Hunters through the Great Chain Link Fence of Separation and witnessed their preparations for glorious war."

Interesting. So that meant it probably wasn't cooking. Disappointing that, but Skippy nodded for them to continue their demonstration.

His brother snapped his fingers and several of the younger orcs ran forward holding empty beer bottles in their hands. There were six of them, with two bottles each. They cocked their arms back as if ready to throw them into the forest. Curious, Skippy wondered why Edward had just stuck his fingers into his ears.

The orcs hurled their bottles into the air, and a split second later, threw their second. Shelly flung open her fur robe, revealing a leather gun belt with a holster on each side. Two big revolvers appeared in her hands as if by magic. Skippy knew enough about guns to know that these were .44 magnum Redhawks. There was a continuous roar as she fired them both from the hip, and every single one of the flying bottles exploded before reaching the trees.

Skippy's mouth fell open. The Tribe began to cheer. "By the violent tusks of *Gnrlwz!* That was so metal!" And Skippy threw the horns.

Shelly had both smoking revolvers reloaded from speed loaders and put back into their holsters before Skippy had finished his pronouncement. She looked right at him with her good eye, then her googly eye, and then she bowed. Skippy returned the bow, extra low.

"The gods must be pleased with this orc. Now it is time for cake!" *Such dry, ashy cake...*

And another Reckoning Day was complete.





MHI'S ALLIES AND COMPETITORS

MHI may be the best monster hunting outfit in the world — but we're not the only one, and we can't always get done what we need to get done without a little help. Here are some of the other members of the "Hunting World" that you'll get to know during the course of your career.

MHI'S MONSTROUS ALLIES

Not everyone who works with us is human, and not every non-human out there is evil or a predator. In fact, some of them are downright nice and helpful — staunch allies of MHI.

The Orcs

Located not too far from the MHI compound, so deep in the woods that stumbling on it by accident is virtually impossible, is a village of about fifty orcs — roughly twenty adults, the rest children. DoO Harbinger encountered them on a mission in central Asia, where they helped him even though they were in danger of being eradicated by a more powerful tribe. To thank them he "adopted" them into his own "tribe" and brought them to live in the United States. Neither side has regretted this: the orcs have a much, much better life than they used to, and they've proven extraordinarily helpful to MHI on many occasions. Formerly they were the clan Spear of Doom, now they consider themselves to belong to the clan MHI, the clan of "Harb Anger." Since they're not PUFF-exempt, we help them keep their existence secret.

The leader of our orcs is Skippy (don't even try to pronounce his real name), who's also our pilot — he's just about the best pilot in the world, in fact, since that's his "life gift." All orcs have a life gift, something they're supernaturally talented at. For example, Skippy's brother Edward is so skilled at hand-to-hand combat that he makes Bruce Lee look like a clumsy weakling, and his first wife Gretchen is, like many orcish women, a highly talented healer. One of their most promising young tribesmen is Slschschlee, or "Shelly," who's preternaturally skilled with firearms and shooting — a gift that will no doubt make her a mighty Hunter in the near future. We usually have at least two or three of Skippy's orcs assigned to various regional teams at any given times, and of course he, Edward, and other orcs often help out the Cazador teams.

One thing you need to know about orcs is that they *hate* elves, and vice-versa. Skippy's orcs have, through us, negotiated a simple agreement with the elves of the Enchanted Forest Trailer Park: no orcs on elven land, no elves on orcish land — not even to fly over it. How the relationship between Edward and Tanya (see below) will affect this remains to be seen.

Another useful fact is that our orcs love heavy metal music. In fact, they think Owen Pitt is some sort of royalty because his brother Mosh used to be lead guitarist for the band Cabbage Point Killing Machine — they call Owen "Brother of Great War Chief," and are even more deferential to Mosh.

SKIPPY

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	10	12-	
16	CON	6	12-	
12	INT	2	11-	PER Roll 11-
13	EGO	3	12-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
4	DMCV	3		
4	SPD	20		Phases: 3, 6, 9, 12
6	PD	4		Total: 6 PD (1 rPD)
6	ED	4		Total: 6 ED (1 rED)
12	REC	8		
40	END	4		
18	BODY	8		
50	STUN	15		

Total Characteristics Cost: 127

Movement: Running: 12m

Cost	Powers	END
6	<i>Mastery Of The Aircraft Spirits:</i> Aid Aircraft 2d6 Variable Effect (any aircraft Characteristic or Flight; +½); Only Applies To An Aircraft He's Currently Piloting (-1), 4 Charges (-1)	[4]
7	<i>Mastery Of The Aircraft Spirits:</i> +10 DEX Only For Piloting Aircraft (-2)	0
3	<i>Mastery Of The Aircraft Spirits:</i> +1 SPD Only For Piloting Aircraft (-2)	0
15	<i>Fangs:</i> HKA ½d6 (1d6+1 with STR) Reduced Endurance (0 END; +½)	0
1	<i>Orcish Hide:</i> Resistant (+½) for 1 PD/1 ED	0
5	<i>Orcish Eyes:</i> Nightvision	0
3	<i>Orcish Senses:</i> +1 PER with all Sense Groups	0

Perks

5 Fringe Benefit: Membership (leader of MHI Clan orcs)

Skills

19	Combat Piloting 20-
5	KS: Heavy Metal Music 13-
2	Language: English (fluent conversation; Orcish is Native)
9	Mechanics 14-
3	Stealth 12-
2	TF: Air Vehicles
4	WF: Common Melee Weapons, Small Arms

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Total Powers & Skills Cost: 84

Total Cost: 211

200 Matching Complications (50)

- | | |
|----|--|
| 10 | Distinctive Features: orc (Easily Concealed, Causes Major Reaction) |
| 15 | Psychological Complication: Hatred Of Elves (Common, Strong) |
| 15 | Psychological Complication: Loves Gretchen (Common, Strong) |
| 15 | Psychological Complication: Loyalty To Earl Harbinger And MHI (Common, Strong) |

Total Complications Points: 50

Experience Points: 11

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR	
						Min	Notes
AK-47	+1	+1	2d6	+1	30	12	2H, AF5

Armor

Usually none

Gear: Aircraft repair toolkit, fetishes and talismans



SKIPPY

Background/History: Skippy — or “Skull Crushing Battle Hand of Fury,” to give his proper orcish name — is the chief of the MHI Clan orcs. More importantly to most Hunters, he’s MHI’s chief pilot and mechanic.

Skippy has five wives, of whom Gretchen (see below) is the first and best-loved. He killed a seventy foot long lindwurm to win her hand.

Personality/Motivation: In many ways, Skippy is a typical orc — tough but honorable, driven simultaneously by a primitive joy in life and a sense of responsibility to his people. In his case, though, that feeling of responsibility is even stronger than usual, since he’s the chieftain, and thus ultimately the one who’s duty it is to make sure the tribe and all its members prosper. It was he who chose to bring the tribe to America to “join” MHI, and so far that’s worked out really well. If things begin to go sour, though, he could face some serious challenges from within his tribe.

Quote: (In Orcish) “By the violent tusks of *Gnrlwz!* That was so metal!”

Powers/Tactics: Skippy’s life gift is piloting. He’s awesome with planes but really, *really* awesome with helicopters, which he prefers. MHI’s Hind is definitely his baby, and anyone who damages it or disrespects it will answer to him. With him behind the stick, the Hind can do things its designers never would have dreamed possible. As he thinks of it, he has a special relationship with aircraft spirits, and with air spirits.

In *HERO System* terms, three things represent Skippy’s life gift. The first is his phenomenally high *Combat Piloting Skill*. The second is his *Mastery Of The Aircraft Spirits* ability. This is an Aid he can apply up to four times per day to any aircraft he’s piloting, allowing him to increase any of that aircraft’s Characteristics or its Flight. Thus, he can make the aircraft faster, more maneuverable, or tougher than it could otherwise ever be. Lastly, Skippy has extra DEX and SPD that allow him to pilot any aircraft to its highest potential.

Unfortunately, Skippy’s skill at piloting doesn’t extend to driving. Get him behind the wheel of a car and he’s sure to collide with every possible obstacle, run into every ditch, and make his passengers miserable. (In game terms, he cannot buy TF: Ground Vehicles, and doesn’t even have the usual 1-point Everyman Skill at driving cars that most characters do.)

Appearance: Skippy is a 5’3” tall orc with yellow eyes. When there’s a chance he might be seen by the public he wears fatigues that cover his whole body, a black balaclava, goggles, and black boots. When he can relax, he takes off the balaclava and lets the goggles hang around his neck. If he needs a weapon, he usually carries his AK-47 assault rifle, which he’s adorned with feathers and small animal bones.



EDWARD

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
10	INT	0	11-	PER Roll 11-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
10	OCV	35		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	PD	8		Total: 10 PD (1 rPD)
8	ED	6		Total: 8 ED (1 rED)
12	REC	8		
50	END	6		
20	BODY	10		
50	STUN	15		

Total Characteristics Cost: 204

Movement:

Running:	20m
Leaping:	8m

Cost	Powers	END
	Martial Arts: Swordfighting	
	Maneuver OCV DCV Notes	
4	Counterstrike +2 +2 Weapon +2 DC Strike, Must Follow Block	
5	Disarm -1 +0 Disarm, +10 STR to Disarm roll	
4	Parry +2 +2 Block, Abort	
5	Plunging Strike -2 +1 Weapon +4 DC Strike	
4	Slash +0 +2 Weapon +2 DC Strike	
5	Thrust +1 +3 Weapon Strike	
1	Use Art with Axes	
15	<i>Fangs:</i> HKA ½d6 (1d6+1 with STR) Reduced Endurance (0 END; +½)	0
1	<i>Orcish Hide:</i> Resistant (+½) for 1 PD/1 ED	0
8	<i>Fast:</i> Running +8m (20m total)	1
2	<i>Strong Leaper:</i> Leaping +4m (8m forward, 4m upward)	1
5	<i>Orcish Eyes:</i> Nightvision	0
9	<i>Observant Orc:</i> +3 to PER Rolls with all Sense Groups	0



Skills

48	+6 HTH
3	Acrobatics 13-
3	Breakfall 13-
3	Climbing 13-
7	Fast Draw (Common Melee Weapons) 15-
1	Language: English (basic conversation; Orcish is Native)
5	Stealth 14-
3	Tracking 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 145

Total Cost: 349

200 Matching Complications (50)

10	Distinctive Features: orc (Easily Concealed, Causes Major Reaction)
15	Psychological Complication: Likes Tanya (Common, Strong)
10	Psychological Complication: Hatred Of Elves (Common, Moderate)

Total Complications Points: 35

Experience Points: 164



EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR	
						Min	Notes
Orcish Short Sword	+0	—	1d6+1	+0	—	13	Carries 2
Dagger	+0	+0	1d6-1	+0	—	6	Can Be Thrown
Great Ax	+0	—	2d6+1	+0	—	16	
Throwing Knife	+0	+0	1d6	+0	—	7	Carries 6

Armor

None

Gear: Whetstone, radio

EDWARD

Background/History: Exszrsd Hgth Frhnzld Wrst — “Stab-Fighting Warrior of Righteous Vindication,” or “Edward” as his human friends call him — is Skippy’s brother and one of the most important orcs in his tribe. His life gift of bladed combat makes him an incredibly valuable asset, not only for tribal defense but for helping out MHI.

Edward’s hobby is hunting foxes barehanded. He also enjoys listening to talk radio.

Personality/Motivation: Edward is a taciturn orc who never speaks when a gesture or motion will do. It’s not that he’s shy or self-absorbed, merely that he tends to be very focused on whatever’s currently attracting his attention. (And, to be honest, his English isn’t very good; he’s more talkative around his own people.) In general he’s a serious-minded, duty-oriented individual. Only in battle does he truly come alive and express himself.

Edward has recently begun a sort of relationship with Tanya, the princess of the elves of the Enchanted Forest Trailer Park. He’s keeping this more or less secret from his tribe, since he knows they won’t react well to it.

Quote: None. Edward rarely speaks, and when he does he says no more than he absolutely must. He prefers to communicate with looks, gestures, and his actions.

Powers/Tactics: Edward is an unmatched master of hand-to-hand combat with weapons. His favorite blades are a pair of matched orcish short swords (“short” being a relative term here), but he tends to carry plenty of others: bigger swords; daggers; throwing knives; folding knives; push daggers; even a great ax if he thinks he’s going to have to face something *really* tough. His speed, accuracy, and grace in battle are phenomenal; the greatest human martial artists, acrobats, and swordsmen couldn’t hope to keep up with him.

Appearance: Edward is a 5’3” tall orc with yellow eyes. When there’s a chance he might be seen by the public he wears clothing that cover his whole body (either normal clothes or an outfit like a ninja’s, depending on the situation and his mood), a black balaclava, goggles, and black boots. When ready for battle he carries an assortment of bladed weapons; examples include two orcish short swords strapped to his back, curved daggers in sheaths on his belt, throwing knives and other small blades carried in various places, and the like. (He usually has at least a dozen more knives stashed out of sight on his person as well.) If expecting serious trouble he may have a heavy greatsword or his two-handed, double-bitted war ax. He never carries a gun.

GRETCHEN

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 133 kg; 2d6 HTH damage [1]
13	DEX	6	12-	
13	CON	3	12-	
18	INT	8	13-	PER Roll 13-
20	EGO	10	13-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
8	OMCV	15		
8	DMCV	15		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (1 rPD)
6	ED	4		Total: 6 ED (1 rED)
9	REC	5		
40	END	4		
15	BODY	5		
30	STUN	5		

Total Characteristics Cost: 120**Movement:** Running: 12m

Cost	Spells	END
2	Appeal To The Spirits	3
11	Commune With Spirits	7
7	Curative Salve	6
5	Cure Disease	4
11	Dreamspeech	6
5	Foresee The Future	5
5	Healing Salve	4
13	Quench Flame	6
8	Remove Curse	6
5	Runes Of Improvement	9
10	Runes Of Protection	12
4	Totem Power (Aid EGO 2d6)	[1]



Cost	Powers	END
9	Heal Injuries: Healing 6d6 Reduced Endurance (0 END; +½); OAF (specially-prepared salve; -1), Concentration (½ DCV throughout casting; -½), Extra Time (takes a minimum of 5 Minutes to prepare a salve, and often much longer; -2½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Target (only works on specific person, see text; -1½), 1 Charge (-2)	[1]
13	Cure Disease: Major Transform 8d6 (sick person into well person, heals back through any normal means that would cause character to contract another disease) Reduced Endurance (0 END; +½); OAF (specially-prepared salve; -1), Concentration (½ DCV throughout casting; -½), Extra Time (takes a minimum of 5 Minutes to prepare a salve, and often much longer; -2½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Target (only works on specific person, see text; -1½), 1 Charge (-2)	[1]
13	Cure Physical Afflictions: Major Transform 8d6 (person with certain physical afflictions to one without them, heals back through any normal means that would cause character to re-acquire the condition) Reduced Endurance (0 END; +½); OAF (specially-prepared salve; -1), Concentration (½ DCV throughout casting; -½), Extra Time (takes a minimum of 5 Minutes to prepare a salve, and often much longer; -2½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Target (only works on specific person, see text; -1½), 1 Charge (-2)	[1]
15	Fangs: HKA ½d6 (1d6+1 with STR) Reduced Endurance (0 END; +½)	0
1	Orcish Hide: Resistant (+½) for 1 PD/1 ED	0
8	Powers Of Prophecy: Clairsentience (Sight And Hearing Groups), Precognition Concentration (0 DCV throughout use; -1), Extra Time (usually requires at least a 1 Hour trance; -3), Precognition Only (-1), Vague And Unclear (-½)	5
5	Orcish Eyes: Nightvision	0
3	Orcish Senses: +1 PER with all Sense Groups	0

Perks

4	Fringe Benefit: Membership (chief shaman of MHI Clan orcs)
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Skills

3	Deduction 13-
7	Faith 15-
3	KS: Arcane And Occult Lore 13-
3	KS: Shamanism 13-
2	Language: English (fluent conversation; Orcish is Native)
17	Magic 20-
7	Paramedics 15-
3	Stealth 12-
4	WF: Common Melee Weapons, Small Arms

Total Powers & Skills Cost: 120

Total Cost: 240

200 Matching Complications (50)

10	Distinctive Features: orc (Easily Concealed, Causes Major Reaction)
15	Psychological Complication: Hatred Of Elves (Common, Strong)
15	Psychological Complication: Loves Skippy (Common, Strong)

Total Complications Points: 40

Experience Points: 50

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR Min	Notes
Totem Stick	+0	—	3d6 N	—	—	6	

Armor

None

Gear: Fetishes, charms, talismans, and other shamanic implements



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GRETCHEN

Background/History: Gretchen — *Grtxschmns*, in her native tongue — is Skippy's first (and most important wife) and the lead shaman of the MHI Clan. She's renowned for her healing powers and the quality of her shamanism.

Personality/Motivation: Although she's often overshadowed by her husband and the (usually boisterous) male orcs of the MHI Clan, Gretchen is one of the most powerful people in the tribe. When she speaks, people listen, and they usually obey without hesitation. She's demonstrated her skill, wisdom, and compassion more times than anyone can count, so they know they can rely on her.

Quote: "Krzhwelhuj grrhelrth" (undecipherable).

Powers/Tactics: Gretchen is the MHI Clan's main shaman, which means she possesses a variety of magical powers. Her faith is strong, and she uses it not only to ward off the undead but to communicate with (and sometimes compel help from) the spirits that exist all around her.

Beyond her shamanic spells, Gretchen has several special abilities. First, she can heal injuries with great speed. She prepares a special salve, which she applies to the wounded person as part of a lengthy ritual. The subject wakes up to discover that weeks' worth of healing have taken place overnight.

Gretchen can also cure sickness by preparing a different type of magical salve and applying it to the victim with a special ritual. In game terms, her *Cure Disease* power is a Major Transform, "sick person to well person," that stops the course of a disease — once she applies the spell, the disease inflicts no further damage (loss of CON, for example) on the victim. However, the spell doesn't automatically heal any STUN, BODY, CON, or other Characteristics lost to the disease prior to the spell's use.

Lastly, Gretchen can cure some other types of physical affliction, such as deafness or blindness. (For example, she used one of her salves to undo years' worth of shooting and heavy metal music damage to Owen Pitt's hearing.) She can't replace lost fingers, limbs, or organs, but she could, for example, prepare a salve to remove cataracts from someone's eyes, diminish or remove a person's heart condition, or cure baldness.

Gretchen's three healing powers only work properly when prepared for a specific individual, using some of that individual's blood, hair, and other bodily substances. Preparing a salve or potion that anyone can use isn't very helpful — such salves have, at best, 10% of the effectiveness of her normal cures. She has to prepare her treatment for one designated person, more or less at the time of its use. However, if she knows that a person's about to go into battle, she can prepare a salve for him in advance. Such salves have a "shelf life" of 24 hours (at the most), but sometimes having them at the ready means the difference between life and death for a valiant warrior.

Besides her healing abilities, Gretchen's also a prophetess. Visions of future events usually come to her after she spends at least one hour in a trance, though they may also occur in dreams or as sudden flashes of insight if the GM prefers. They tend to be somewhat vague and unclear, and often can properly be understood only in hindsight, but at times they provide clear, strong advice about what she or someone in the tribe should do.

Appearance: Gretchen is a female orc, 5'0" tall with blue eyes. In public she typically wears handmade leather robes (similar to a burkha) whose hood covers her head and shades her face, and large,

mirrored sunglasses. As the tribal shaman she typically carries a variety of pouches, fetishes, talismans, and vials containing various potions. She also carries her her totem stick, a rod covered with leather braids, hung with feathers and small animal skulls, and topped with a shrunken orcish head.

WARG

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
15	DEX	10	12-	
20	CON	10	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
5	DCV	10		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		Phases: 4, 8, 12
10	PD	8		Total: 10 PD (2 rPD)
6	ED	4		Total: 6 ED (2 rED)
9	REC	5		
40	END	4		
15	BODY	5		
38	STUN	9		Total Characteristics Cost: 107





Movement: Running: 22m

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (2½d6 with STR)	1
2	<i>Tough Skin:</i> Resistant (+½) for 2 PD/2 ED	0
6	<i>Heavy:</i> Knockback Resistance -6m	0
10	<i>Swift:</i> Running +10m (22m total)	1
3	<i>Wolf's Senses:</i> +1 PER with all Sense Groups but Sight Group	0
5	<i>Wolf's Eyes:</i> Nightvision	0
6	<i>Wolf's Nose:</i> +3 PER with Smell/Taste Group	0
5	<i>Wolf's Nose:</i> Tracking Smell	0
6	<i>Wolf's Ears:</i> +3 PER with Hearing Group	0
3	<i>Wolf's Ears:</i> Ultrasonic Hearing	0
Skills		
3	Stealth 12-	
3	Tactics 11-	
3	Teamwork 12-	

Total Powers & Skills Cost: 70

Total Cost: 177

175	Matching Complications (50)
20	Physical Complication: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Complication: Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	Physical Complication: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
20	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 2

Description: A warg is a wolf the size of a horse. It has a heavy, fang-filled jaw capable of biting a deer in half. Orcs keep them as pets and use them as battle-mounts.

The Elves

Down near Corinth, Mississippi, off a little-used state road, you'll find a place called the Enchanted Forest Trailer Park. It looks just like thousands of other trailer parks across the country (if anything, it's even more run-down than most of them), but it's actually pretty special. The folks who live there are elves. That's right, elves, just like you've seen in those fantasy movies, except that these elves are a bit more "countryfied" than you'd expect. A less charitable person might use the term "redneck-y." But regardless of what you might think of their speech, their manners, or the way they live, there's no denying that they're mystically powerful — and some of them are even better archers than those movie elves.

The MCB knows of the elves' existence. It lets them live there, exempt from PUFF and on a government stipend, provided they don't attract any attention to themselves or go anywhere besides Wal-Mart. Despite this promise, sometimes they're willing to hire themselves out to MHI for help on difficult cases — elves need a little extra spending money just like the next guy. And even if they don't want to go that far, sometimes they can provide us with information and advice about difficult cases. Compared to an experienced elf, even DoO Harbinger doesn't know much about monsters and magic.

Interacting with the elves can sometimes be tricky, so watch your step. Treat them with respect and deference (particularly Queen Irondelia). They consider themselves an older, wiser species than humanity (and in many ways they're right), so they expect politeness and civility. Bringing a small (or sometimes a large) gift is a good way to show your respect; check with your team leader about what sort of gifts are appropriate. Don't stare at them, no matter how strange, wondrous, or weird they might seem. Don't ask impertinent questions — in fact, it's often better just to keep your mouth shut until you're spoken to. They're a secretive people and resent it when they think humans are prying into their lives. If they ask you a question, answer it as truthfully as possible. Don't lie, don't try to evade the issue, don't tell only part of the truth. They'll know what you're doing and take offense.

QUEEN IRONDELIA

The ruler of the elves is Irondelia, who's over 150 years old and has ruled her people for most of that time. However, if you ever meet her, I'm afraid she may not live up to your idea of regal grace and beauty. She's a rather overweight (some would say "morbidly obese") middle-aged elf who typically wears muumuus and bunny slippers. She eats frequently (Ho-Hos dipped in ranch dressing is one of her favorite snacks) and spends most of her time watching television. But don't let appearances deceive you — she rules the elves with an iron hand and possesses enormous mystic power. She's a walking encyclopedia of information about many types of monsters, particularly the Fey. For the right "gifts" she's usually willing to pass some of that information along.

TANYA, PRINCESS OF THE ELVES

MHI has often hired an elf or three for specific jobs, but not until recently did we have an elf as a full-time Hunter. And that elf happens to be Queen Irondelia's daughter, the elven princess Tanyalthus Enderminon — or Tanya, as she's better known. Eager to escape the boredom of the Enchanted Forest, she snuck onto an MHI team a





while back and proved to be so useful that we agreed to her request to become a full-time Hunter (but of course we have to pay the Queen extra for “hiring royal blood”). Her magical senses and ability to deal with matters mystical makes her particularly valuable to us, though she’s still young in elf terms and doesn’t know nearly as much about magic as she sometimes likes to pretend. She worships the divine spirit of Elvis Presley, so watch what you say about the King around her.

(For Tanya, use the standard Elf character sheet on page 267, but also give her Magic 16-, 50 Character Points’ worth of lower-powered Wizardry and Divination Spells, and Striking Appearance +2/+2d6.)

Melvin The Troll

“Melvin not like eating people anyway. Like snacky cakes better.”

—Melvin promises not to eat people as part of the terms of his job for MHI in *Monster Hunter Vendetta*

MHI doesn’t ordinarily work with trolls — in fact we’ve collected a lot of PUFF bounty money on them over the years, and expect to collect a lot more in the future. But during the Martin Hood incident, a team of Hunters hired to deal with a troll infestation found that there was just one troll. He’d survived what Hood did to his tribe when it refused to work with him, and now had nowhere to go. We needed an IT guy, and trolls are great with computers, so we ended up hiring him. His name is Melvin, and for the most part he’s a pretty good guy. He’s got kind of a sick sense of humor, but you get used to that. Stay on his good side, though — we made him quit sending out spam, but if you tick him off he’ll ruin your credit rating and fill your inbox with ads for male enhancement products and financial aid requests from bogus Nigerian princes.

APPLETON ASYLUM

Located near the city of Camden, Alabama in a scenic location on the banks of the Alabama River is a huge, four-story gothic structure called Appleton Asylum. It treats patients with a wide variety of serious mental disorders. What makes Appleton important to MHI is that it specializes in the treatment of people traumatized by their exposure to monsters. Most people don’t have the flexible mind necessary to cope with supernatural and paranormal encounters. While some of them can come to terms with it on their own, others snap under the strain. Appleton helps those people find their way back to sanity, or at least as close as they can get. When necessary, it also treats Hunters who’ve suffered some sort of mental or emotional injury from a monster’s attack.

Doctors Lucius and Joan Nelson, both former MHI Hunters, run Appleton (their grandson Tyler is on our New York regional team). Despite being in their sixties they’re both still full of fire, ready to fight monsters that invade the asylum. They have a particularly strong dislike of the MCB. They believe that the Bureau’s policy of not letting the public know the truth contributes to the mental problems many of their patients suffer. Furthermore, they know for a fact that the MCB’s practice of concocting cover stories that blame people for “accidents” that were caused by monsters has directly contributed to several of their patients’ conditions.

THE MONSTER CONTROL BUREAU

It shouldn’t come as any surprise to you that the United States has its own skin in the monster hunting game. The Monster Control Bureau, formerly a secret branch of the Department of Justice and now a secret branch of the Department of Homeland Security, handles the government’s response to monster- and magic-related incidents of all sorts.

Including the MCB in this section of your *Employee’s Handbook* is a bit misleading. The MCB isn’t exactly MHI’s ally. They watch us like hawks, making sure we don’t violate any of the countless government regulations we possibly could. They bar us from the scenes of monster attacks, “encourage” us not to get involved in incidents they’re “investigating,” threaten us with arrest (or worse), and generally make it much, much harder for us to do our job. But despite all that, they’re not our adversaries either. On more than one occasion they’ve worked with us to handle some menace neither of us could cope with on our own, or cleared various obstacles out of our way so MHI could complete a task they weren’t authorized to handle. When it comes right down to it, we both want the same thing: to protect the US and her people from monsters. We just have different perspectives on the best way to do that.

MCB POLICY AND PROCEDURE

The difference lies in this: we think that monsters need to be destroyed, and that ideally the public should be made aware of their existence so we can better monitor for them, respond to their attacks more quickly, and provide proper care and treatment for monster victims. The MCB takes what it likes to call a “broader view.” The US government’s official policy is to keep all evidence of the existence of monsters and the supernatural as tightly and thoroughly concealed as possible. The government believes that widespread public knowledge about monsters would only make the overall monster problem worse, and that letting a few individuals suffer is a necessary sacrifice for the greater good. The MCB has never fully explained why it believes this, but that philosophy guides *everything* the Bureau does.

In pursuit of this goal, the MCB can marshal considerable resources to cover up the truth, hide or destroy evidence of the supernatural, plant cover stories in the media, and shift the blame for monster attacks to realistic causes. Many of the stories you hear about spectacular disasters and strange tragedies are really the MCB at work, concealing the truth of some werewolf attack or zombie outbreak. Similarly, they visit all survivors of monster attacks to make sure they understand how the world works: if they talk about what they experienced to *anyone*, the MCB is empowered to imprison them and anyone they spoke to indefinitely, or to simply kill them if that seems to be the best way to handle the situation.

MCB personnel don’t care who or what they have to ruin to keep their precious secrets. For example, during the Martin Hood incident, he sent two oni to attack Owen Pitt’s brother Mosh as he was performing a concert in Birmingham, Alabama. The resulting devastation affected the stadium, its parking facility, and several nearby roads and highways, and also led to the deaths of multiple individuals and injuries to dozens more. Rather than admit the





truth — that two ancient, evil mystical beings were the cause of the problem — the MCB pulled a bunch of strings and blamed it all on Mosh Pitt. All the lawsuits he had to deal with as the result of the MCB's blame-shifting destroyed his career.

If a situation's serious enough — a "condition red" incident in bureaucratic parlance — the MCB's powers become even broader. It can basically suspend anyone's constitutional rights at will for the duration of the incident, and sometimes even beyond. The Bureau's also directly empowered by law to summarily execute any type of monster, and that sometimes includes people who only *may* have become infected with monster-related viri. Some agents are a little more "zealous" about using these powers than others, so the best thing you can do around all of them is watch your step.

MCB RESOURCES

The government considers MCB's mission one of its top priorities and therefore denies the Bureau very little if it says it needs something *now* to keep a situation under control. With just a few phone calls the MCB director can mobilize huge numbers of armed men, get just about any sort of equipment he needs (up to and including nuclear weapons), or put his hands on however much cash he requires to ensure that a supernatural incident remains under wraps.

MCB PERSONNEL

During the course of your monster hunting career you're likely to run into many different MCB agents, particularly those assigned to whatever Bureau office is responsible for the territory where your regional team operates. But there are a few prominent Bureau officials that you're almost certain to encounter if you stay in this business long enough.

Director Douglas Stark

Douglas Stark is the current director of the MCB. He's a former Navy SEAL who served as an MCB field agent and then regional office director for over twenty years. Stark is the perfect man for the job as far as the government's concerned: he's a wishy-washy bureaucrat type who does exactly what his superiors tell him to. Unlike his predecessor, Dwayne Myers, it's obvious that someone's pulling Stark's strings pretty much all of the time.

Special Response Team Commander Dwayne Myers

Dwayne Myers used to be one of us — an MHI Hunter. But after an incident that made him come to doubt the validity of our methods, he quit and joined the MCB. Thanks to his talent, attitude, and intelligence, he rose through the ranks relatively quickly. During the DeSoya Caverns, Martin Hood, and Copper Lake incidents he was acting Director of the Bureau, but for various political reasons he was never confirmed in that job. After Copper Lake he was moved down to command the Special Response Team (the MCB's heavy weapons squad) and Doug Stark took the directorship.

Myers was simultaneously everything we did and didn't want as MCB director. On the one hand we can't deny that he was strongly — if not obsessively — dedicated to protecting the people of the United States from monsters. Sometimes that allowed him to see past ridiculous government regulations and procedures to help MHI do its

job. But on the other hand, as a former Hunter he strongly questioned not only MHI's methods but our very existence. If ever given the chance he'd probably have shut us down for good — and probably still would. Despite that, compared to Stark he's one of the good guys... relatively speaking.

Agent Franks

Agent Franks (we don't know his first name) is the MCB's chief field agent. If there's a particularly difficult problem or dangerous monster to handle, Franks is the one they send in to take care of it.

Franks is huge, immensely strong, and incredibly fast — he makes Owen Pitt look like a weakling. He's completely humorless, totally dedicated to his work, utterly without fear of anything, and willing to do whatever it takes to get the job done. He can punch hard enough to kill an ordinary man, suffer injuries that would leave anyone else hospitalized and keep going at full force, and shoot with deadly accuracy. To be honest, we're not entirely sure he's human.

Franks usually prefers straightforward approaches like "shoot everyone involved, just to be sure." Fortunately for us his superiors are usually more cognizant of the law and of the possible repercussions of his actions and keep him in check. We'd advise you not to get on his bad side, but the truth is that just by working for MHI you're already there.

Other Agents

MCB has many other agents (though it's not nearly as large as its leaders would like it to be; it can't grow too big without exposing itself to public awareness). Most of them are military veterans; in fact, many come from the Rangers, SEALs, or other elite units. They tend to be well-armed and to think in military terms, so watch how you act around them. Compared to us they're much better equipped and more efficient, but they don't all have the truly flexible mind necessary to be a good Hunter.

Special Task Force Unicorn

The MCB isn't the only government agency involved with the supernatural. There's at least one other one we're aware of that's called Special Task Force Unicorn. If the MCB is a "shield" designed to protect US citizens from monsters and magic, STFU is a sort of "sword" that tries to make use of "supernatural assets" for military and espionage purposes. The whole operation is so secret (and illegal) that we don't know much more than that.

The leader of STFU, as far as we can tell, is a tall, thin, albino known only as "Agent Stricken." We don't know anything about his background, but whoever he is he has a *lot* of pull in government circles — whatever he wants, he gets. We suspect that he's the one behind demoting Dwayne Myers and elevating Doug Stark into his place as MCB's director, for example.

If you encounter Stricken or anyone else who seems to be (or even claims to be) with STFU, report it to your team leader or other MHI officer *immediately*.





OTHER MONSTER HUNTING ORGANIZATIONS (UNITED STATES)

While MHI's the biggest and best monster hunting company in the business, we're not the only one. Monster hunting's profitable enough to attract some other players to the game. For most of our existence the competition really hasn't been that severe, but the increase in monster activity over the past few years has brought more people into the monster hunting field — and some of them are trying to give us a serious run for our money.

Cascades Crushers

Headquartered in Spokane, Washington and primarily active in that state, Oregon, Idaho, Montana, and northern California, the Crushers were founded a few years ago by David "Char" Charleston, a former SWAT officer and detective who got into the business after investigating a serial killer who turned out to be a vampire. He almost got killed a couple times early on, but he's a fast learner and now he and his men have enough experience to avoid making stupid

mistakes. They recently collected a major bounty for tracking down and killing an old, powerful skinwalker.

The Crushers' logo is a stylized "CC" with a war hammer. In the field they usually wear matching drab green body armor and usually carry H&K MP7 submachine guns, H&K USP handguns, and various types of 12 gauge shotguns.

PT Consulting

Our strongest competitor these days is a relatively new firm based in California called PT Consulting. PT (which stands for "Paranormal Tactical," despite what you might have heard from other Hunters) is a tight-knit, professionally-run organization led by a man named Rick Armstrong. Like most of his men, Armstrong is a veteran of the Special Forces.

PTC has already made a major name for itself in the West by taking down several major monsters, including a lindwyrm and a pack of werewolves. Their reputation for professionalism and success, combined with their clean-cut image, make them an attractive hire to many potential employers, particularly corporations. They've already snagged a few contracts away from MHI for just that reason; our California teams are encountering PT teams more and more frequently.

LAWYER FIGHT

Shane Durant had just entered the lobby when the cellphone buzzed in his pocket. He tapped the Bluetooth earpiece. "PT Consulting. Go."

"Shane, are you at the address I sent you?" his boss asked.

"Yeah, Armstrong. I got your text. I was about to go to the gym." He risked a drink from his Starbucks, but it was still too hot. "Barely even had time to get my venti, non-fat, soy chai latte with a half shot of espresso and no foam. So what's the deal?"

"There's a law office on the sixtieth floor, Hastings and Shapiro. Know them?"

Just because he was an attorney, Armstrong automatically assumed he knew every lawyer in the city? "No." He passed a security guard and asked, "Elevator?" The old man pointed to the side and Durant kept on walking.

"They're high powered, big money types. I just heard through the grapevine that they're looking to hire MHI for a protection gig. That new guy that replaced VanZant is either already there or on his way over to negotiate, but I want to steal this contract from those Alabama bastards. It's a body guarding job, how hard could it be?"

"Depends on what body it is and what we're guarding it from."

"I don't have all the details. Apparently one of the partners at the firm dabbled in necromancy or something..."

"Necromancy? You're kidding, right?" He reached the bank of elevators, pushed the up button, and waited. "What is it with lawyers and necromancy, anyway?"

"Well, apparently everybody thought Mr. Shapiro was dead, so they wrote him off, turns out he's actually *undead*, and now he's back and making threats. I don't know. He was having an affair with his secretary, wants to drag her to hell or something like that. You'll figure it out. Look, this is a rush, but you speak their language. Paranormal Tactical is counting on you, Shane."

Durant sighed and looked down at his normal street clothing. He was wearing cross trainers, jeans, and a polo shirt. The only reason he'd thrown on a sport coat was to conceal Mindy on his belt. "You should've warned me. I would have worn my suit." The elevator chimed as the doors slid open. "I'll call you when I get done." He hung up, stepped inside, and pushed the number 60. "Damn it, Armstrong. I'm missing Krav Maga for this."

A man stopped the doors right before they closed. "Sorry," he rasped as he shuffled inside to stand politely on the far side of the elevator. The man was wearing a long, dark grey wool coat with the collar turned up, a wide brimmed black hat pulled down low on his head, dark glasses, and leather gloves. The doors slid closed behind him.

Durant took a sip of his latte. *Still too hot.*

There were buttons on both sides of the doors. The man went to select his floor, but he paused, gloved finger hovering right over the already illuminated 60. He slowly lowered his hand.

They started upwards.

They were in a *very* enclosed space.

The man turned, just the slightest bit, revealing that the skin of his face a bit too *stretched*.

"Looks like I might be getting my workout in today after all."

He looked Durant over. The man's cracked lips opened just a bit, revealing black, broken teeth, and by then Durant could smell the decay.

"This is going to tick those MHI guys off," Durant said bemusedly.

"Eh?" The thing that used to be Mr. Shapiro asked.

"Lawyer fight." Durant threw his Starbucks into the monster's eyes as it lunged for him. His other hand was already drawing his Browning, Mindy, from her holster. This was about to become extremely loud.





One of the things that makes PTC so appealing to many employers is that it takes everything seriously. There's no lightheartedness, no joking around, just duty and getting the job done. Armstrong and his team commanders try to foster a company culture of "modern bushido," of devotion to duty and victory, and that helps give PTC an edge in the competition for some types of contracts (and recruiting).

For an organization that's not very old, PTC seems to be slick and well-funded. Their headquarters is in one of the most expensive office buildings in L.A., and when they go into the field they've got all the latest equipment: the best modern body armor; the latest firearms with the latest attachments; high-tech surveillance and communications gear; advanced security systems; you name it. They've brought in some big bounties, but not enough to afford so much so soon. We're not sure where their money comes from. Some of our more paranoid Hunters think PTC is secretly associated with the MCB or STFU, with the ultimate goal being to put other private hunting organizations out of business, but there's absolutely no evidence supporting this theory.

RICK ARMSTRONG

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
16	DEX	12	12-	
15	CON	5	12-	
15	INT	5	12-	PER Roll 12-
14	EGO	4	12-	
18	PRE	8	13-	PRE Attack: 3½d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
6	PD	4		Total: 6 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
8	REC	4		
40	END	4		
15	BODY	5		
44	STUN	12		Total Characteristics Cost: 130

Movement: Running: 15m
Swimming: 6m

Cost	Powers	END		
Martial Arts: Boxing				
Maneuver	OCV	DCV	Damage/Effect	
4	Block	+2	+2	Block, Abort
3	Clinch	-1	-1	Grab Two Limbs, 23 STR for holding on
4	Cross	+0	+2	4½d6 Strike
5	Hook	-2	+1	6½d6 Strike
3	Jab	+2	+1	3½d6 Strike

Cost	Powers	END
3	<i>Fast Runner:</i> Running +3m (15m total)	1
1	<i>Fast Swimmer:</i> Swimming +2m (6m total)	1
2	<i>Observant:</i> +1 to PER Rolls with Sight Group	0

Perks		
3	Fringe Benefits: Weapon Permit; Concealed Weapon Permit	
5	Money: Well Off	

Talents		
3	Ambidexterity	
3	Striking Appearance +1/+1d6	

Skills		
20	+2 with All Combat	
4	+2 OCV with M4 Carbine	

3	Charm 13-	
3	Deduction 12-	
3	KS: Monsters 12-	
3	Navigation 12-	
3	Persuasion 13-	
3	Stealth 12-	
2	Systems Operation 10-	
4	TF: Ground Vehicles, Parachuting, SCUBA	
6	WF: Common Melee Weapons, Small Arms, Uncommon Modern Weapons	



Total Powers & Skills Cost: 93
Total Cost: 223
200 Matching Complications (50)
 10 Hunted: MCB (Infrequently, Mo Pow, NCI, Watching)
 15 Psychological Complication: Driven And Ambitious (Common, Strong)
 20 Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 45
Experience Points: 28

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR Min	Notes
M4 Carbine	+1	+1	2d6	+1	30	11	2H, AF5, FS
H&K 45C	+1	+1	2d6	+1	10	10	
Combat Knife	+0	+0	1d6	+0	—	8	Can Be Thrown

Armor
 PTC Body Armor (Resistant Protection (8 PD/8 ED))
Gear: Business cards; smartphone; digital microrecorder





RICK ARMSTRONG

Background/History: The third of five children born to an abusive father and a depressed, alcoholic mother, Rick Armstrong rebelled by becoming as unlike his parents as possible: he studied hard, worked hard, saved his money, planned for the future, and learned to treat other people with respect. Eager to escape his circumstances and build a better life for himself, he lied about his age when he was 16 and joined the US Army. His natural gift for combat combined with his intelligence and drive earned him a place in the Special Forces.

Armstrong spent over a decade as one of America's elite soldiers, traveling all over the world dealing with threats to the US and her citizens that never made the news (often because of the way he and his team handled them). He retired from the Army with the rank of colonel and created a "private security firm," Private Tactical Consulting. With the help of his contacts in the military he snapped up several lucrative contracts in Iraq and Afghanistan and was soon a wealthy man.

During his time in Special Forces, and later as a mercenary in the Middle East, Armstrong had a few encounters with things he couldn't explain, and being naturally curious he started looking into them. He finally learned about the existence of monsters — and more importantly, of the PUFF bounty system — from an old friend in Iraq. Realizing monster hunting was where the real money was, and that the monster problem wasn't going to go away like his military contracts eventually would, Armstrong switched gears. He renamed his company Paranormal Tactical Consulting and lured some MCB agents away from government service with fat paychecks and other benefits. Now he's going to take the world of monster hunting by storm — and earn a fortune in the process.

Personality/Motivation: Rick Armstrong is fundamentally a good guy, though he comes across as a self-absorbed, self-righteous jackass. Having grown up in poverty he's filled with the drive and ambition to never, ever find himself in that state again. He wants money, power, prestige, authority, whatever he can get — and he's not above cutting a few corners to get them. Some of his mercenary dealings in the Middle East were on the shady side, and the odds are he'll use the same old tricks when monster hunting.

Quote: "Well, if it isn't Monster Hunter International. What an unexpected pleasure to run into you gentlemen here."

Powers/Tactics: Rick Armstrong's combat motto has always been, "Do it to them before they do it to you." So he tends to favor an aggressive, offense-oriented approach in most situations — though some of what he's experienced as a monster hunter has taught him a little caution.

Since age has slowed him down a little (not that he'd admit it), Armstrong doesn't go into the field as much as he used to. When he does he usually takes a position in the back of the team, since he knows his younger employees can react to danger more quickly than he can.

Appearance: Rick Armstrong is a white male in his early fifties. He's 6'0" tall with the athletic build of a marathoner. He has blond hair in a buzz cut, icy blue eyes, and tanned skin (around his eyes it's paler where he wears sunglasses). He typically wears nice shoes, tan cargo pants, and a tight black polo shirt or t-shirt with the PT Consulting logo embroidered on the left breast. He often smiles and has perfectly even, very white teeth.

SHANE DURANT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
18	DEX	16	13-	
17	CON	7	12-	
13	INT	3	12-	PER Roll 12-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
8	DCV	25		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	6		Total: 8 PD (0 rPD)
6	ED	4		Total: 6 ED (0 rED)
10	REC	6		
50	END	6		
18	BODY	8		
50	STUN	15		

Total Characteristics Cost: 157

Movement: Running: 18m

Cost	Powers	END
	Martial Arts: Krav Maga	
	Maneuver OCV DCV Notes	
4	Block +2 +2 Block, Abort	
4	Choke Hold -2 +0 Grab One Limb; 2d6 NND(2)	
4	Disarm -1 +1 Disarm, 25 STR	
4	Dodge +0 +5 Dodge all attacks, Abort	
4	Escape +0 +0 30 STR vs. Grabs	
3	Grab -1 -1 Grab Two Limbs, 25 STR for holding on	
3	Throw +0 +1 3d6 +v/10, Target Falls	
	Martial Arts: Muay Thai	
	Maneuver OCV DCV Notes	
4	Elbow/Knee Killing Strike -2 +0 HKA ½d6	
4	Punch/Elbow Strike +2 +0 5d6 Strike	
5	Roundhouse Kick/Knee Strike -2 +1 7d6 Strike	
	Martial Arts: Brazilian Jujutsu	
	Maneuver OCV DCV Notes	
3	Joint Lock +0 -1 Grab One Limb, 25 to STR for holding on	
3	Legsweep +2 -1 4d6 Strike; Target Falls	
4	Nerve Strike -1 +1 2d6 NND(1)	
6	<i>Fast Runner:</i> Running +6m (18m total)	1



Perks

- 4 Fringe Benefits: Weapon Permit; Concealed Weapon Permit, License to Practice Law

Skills

- 16 +2 HTH
- 4 +2 with Browning High Power
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 3 Deduction 12-
- 3 KS: Civil Law 12-
- 3 KS: Criminal Law 12-
- 3 KS: Monsters 12-
- 3 Persuasion 13-
- 3 PS: Attorney 12-
- 3 Stealth 13-
- 4 TF: Ground Vehicles, Parachuting, SCUBA
- 6 WF: Common Melee Weapons, Small Arms, Uncommon Modern Weapons

Total Powers & Skills Cost: 116

Total Cost: 273

200 Matching Complications (50)

- 10 Hunted: MCB (Infrequently, Mo Pow, NCI, Watching)
- 15 Psychological Complication: Has To Be The Best; Won't Let Anyone Beat Him (Common, Strong)
- 20 Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 45

Experience Points: 78

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR	
						Min	Notes
M4 Carbine	+1	+1	2d6	+1	30	11	2H, AF5, FS
Browning High Power	+0	+0	1d6+1	+0	20	7	"Mindy"
Combat Knife	+0	+0	1d6	+0	—	8	Can Be Thrown

Armor

PTC Body Armor (Resistant Protection (8 PD/8 ED))

Gear: Business cards; smartphone; notary public kit

SHANE DURANT

Background/History: As a kid, Shane Durant was smart as a whip — but also kind of scrawny and sickly, making him a natural target for bullies. Partly for the exercise and partly to help protect himself from getting his butt kicked so much, he started studying an Israeli martial art called Krav Maga. It turned out he had a talent for it. Before long the bullies left him alone, and he'd developed a life-long interest in the fighting arts.

Durant had planned to attend the University of Chicago like his father, but some severe losses in the stock market left his family unable to afford the tuition. Eager not to let his dream slip away, Durant obtained an ROTC scholarship. After graduation he was sent to Iraq as an officer. He found that he liked the military life so much he re-enlisted for a second tour after his scholarship obligation was over.

At last Durant returned home, attended law school as he'd always planned, and became an attorney. He practiced for several years and enjoyed it — but something was missing in his life. He tried focusing on his martial arts, but that didn't do it. Finally he realized he missed the action and excitement he'd found in military life.

Then one night while he was out jogging he was attacked by a wererat. Unfortunately for the wererat, this time it chose to pick on someone who could protect itself, and after a tough, bloody fight,





Durant beat it to death (and fortunately for him, without ever getting bitten). That brought the MCB into his life. One of the agents who gave Durant “the talk” passed his name on to a friend who’d joined PT Consulting, and Rick Armstrong made a recruiting trip to Chicago. Intrigued by the idea of hunting monsters for a living, Durant signed up — and he’s never regretted it.

Personality/Motivation: As a martial artist, military vet, *and* lawyer, Durant is an “in your face” kind of guy who won’t quit until he wins or proves he’s the best. He’s used to playing offense, whether that’s in the courtroom, on the battlefield, or on the basketball court, and that goes for social relationships as well. He tries to establish dominance through his presence or intellect and keep the situation going the way he wants it to. He’s a pleasant guy once you get to know him, and is intensely loyal to his friends, but at first he comes off like a grade-A jerk.

Quote: “Kung fu? Please. I do Krav Maga, Muay Thai, and Brazilian jujitsu.”

Powers/Tactics: Unlike most Hunters, Durant is more used to fighting with his fists than his firearms. He’s not stupid enough to take on most monsters that way unless he has no other choice, but unlike most of his colleagues he won’t panic if deprived of a weapon. Instead he’ll crack his knuckles and get ready for one hell of a fight.

Appearance: Shane Durant is a white male in his early thirties. He’s 5’11” tall and has the simultaneously athletic and muscular build of an intensely dedicated martial artist. For routine work he wears the PT Consulting uniform: tan cargo pants and a black polo shirt with the company logo in gold over his left chest. In the field he wears camouflage fatigues and a tactical vest (or, if he has time to put it all on, full body armor) and carries an M4 Carbine and a Browning Hi-Power handgun he calls “Mindy.”

Uwharrie Special Security Services

Uwharrie Special Security Services, or “USSS” as their logo has it, is based in central North Carolina and hunts monsters in the Carolinas, Virginia, northern Georgia, and eastern Tennessee and Kentucky. We don’t have a regional team in that area and have established a good working relationship with USSS when we’ve had a job there. Julie’s been talking with them about joining the MHI Affiliate Program, but they’re not quite ready to pull the trigger yet.

The guy who calls the shots at USSS is Stewart Longdale, who was working on a good career as a used and rare book dealer until a demon came alive out of an old book he’d bought and tried to steal his soul. Rather than panicking he killed it by stabbing it through the eye with a silver letter opener. An old family friend of his, a retired MHI Hunter, clued him in to the PUFF system. Something awakened in Longdale and he abandoned his bookshop for monster hunting. He’s been successful enough to build a small company, though he still has a lot to learn. On the other hand, we sometimes have something to learn from him; he’s an expert on Native American monsters of the southeastern US and on monsters from Appalachian folklore, and like our own Albert Lee is something of a sponge when it comes to learning about monster-related matters.

The Vermont Stump Jumpers

Up in New England, we’ve been seeing some fierce competition from a company called the Vermont Stump Jumpers. It’s run by Veronica Naismith, a woman who survived a zombie outbreak in her small New Hampshire town (and in fact killed a lot of the zombies by crushing them underneath an SUV). We recruited her for MHI, but she washed out of training; she’s not really the sort of person who’s interested in taking orders or working as part of a team she doesn’t control. After she left us she returned home and started her own monster hunting company with the help of a veteran MCB agent named Walter Tisdale. After bringing in a couple of big bounties, VJS has recently upgraded a lot of its equipment, purchasing better rifles and other arms, and better body armor as well. Rumor in the Hunting World has it that Naismith wants to expand her operation significantly and get to the point where she operates nationwide, just like MHI. If that’s true, she’s got a long way to go, but we’re keeping an eye on her nevertheless.

Other Hunting Companies

The hunting organizations listed above aren’t the only ones — merely the best, the ones that have survived the dangers of hunting to become legitimate, well-established businesses. New hunting companies spring up all the time, but few of them make it past their first anniversary. Hunting’s dangerous work, not something for people who aren’t properly prepared or who don’t have the right attitude. Organizations like Briarwood Eradication Services, which was involved in the Copper Lake incident and wiped out nearly to a man, often tend to make monster incidents worse and increase the casualties involved. If you hear about one, let us know — if it’s worth saving we may be able to make it an Affiliate.

OTHER MONSTER HUNTING ORGANIZATIONS (INTERNATIONAL)

The United States isn’t the only country with a monster problem — the supernatural is an international concern. We can’t cover every single hunting organization in the world in this book (check the archives if you want to learn more), but here are some of our more prominent colleagues from around the world.

AUSTRALIA: NEW SOUTH WALES EXPEDITIONS

Of all the other hunting companies out there, New South Wales Expeditions, based in Australia, is probably the most like MHI. Its Hunters are rough and tumble, highly dedicated men and women who fight hard and party hard. As a result, we get along with them *really* well; in fact, we’ve been discussing some sort of “hunter exchange program” or mutual training exercises ever since the Las Vegas incident.





Founded in 1977, NSWIE got started as the ordinary sort of hunting company — the type that guides people who want to shoot game animals to the places where they can. Then one of their hunting groups ran into some insectoid *things* that slaughtered everyone but NSWIE’s owner, Mitch “Hog” Augsburg, and one of his employees. Most people would’ve gotten scared and gotten out of that line of work, but not Hog — he got mad. He and his employees hunted monsters on their own for about a month, then learned about Australia’s equivalent of the PUFF system and began monster hunting full-time.

In addition to hunting “typical” monsters like weredinos and vampires, the NSWIE Hunters are experts at dealing with the many types of hostile creatures that occasionally emerge into the world from the Dreamtime of Aborigine mythology. Many of these creatures are so bizarre it can turn your mind sideways just to look at them, and what’s worse a lot of them don’t leave bodies behind for bounty purposes, but the NSWIE Hunters fight them tooth and nail regardless.

Since suffering a bad leg wound a couple years ago, Hog has devoted himself more and more to the administrative end of his business (including moving the company’s headquarters to Melbourne). His son Jerry, better known as “Piglet,” leads most of the field missions. Like many of his Hunters he favors the L1A1 rifle. Because they often engage monsters across long distances, the Aussies also use a lot of heavy, bolt action sniper rifles in various brands and calibers.

BRAZIL

Brazil positively *teems* with monsters. Between the vast stretches of Amazon jungle and river where some types can live nearly undisturbed, and the overpopulated favelas of Rio de Janeiro where human prey is plentiful for others, South America’s largest country is practically a monster’s paradise...

...or it would be if not for some dedicated Hunters, both public and private. Given the extent of its monster problem, the Brazilian government is particularly welcoming to private hunting companies in addition to fielding its own official anti-monster agency, a top-secret branch of the Federal Police known as the Supernatural Control Delegation (or DCS, from *Delegação de Controle Supernatural*). The DCS agents are a hard-core bunch who don’t mind a helping hand from private Hunters, so if you’re ever on a mission down there be sure to contact them — they know the territory and the monsters better than anyone.

The biggest hunting company in Brazil is Monster Exterminators, run by an experienced ex-DCS agent named Erico de Avila. He’s got several dozen employees, including some natives from Amazon tribes who are amazingly skilled at tracking monsters through the jungle. His main competitor is Brazil Elite Security Services. BESS does some standard security work but has moved heavily into the monster hunting arena over the past two decades ever since Vitor Teixeira, an archaeologist and son of the company’s founder, unleashed and killed a monster at an archaeological dig.

CHINA: PLA PARANORMAL COMBAT UNIT

In China, private monster hunting is strictly illegal — we wouldn’t take a contract there regardless of the amount of money involved, because any Hunters caught there face the death penalty. Instead, the

People’s Republic handles all its monster hunting needs itself with a top secret branch of the PLA Ground Forces known as the PLA Paranormal Combat Unit. Armed with the best weapons and vehicles Chinese factories can produce, the PCU fights a wide variety of monsters, many of them incredibly weird (to Western eyes) creatures out of Chinese myth and folklore.

Organized into over a dozen regional units (most focused on the more heavily populated coastal areas, where monsters can do more damage and are far more likely to become public knowledge), the PCU is commanded by Colonel Yin Jingquan, about whom little is known in the West. He’s said to be an experienced military veteran who once killed a *chiang-shih* (a Chinese vampire) with his bare hands. Under his leadership the PCU has sought, and received, a significant increase to its budget, allowing it to purchase more and better equipment.

EGYPT: CAIRO PARANORMAL INVESTIGATIONS

In the past Egypt’s military has handled its monster problem — much of which involves terrors from the time of the pharaohs coming to life and wreaking havoc — with its military. But the turmoil there in recent years has given the military other things to worry about, so it’s “farmed out” monster hunting work to a few private contractors. The largest and most successful of these by far calls itself Cairo Paranormal Investigations (since “Investigations” is a lot more palatable to the Egyptian military than “Mercenaries”). We haven’t had much contact with them and don’t know much about them, but we networked a little during the Las Vegas incident and would definitely contact them if we had to do any work in North Africa or encountered any sort of Egyptian monster here in the US.

FRANCE

Like Egypt, France prefers to pay private hunting companies for monster eradication services rather than maintain an entire military or police unit to do the work. Of the half dozen or so companies currently active, the best-known is Carolingian Security Associates, founded in 1982 by Jean Darné, and currently run by his son Pierre (who commands most field missions) and daughter Gisele (who handles the administrative side of things, though she has spent some time in the field and is said to be a pretty skilled sniper). Jean was one of the best, most experienced Hunters we’ve ever known, but unfortunately he was turned into a vampire during the DeSoya Caverns incident and we had to kill him. His son Pierre has run the company since that time, and shows every sign of becoming as skilled, knowledgeable, and upstanding a Hunter as his father was. We’re happy to work with him and his men anytime.

CSA typically organizes its personnel into field teams of five to eight, each armed with a FAMAS assault rifle, a Glock 19 sidearm, and various grenades, heavy weapons, and other implements of destruction. They have a special contract with the French weapons manufacturer Nexter to provide them with silver bullets more or less the same as the ones we use as well as other specialized anti-monster gear. They maintain joint headquarters in Paris and Arles.

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GERMANY

As a sort of crossroads of Europe, Germany not only has plenty of its own monsters, but “immigrants” as well — the occasional baba yaga come west from Russia, Turkish lycanthropes who’ve come to a new home with their families, French vampires who relocated to the east, and plenty more. And an active monster community means there’s a strong need for Hunters brave and skilled enough to destroy them.

The SJK

Germany’s official monster hunting organization are the *Sonderjagdkommandos* (roughly “Special Hunting Commandos”), or SJK, currently a secret division of GSG-9. (It’s also known as Sonderjagdeinheit, the Special Hunting Unit.) Founded in the early 1950s after some Nazi “special projects” escaped and committed atrocities in the city of Munich, the SJK is a tough outfit of dedicated Hunters, most recruited from the German military. Much like the MCB they take a somewhat dim view of private monster hunting, but tolerate it as a necessity. Foreign Hunters pursuing a contract in Germany are required to register with the SJK to get the necessary permits; hunting without them is a serious criminal offense.

The current commander of the SJK is Steffen Froschhammer, a battle-scarred veteran of many a monster fight who’s renowned in the Hunting World for his prowess at killing vampires. Despite the harsh nature of his work, Froschhammer is an eternal optimist who always seems to have a smile on his face and a joke on his lips. But even though he kids around a lot, he takes his job very seriously.

SJK agents use Heckler & Koch firearms — typically HK 416 assault rifles and Mark 23 handguns. H&K has a standing arrangement with SJK to test some of their experimental designs and latest improvements to existing models.

Grimm Berlin

Of the several private hunting companies operating in Germany at the present time, by far the largest and most successful is Grimm Berlin. According to company folklore it was “founded” by the Brothers Grimm, who fought monsters as they traveled across Germany gathering fairy tales for their now-famous collection. That would make Grimm Berlin the oldest monster hunting organization in the world aside from the Vatican’s hunters, but there’s no proof of this claim so MHI retains that title.

Grimm Berlin has a well-deserved reputation for efficiency and professionalism — a client who hires them knows he’s getting his money’s worth. Most of its employees are recruited from the SJK or the military, but like MHI it also takes in promising individuals who’ve been exposed to the supernatural somehow. It trains new recruits extensively, teaching them not only firearms use and monster lore but parachuting, climbing, and other useful disciplines. Like the SJK, Grimm Berlin favors H&K weapons, though it doesn’t use them exclusively.

The owner of Grimm Berlin is a shadowy partnership of several individuals who seem to be motivated partly by profit and partly by the desire to perform a necessary public service. The company’s field commander and public face is Klaus Lindemann, one of the most highly regarded Hunters in the world.

KLAUS LINDEMANN

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
15	DEX	10	12-	
16	CON	6	12-	
18	INT	8	13-	PER Roll 13-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
6	DMCV	9		
4	SPD	20		Phases: 3, 6, 9, 12
7	PD	5		Total: 7 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
8	REC	4		
45	END	5		
16	BODY	6		
42	STUN	11		Total Characteristics Cost: 145

Movement: Running: 12m

Cost	Powers	END
	Martial Arts: Commando Training	
	Maneuver OCV DCV Notes	
3	Aikido Throw	+0 +1 2½d6 + v/10, Target Falls
4	Boxing Cross	+0 +2 4½d6 Strike
4	Choke	-2 +0 Grab One Limb, 2d6 NND (2)
4	Escape	+0 +0 28 STR vs. Grabs
4	Hold	-1 -1 Grab Three Limbs, 23 STR
4	Judo Disarm	-1 +1 Disarm, 23 STR
4	Karate “Chop”	-2 +0 HKA ½d6 (1d6+1 with STR)
4	Kung Fu Block	+2 +2 Block, Abort
	Skills	
20	+2 with All Combat	
2	Bureaucratics 10-	
2	Demolitions 10-	
2	Faith 10-	
3	Fast Draw (Small Arms) 12-	
3	KS: Fey Monsters 13-	
3	KS: Grimm Berlin 13-	
3	KS: The Hunting World 13-	
3	KS: Monsters 13-	
3	Language: English (completely fluent; German is Native)	
3	Stealth 12-	
3	Tactics 13-	
4	TF: Ground Vehicles, Parachuting, SCUBA	
6	WF: Common Melee Weapons, Small Arms, Uncommon Modern Weapons	
1	Weaponsmith 8-	





Total Powers & Skills Cost: 92

Total Cost: 237

200 Matching Complications (50)

- 10 Hunted: the SJK (Infrequently, Mo Pow, NCI, Watching)
- 15 Psychological Complication: Determined To Protect Germany And Her People From Monsters (Common, Strong)

Total Complications Points: 25

Experience Points: 62

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR	
						Min	Notes
H&K G3	+1	+3	2d6+1	+1	30	13	2H, AF5
H&K USP Compact	+1	+0	2d6	+1	8	6	

Armor

Grimm Berlin body armor (Resistant Protection (9 PD/9 ED))

Gear: Flashlight; tablet computer; smartphone

KLAUS LINDEMANN

Background/History: Born near Berlin, Klaus Lindemann was an active, athletic young man. Although quite intelligent, he didn't have much of a head for schoolwork and barely made it through his secondary education. Rather than trying to acquire a university degree he didn't really want, he joined the Bundeswehr (the German military). After a short career there, he returned to civilian life and joined the Bundespolizei (the German Federal Police), where his skills and drive earned him a place on GSG-9, Germany's special anti-terrorism elite force.

While serving with GSG-9, Lindemann had an encounter that would change his life. He and his squad were moving in on what they thought was a terrorist cell in a house in a remote part of Germany. Without warning he and his men found themselves under attack by a nachtdämon ("nightdemon"), a type of Fey, that had been playing at being human to spread havoc and destruction. When the shooting stopped, Lindemann was the only survivor.

Per standard procedure he filed a detailed report about the incident — but a highly-placed government official sympathetic to the cause arranged to pull it from the files and alert Grimm Berlin about Lindemann. The company soon made him a job offer. Seeing this opportunity as an even better way to help protect his homeland (and make even better money in the process), Lindemann signed up. He moved steadily up the ranks, and has commanded Grimm Berlin's field operations since 1997.

Personality/Motivation: In public, and when on the job, Lindemann is the very embodiment of the stereotypical German: precise; controlled; disciplined; efficient; duty-oriented. He knows what his job is, and that if he doesn't do it people will die. He's seen enough death and doesn't want to see any more if he can prevent it. He doesn't like it when other Hunters don't seem to be taking their jobs seriously.

But there's more to Lindemann than his public face. When off the job socializing with his men, he's friendly, even jovial, full of conversation and *joie de vivre*. Life can end quickly, so he thinks it should be enjoyed while one can. With his wife and two young children he's even more playful, to the extent that many of his men would barely recognize their grim-faced commander if they saw him at such times.

Lindemann is a devout Lutheran. Though his faith isn't something he normally relies on when fighting monsters, it might be a weapon of last resort in a desperate situation.

Quote: "You speak about creatures of unbelievable horror so flippantly, I wonder perhaps if you have ever actually seen one."

Powers/Tactics: Lindemann is very much a "lead from the front" kind of commander. He won't ask his men to do anything he's not willing to do himself. The truth is he enjoys the action and excitement of combat, though he'd never admit that even to himself.

Although he's well informed about a wide variety of monsters, Lindemann is particularly known for his knowledge of the Fey. He's fought and killed more of them than just about any other Hunter. He's more than willing to pass what he's learned on to other Hunters (for example, he lectured about the topic during the Las Vegas conference).

Appearance: Klaus Lindemann is a white male of German descent in his early forties. He's 6'0" tall with the build of someone who engages in intensive, regular exercise and frequently finds himself involved in combat. He has short black hair, a stylish black moustache, a neatly trimmed beard, and brown eyes. When hunting monsters he wears heavy body armor that features the Grimm Berlin logo (a black profile of Jacob Grimm on white) and carries an H&K G3 assault rifle, an H&K USP Compact semiautomatic handgun, and various other weapons and pieces of equipment.



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GREAT BRITAIN

Great Britain's monster problem includes the usual variety of "standard" monsters found around the world (such as lycanthropes and the undead), various "foreign" monsters who've somehow accompanied immigrants, and many different types of monsters (mostly Fey) that derive from British Isles folklore. Of particular note in the latter category are black dogs, demonic hounds similar to hell hounds who typically haunt lonely rural roads but in recent years have sometimes been found in major cities.

Like Germany, Britain has both a governmental and a private approach to monster hunting. It strongly favors the former, which falls under the jurisdiction of the MI4 division of the military intelligence service. Publicly MI4 is responsible for aerial reconnaissance, but in secret its brief has been expanded to include other sorts of unconventional surveillance and information gathering on a variety of topics, including monsters and the supernatural. Most of the duties in the latter area are assigned to a subdivision known as the British Supernatural Service, or BSS. In most respects the BSS is like the MCB. Its primary focus is to keep the public from learning about the paranormal, and if it has to manipulate the media or concoct elaborate cover stories to do that, so be it.

When the BSS has to go into the field and actually kill some monsters, it sends its *Select Group*, an elite squad of warriors primarily staffed by SAS veterans. Rough, tough, and ready to fight any sort of supernatural creature that rears its ugly head, the Select Group typically carries weapons such as the H&K G36c and variants of the M4, plus the GPMG when it needs some major firepower.

The Van Helsing Institute

MHI's British equivalent is the Van Helsing Institute, founded by the Van Helsing family in 1912 following the events chronicled in Bram Stoker's "novel" *Dracula*. It's a small company, preferring to recruit only the best Hunters rather than expand its ranks at the expense of quality. VHI gets along with the BSS and works with it more closely than we do with the MCB.

Like us, the VHI Hunters tend to carry a variety of weapons (we suspect they have some major firepower stockpiled, but keep it secret from the British government, which would quickly confiscate it). Their director of operations, Howard Isherwood, is highly respected in the Hunting World for his knowledge and skill.

GREECE: THE HERACLES FOUNDATION

The Greek government has a small division of operatives who attempt to conceal evidence of the supernatural much like the MCB, but otherwise it leaves monster hunting to private organizations who receive bounties via a PUFF-like system. The most prominent hunting company by far is the Heracles Foundation, named for the mythological hero who killed so many monsters. It maintains a front as an archaeological and folklore research institute, but its real purpose is to support a small, skilled, well-armed group of Hunters. Their most common targets include lycanthropes, vrykolaki (a type of Greek vampire), and creatures descended from the monsters of Greek myth.

INDIA: JAI JIWAN SECURITY

Monster hunting in India is a private affair; the government would rather pay bounties and hire Hunters on short-term contracts than maintain its own monster hunting branch. Given India's population and poverty-stricken areas it's a great stalking ground for monsters, so monster hunting's profitable enough for many companies to exist. The one best known to us is Jai Jiwan Security, based in New Delhi. Founded by a consortium of military veterans (some of whom do field work for the company), it's earned a reputation as a hard-charging organization. Among other things it's taken down two rakshasa, a sort of powerful Indian tiger-demon.

Indian Hunters have one advantage we envy: government in India is so chaotic and corrupt that they can get away with just about anything, weapons-wise. The right amount of cash paid to the right people and no one will look twice if a Hunter has to use military-grade weapons to take down some extradimensional horror.

ISRAEL

Israel has both governmental and private hunting organizations, all primarily staffed by former members of the Israeli Defense Forces, the Mossad, and other military and intelligence organizations. The government's response to the supernatural is the Balak Brigade, a secret part of the Ground Arm of the IDF. Equipped with Galil MAR and Tavor TAR-21 assault rifles loaded with special silver ammunition and protected by the latest body armor, Balak squads are a force to be feared by even the toughest monsters.

In the private sector, the company we've had the most contact with is Maccabeus Security & Investigations out of Tel Aviv. It primarily does regular security work, with monster hunting as a major sideline. The head of its hunting operations is Aiya Trebitsch, who looks like a short, kindly homemaker but has been known to beat men twice her size in barroom brawls. Last year she and her team earned a fat bounty for cleaning out a major nest of ghouls in a Jerusalem suburb. Rumor in the Hunting World has it that, like us, Maccabeus employs some supernatural assets, but there's no proof of this.

JAPAN: STRIKE TEAM KIRATOWA

Japan has one monster hunting organization, a quasi-governmental team known as *Strike Team Kiratowa* after its founder, famed scientist-adventurer Isao Kiratowa. With secret sponsorship from most major Japanese corporations as well as the government, they use the latest high-tech weapons, gadgets, and vehicles. They're best known for fighting the giant monsters that sometimes ravage Japan's cities: enormous fire-breathing lizards; gargantuan shrieking moths; monstrous turtles; and more. Since these attacks aren't events that can be hidden from the public, STK usually concocts a cover story that involves the filming of a movie. (And to support that ploy, the company actually has a movie production arm that produces films based on STK's exploits.)





MEXICO: DURANGO SUPERNATURAL EXTERMINATORS

Mexico doesn't have its own version of the MCB (much less STFU); it contracts out its monster hunting needs. We've handled more than a few contracts south of the border. Our chief competition down there, the only really significant, professional monster hunting company in Mexico, is Durango Supernatural Exterminators (*Exterminadores de los Sobrenaturales de Durango*, or ESD, in Spanish). Run by Luis Alvarón, a former farmer and drug smuggler who learned about the existence of monsters the hard way when chupacabras ate his family, ESD takes contracts throughout Mexico and south into Central America. The company recently opened up a major satellite office in Puerto Escondido to handle its southern operations.

POLAND: WHITE EAGLE MILITARY CONTRACTING

The societal upheavals brought about by the collapse of Communism in Eastern Europe have created an ideal situation for some monsters — and thus for Hunters as well. Fortunately for the residents of Poland, they have a top-notch group of monster-slayers looking out for them: *Orzel Biały Wojskowy Zawierający Kontrakt*, White Eagle Military Contracting. Based out of Warsaw and owned by some corporation or partnership we can't identify, White Eagle takes advantage of the fast and loose gun laws and corrupt political culture in that part of the world to bring some *major* firepower to bear against monsters. And it's a good thing, too; that's where all sorts of vampires and related creatures come from.

White Eagle's field commander is Tadeusz Byreika, the grandson of the Hunter who sometimes speaks to Owen Pitt from beyond the grave. He's a big, boisterous bear of a man, ready to fight any monster at a moment's notice no matter the danger. He usually carries a machine gun as his main weapon; his men prefer AK-47s and other former Soviet weapons.

TADEUSZ BYREIKA

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
14	DEX	8	12-	
18	CON	8	13-	
13	INT	3	12-	PER Roll 12-
14	EGO	4	12-	
18	PRE	8	13-	PRE Attack: 3½d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
10	PD	8		Total: 10 PD (0 rPD)
7	ED	5		Total: 7 ED (0 rED)
10	REC	6		
55	END	7		
18	BODY	8		
50	STUN	15		

Total Characteristics Cost: 146

Movement: Running: 12m

Cost	Powers	END
15	<i>Machine Gun Master</i> : +6 DCV Only When Firing Bulky Machine Guns (-1)	0
2	<i>Observant</i> : +1 to PER Rolls with Sight Group	0

Talents

4	Environmental Movement: I Can Drunk Just As Good Fight! (no penalties for intoxication)
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Skills

15	+3 with Firearms
8	+4 OCV with Machine Guns
3	Charm 13-
1	Demolitions 8-
2	KS: Firearms 11-
3	KS: The Hunting World 12-
3	KS: Monsters 12-
3	KS: White Eagle Military Contracting 12-
2	Language: English (fluent conversation; Polish is Native)
3	Stealth 12-
3	Tactics 12-
2	TF: Ground Vehicles
6	WF: Common Melee Weapons, Small Arms, Uncommon Modern Weapons

Total Powers & Skills Cost: 75

Total Cost: 221

200 Matching Complications (50)

10	Hunted: Polish government (Infrequently, Mo Pow, NCI, Watching)
15	Psychological Complication: Foolishly Brave (Common, Strong)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 45

Experience Points: 26

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR Min	Notes
PKM	+1	+2	2d6	+1	250	15	AF10, Bulky
PP-19 Bizon	+0	+0	1d6+1	+0	64	10	AF5, clear magazine

Armor

White Eagle body armor (Resistant Protection (8 PD/8 ED))

Gear: Flask of vodka



TADEUSZ BYREIKA

Background/History: Tadeusz Byreika comes from a long line of Hunters. His great-grandfather got started in the business just prior to World War II when he had to put down a vampire-like *thing* preying on the people of his village. His grandfather, Mordechai, was one of the greatest Hunters of the twentieth century, though the arch-vampire Jaeger ended his life. His father chose to become a lawyer instead, but when young Tadeusz (already large and strong for his age) heard the stories of his ancestors' exploits, there was nothing else he wanted to do. When he was old enough he joined the military to learn about tactics and weapons, and after his term was up worked as a mercenary for a brief period. He returned to Poland to begin hunting monsters shortly after White Eagle went into business and quickly got a job with them. Thanks to his natural leadership skills, general toughness, and accuracy with a machine gun, he soon became the company's field commander.

Personality/Motivation: Byreika is a larger-than-life sort of personality who gets immense enjoyment out of practically everything he does. He eats the best food, sleeps with beautiful women, savors fine liquor and good conversation, and *loves* to shoot guns, particularly machine guns. His hearty, pirate-like laugh often rings out across the battlefield regardless of how desperate the situation is.

Byreika is one of the bravest people you'll ever meet; he laughs in the face of danger. Unfortunately this isn't always healthy for him, and will probably lead to his death. Whenever he's confronted with a situation where it's necessary to fight against the odds to save someone's life, stop a horrible monster, or achieve some other worthy goal, even when retreating makes more tactical sense, he has to make an EGO Roll; if he fails, he stays and fights regardless of how foolish that is.



Quote: "My name is Byreika my small friend. Tadeusz Byreika! Let us go and scare all the people."

Powers/Tactics: Although Byreika is actually a fairly gifted tactician when the situation calls for it, his usual "tactic" for fighting monsters is "shoot them as much as necessary until they die." Compared to many Hunters, he (and his White Eagle colleagues) have a sort of "cowboy" approach to monster hunting. Sometimes it costs them dearly, but at other times it's just what's needed to get the job done while maintaining their sanity.

Appearance: Tadeusz Byreika is a white male from Poland in his late twenties. He's 6'4" tall, broad-shouldered, and very muscular. He has spiky black hair, dark eyes, and a short black beard and matching moustache. Around his right bicep is a tattoo of linked ammunition (like an ammo belt). During missions he carries a Russian-made PKM machine gun as his main weapon and a Russian Bizon submachine gun as his backup. His body armor displays his company's logo, a white eagle on red, on both shoulders.

RUSSIA

Trying to keep track of the hunting organizations in Russia is an impossible task. As far as we can tell there's no official government hunting organization; instead the Russians hire any one of dozens of companies to shoot supernatural creatures. A few of these companies have been in business for years, but most seem to form for a brief period, break apart due to some interpersonal difficulty, and then reform in some different configuration later.

Russian Hunters tend to be all over the map weapons-wise, though they primarily rely on the stockpile of the former Soviet Union: the AK-47 and AK-74 in all their many variants; Dragunov sniper rifles; various RPGs; and anything else they can get their hands on. Russia is still a pretty wild and woolly place when it comes to guns, so you might run into Hunters carrying just about anything short of a nuke.

SOUTH AFRICA: SOUTH AFRICAN DEVIL HUNTERS, INC.

South Africa has a relatively light monster problem, and thus only one monster hunting company of any note: the South African Devil Hunters, Inc. (or *Suid-Afrikaanse Duiwel Jagters, Ingelyf*, if you prefer the Afrikaans). The company started in 1967 when several witch doctors tried to use zombies in an ill-conceived scheme to bring down apartheid. Several men — both white and black — kept their heads and joined forces to fight the undead horrors. After the government richly rewarded them for their efforts and asked them to keep fighting monsters in secret, they agreed.

Most of the current Hunters on the SADH teams are "second generation," the sons or nephews of the founders, but a few of the old guard remain (mostly in administrative positions). The company now operates throughout southern Africa, with occasional forays as far north as Kenya, though they're better equipped for savannah and mountain work than jungle monster tracking. They use a variety of mostly South Africa-manufactured weapons.



SOUTH KOREA: TYONGSO CORPORATION

South Korea's monster problem has (so far) been relatively mild, so it lacks any government monster hunting arm and has only one large monster hunting company, which calls itself the Tyongso Corporation. We haven't worked with them and don't know too much about them. Tyongso's leader, or at least its public face, is Kim Mun-hee, who usually goes by "Mina" when dealing with Westerners. A short woman of average build, she comes across as intensely serious and fiercely determined to protect her countrymen from supernatural threats. We're not sure if she's actually a Hunter herself, but one of our Australian colleagues has described her to us as a "secret agent ninja," so there's a good chance she's killed a werewolf or two.

TAIWAN

We know of some Taiwanese Hunters, but they're a secretive bunch that doesn't mingle much with the rest of the Hunting World. We're not even sure if they're a super-secret government agency or a private company. Whoever ultimately pulls their strings, they're good at what they do — especially since they always carry the latest and best weapons and gear, often with high-tech accessories. Rumor has it they've been field-testing some new equipment for the US Army.

THE VATICAN: THE SECRET GUARD

Although MHI is the oldest private monster hunting organization in the world, it's not the oldest of all. That honor belongs to the Roman Catholic Church's group of Hunters, the Blessed Order of St. Hubert the Protector (Hubert being the patron saint of hunters and knights). It's better known in the Hunting World as the *Secret Guard*, since most of its members these days are recruited from (or trained by) the Swiss Guard, which protects the Pope.

For the most part the Secret Guard keeps to itself — the scuttlebutt around the Hunting World is that they prefer to be self-reliant because that way they can guarantee they act within Catholic doctrine and their orders from the Pope without any risk of compromising themselves. That could just be gossip, though — they do sometimes work with other Hunters during particularly dangerous supernatural events. They typically carry SIG SG 550 and 552 assault rifles, H&K MP7 submachine guns, and SIG P220 .45 handguns. A few prefer the SIG AMT assault rifle instead. All of them are devout Catholics, making it difficult for vampires and demons to fight them.



MHI'S TARGETS

Now that you've learned how we do things, it's time to learn who we do them *to*. This section briefly summarizes the available information on some of the monsters we most commonly encounter and kill. Consult your instructors, your *MHI Field Manual*, or the MHI archives for more information on any of these monsters — and many, many more.

THE UNDEAD

The undead — ranging from petty ghosts who can barely interact with the physical world to the most powerful vampires — are in many ways our bread and butter. Aside perhaps from lycanthropes, there's no type of monster we're more likely to hunt. Rarely does a month go by when we don't get at least one job involving the undead. And that's great, because they all come with high PUFF bounties — but the reason for that is that they're extraordinarily dangerous. So learn everything you can about them!



GHOST

The restless, incorporeal spirits of the dead.

Attacks: Chilling touch, fear, psychokinesis

Defenses: Incorporeality

Other Abilities: Flight

PUFF Bounty: None (no body)

Ghosts are the spirits of dead people who linger in the world for some reason. Some ghosts exist only to cause fear in the living and consume their life-force. Others are tied to the place and circumstances of their death by the need to complete an important task they were working on when they died — delivering a message to a loved one, finishing a book or construction project, or something else of deep emotional significance. They try to show the living what it is they want done, and when someone performs the task, the ghost passes away to true death.

You can't touch a ghost, but they can touch you. A ghost's touch can weaken and sicken you, or fill you with fear. Since there's rarely any chance at a PUFF bounty for them, our policy is to try to find a way to drive them off or dispel them as quickly and cheaply as possible.

GHOUL

A corporeal undead resembling a fanged, emaciated human.

Attacks: Teeth, claws

Defenses: Undead body

Other Abilities: Fast burrowing

PUFF Bounty: \$10,000-\$50,000



Ghouls are corporeal undead who feed on human flesh (fresh or decayed). They're like zombies, but faster, smarter, and tougher. The easiest way to stop them is to hit them with so much firepower that it breaks down their skeletal structure, then burn them.

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LICH

An undead sorcerer wielding great necromantic power.

Attacks: Magic

Defenses: Undead body, defensive spells

Other Abilities: Sense the life-force of living creatures

PUFF Bounty: Special, but in the multiple hundreds of thousands of dollars at a minimum

With the possible exception of a master vampire, a lich is the most dangerous undead being known to exist. In life they were powerful sorcerers and black magicians who found a way to use blasphemous spells to remain unlive after death and continue their evil works. Getting to one usually involves fighting your way through a virtual army of lesser undead, then hitting him with so much force that he can't maintain his physical form. Once he's shattered into pieces, gather them up and burn them.



MUMMY

A corporeal undead preserved through special ceremonies and ritual treatments.

Attacks: Immense strength

Defenses: Undead body

Other Abilities: Sense those who robbed their tombs

PUFF Bounty: Special, but usually at least \$100,000

Certain cultures — primarily the ancient Egyptians — preserved their dead by removing most of the organs from the body, replacing them with herbs, flowers, and precious substances, anointing the body with preservative oils and salts, and then wrapping it in linen bandages before placing it in a crypt or tomb (and usually in a sarcophagus as well). If that person returns to life as one of the undead, it becomes a mummy. Usually a mummy's job is to guard its tomb from intruders (and to destroy any who violate the tomb and escape, particularly if the thief carries stolen treasure). Therefore they're much less of a threat than most other undead — but if one *is* unleashed, stopping him is very, very difficult. Fortunately they're vulnerable to fire; that's the best way to destroy them.



VAMPIRE

Powerful corporeal undead who drink the blood of the living.

Attacks: Superhuman strength, superhuman speed, claws, fangs, hypnotic gaze

Defenses: Superhuman durability, regeneration

Other Abilities: Transform their victims into vampires, create undead

PUFF Bounty: \$20,000-\$100,000 for standard vampires; typically at least \$1 million or more for a master vampire

For most Hunters a vampire is the deadliest, most powerful, most terrifying undead they'll ever face. An ordinary vampire is bad enough — three times as fast as an ordinary human (or twice as fast as a trained Hunter), immensely strong, and extremely difficult to harm (much less kill). But such a creature pales before a master vampire, who's five times as fast as a human and virtually impossible to hurt. Even worse, if either type of vampire bites you, you're destined to return to life as a bloodsucker yourself after you die (hence the reason for our Hunter's Funerals).

Fortunately vampires also have a number of known weaknesses. A wooden stake through the heart paralyzes a normal vampire and slows down a master, making it possible to hurt them. Decapitating a vampire kills it instantly. Exposure to direct sunlight and to holy objects harms vampires. They cannot enter dwellings without an invitation, and someone who's strong in his religious faith can hold vampires off.

If you're fighting a vampire and don't have access to holy objects or other special weapons, the odds are you're going to lose. Your only hope is to overwhelm the creature with so much damage that it can't heal fast enough, then get close and chop off its head.



WIGHT

Corporeal undead with a paralytic touch

Attacks: Paralyzing touch, teeth, claws, immense strength

Defenses: Undead form

Other Abilities: Clinging to walls

PUFF Bounty: \$50,000-\$250,000

The most powerful members of the "zombie family," wights are corporeal undead who are even faster, tougher, and stronger than ghouls. What makes them particularly dangerous to fight is their paralyzing touch, which works at the slightest contact even through body armor. The immobility wears off after about a minute, but once a wight freezes you, the odds are it will kill you before you can recover. They're fought like other corporeal undead: with as much firepower as you can muster. If possible, use the environment or large objects to keep them from getting close enough to touch you.



WRAITH

Powerful corporeal undead that can become incorporeal for brief periods.

Attacks: Life-draining touch, claws, fangs, immense strength

Defenses: Undead form

Other Abilities: Become incorporeal

PUFF Bounty: \$60,000-\$300,000

Wraiths are a powerful form of corporeal undead. They often wear dark-colored robes, but the red- or green-glowing eyes within the robe's hood clearly indicate the being's true nature and evil disposition. Without the robe a wraith looks something like a zombie, but not nearly so corrupt or slow-moving and the eyes still glow evilly. They're even tougher to hurt than wights, and have the power to drain a living person's life-force with their touch. They can also become incorporeal for short periods, allowing them to walk through walls or avoid the effects of non-magical attacks entirely.



ZOMBIE

Shambling, animated corpses of the dead.

Attacks: Teeth, immense strength

Defenses: Undead form

Other Abilities: Transform their victims into zombies

PUFF Bounty: \$5,000 for a typical "slow" zombie; \$20,000 for a "fast" zombie; more for constructs and zombie animals

The most common type of undead we encounter is the zombie. The typical zombie is a slow, shambling corpse animated by necromantic magic, only able to do what its creator orders it to do. But other varieties exist: zombies that are faster; zombies that are smarter; zombies built from multiple bodies so that they have three or more arms.

Zombies are hard to kill. They don't feel pain, though a wound that removes a limb (or renders it nonfunctional) hampers them. The surest way to kill them is to cut off the head or destroy most of the brain — a shot to the head *usually* does the trick, but it's got to destroy enough of the brain to matter. Some devious necromancers bolt armor plating onto their zombies, making the undead horrors even harder to kill (even just bolting on a metal helmet of some sort makes a zombie much more dangerous).



LYCANTHROPES AND SHAPECHANGERS

After the undead, the type of monster we encounter most frequently is lycanthropes — specifically werewolves, though there are many other types (including werejaguars, weredolphins, and werbears, among others). We've also fought other types of shapechangers.



DOPPELGANGER

Shape-changing Fey with the ability to imitate human forms.

Attacks: Grabbing with immense strength

Defenses: None

Other Abilities: Shapechanging, telepathy

PUFF Bounty: \$500,000

In its natural form a doppelganger is a light ochre-colored, damp-skinned, doughy, asexual humanoid blob with few distinguishing features. What makes it dangerous is its ability to change shape to look like a human — in fact, it can flawlessly imitate specific people, right down to accents and body odors. Even worse, it's telepathic, allowing it to read your mind so that it knows how to act or can exploit your emotional vulnerabilities. Fortunately they have no special defensive or healing powers; once uncovered they're easy to kill.



WEREWOLF

A ferocious wolf-man who can assume human form.

Attacks: Superhuman strength, superhuman speed, claws, fangs

Defenses: Regeneration

Other Abilities: Transform bitten victims into werewolves

PUFF Bounty: \$50,000 for a new/inexperienced werewolf, up into the high hundreds of thousands for an experienced or particularly dangerous one

A werewolf is a "wolf-man" humanoid who can transform into a form that looks like an ordinary human. Their bite is infectious, causing the victim to become a werewolf himself. Experienced werewolves have more control over their ability to change shape, while inexperienced ones are more likely to "lose control" and revert to wolf-man form under stress, but either type automatically becomes a wolf-man during the three nights of the full moon each month.

Werewolves are significantly stronger and faster than ordinary humans (or even trained Hunters), and have such acute senses they're difficult to surprise. They're also hard to hurt; they regenerate injuries they suffer quickly (though they cannot regrow lost limbs). But they have one significant vulnerability: silver. Silver bullets or weapons create wounds they cannot regenerate from. Significant amounts of physical trauma (such as from a vehicle impact or setting one on fire) may also overwhelm their ability to heal, allowing you to kill them by chopping their head off or inflicting some other fatal wound.





MISCELLANEOUS OTHER MONSTERS

Besides the undead and shapechangers, here's a look at just some of the wide variety of monsters you may encounter during your career as a Hunter.



BLOOD FIEND

Small humanoid that likes to drink human blood.

Attacks: Claws, teeth, blood draining

Defenses: None

Other Abilities: None

PUFF Bounty: \$25,000-\$100,000

Blood fiends are wretched, twisted, demonic-looking beings about 5'0" tall. They use their claws and teeth to inflict wounds, then clamp their hands on the wound and drain the victim's body of blood. Their skin is usually tinged red, and after they've gorged on blood it becomes noticeably redder. They have no special defensive abilities and are easy to kill once you get them in your sights.



CHUPACABRA

Small, bloodsucking demonic-looking humanoids.

Attacks: Fangs, blood-sucking proboscis

Defenses: None

Other Abilities: None

PUFF Bounty: \$25,000

A chupacabra is a semi-intelligent, roughly humanoid creature standing three to four feet tall. Its features and form are partly demonic, partly reptilian, and partly insectile, giving it an appearance guaranteed to horrify most people. From its large mouth projects a mosquito-like proboscis strong and sharp enough to pierce a human skull; after the proboscis penetrates flesh the chupacabra uses it to suck blood. It moves mostly by hopping.

Chupacabras are primarily found in Mexico, though they also range into the southern parts of the United States and south into Central America. Occasionally one or more somehow sneaks onto a truck or ship and gets taken even further afield.



DEEP ONE (SAUGHAFIN)

Vicious fish-men who inhabit the world's oceans.

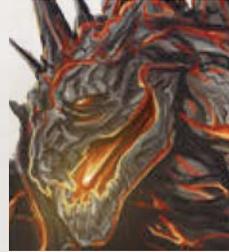
Attacks: Claws

Defenses: None

Other Abilities: Ability to breathe and live underwater

PUFF Bounty: \$20,000

Deep Ones, also known as Saughafin, are fish-men (though some of their features have a slightly reptilian look to them as well). They're about five feet tall with ichthyoid heads, sickly green scaly skin covered with slime, and webbing between their clawed fingers and toes. They attack ships, oceanside communities, and swimmers, though usually only at night so they can surprise their prey. They often drag humans underwater; it's unknown whether these victims are eaten, transformed into more Deep Ones, or sacrificed to the Deep Ones' gods.



GARGOYLE

Winged, demonic-looking stone golems.

Attacks: Claws, fangs, immense strength

Defenses: Stony body

Other Abilities: Ability to fly

PUFF Bounty: \$10,000-\$250,000

A gargoyle is a type of stone golem — its body is animated grey rock, its "blood" akin to lava. It has a twelve foot tall humanoid form with a horned, reptilian head, unnaturally long arms, clawed hands and feet, a stubby tail, and large, bat-like wings sprouting from its shoulderblades. Since they're made of stone they're extremely difficult to kill; you have to use high-caliber bullets, armor piercing ammo, explosives, or overwhelming physical force. Targeting their joints, which are weaker, also helps.



HOBGOBLIN

Short, brutish humanoids akin to orcs.

Attacks: Claws, weapons

Defenses: None

Other Abilities: Nightvision

PUFF Bounty: \$10,000

A hobgoblin is a 5'0" to 5'6" tall humanoid, broad-shouldered and hirsute (though usually lacking facial hair). His facial features are brutish and sometimes slightly porcine. His skin tends to be green-black, but sometimes takes on a more reddish or purplish sheen. They use whatever weapons they can get their hands on.



HUMBOLDT FOLK

Glowing, cannibalistic mutants.

Attacks: Weapons (typically blades and clubs)

Defenses: Natural toughness

Other Abilities: None

PUFF Bounty: \$75,000

Humboldt Folk are eerie, cannibalistic mutants whose formerly human bodies have been warped by curses and other dark magic. They emit a green glow. They're significantly faster and tougher than ordinary humans, so fight them with caution. They favor bladed weapons but can use firearms if necessary.





LUSKA

An aquatic monster that resembles a cross between a large shark and a monstrous octopus.

Attacks: Jaws, barbed tentacles

Defenses: Natural toughness

Other Abilities: Can breathe air

PUFF Bounty: \$250,000-\$1,000,000

A luska looks like a thirty foot long, red-eyed, particularly vicious black or grey shark with a ring of heavy, squid-like tentacles fringed all around its head. The two longest tentacles end in jagged barbs that look something like hands with long fingers similar to a crab's legs. It can use these to grasp prey even more firmly than its regular tentacles can. It has a smell of ocean rot when out of the water. They're tough, fast, and can breathe air (thus allowing them to clamber onto shore and attack targets that aren't in the water). The best way to kill them is simply with overwhelming force, but they know what guns are and are smart enough not to attack armed people, so you have to arrange an ambush.



OGRE

Ten foot tall, immensely strong humanoids.

Attacks: Immense strength (and often large weapons), tusks

Defenses: Tough skin

Other Abilities: None

PUFF Bounty: \$20,000-\$50,000

Ogres are eight to ten foot tall humanoids with dun, ochre, grey, or dark skin (sometimes mottled). They have thick, squat, prognathous heads featuring large, heavy browridges, upward-pointing tusks, and pointed ears. They carry weapons appropriate to their size and enormous strength (and can even use large, everyday items, like stop signs or pieces of furniture, as weapons when necessary). They have no special defenses (other than particularly tough skin), so enough firepower will bring them down.



ONI

Enormous, brutish humanoids who have the ability to drain the souls of the living.

Attacks: Soul leeching, claws, tusks, immense strength

Defenses: Tough body, regeneration

Other Abilities: Become invisible

PUFF Bounty: Special

An oni is a large, well-muscled humanoid ten to thirteen feet tall with unusually-colored skin — typically some shade of purple or red. Its head and face are longer and pointier than a human's, and its eyes may be a burning red or an evilly-gleaming pure black. Tusks, sometimes extremely large ones, jut up from its lower jaw. It has six fingers on each hand, each one tipped with a razor-sharp black claw as long as a steak knife.

An oni is a physical being, but its physical form is a "vessel" for the souls of those it has slain (or with which sorcerers "pay" them for services). It has the power to leech the soul from living beings, thus adding that soul to its own "life substance." If an oni's injured, you can see souls leaking out of it like a white, wispy vapor — that's how it "bleeds." But you won't see that often because oni are extremely hard to hurt (and can regenerate); only overwhelming physical force can get the job done. Even worse, they can become invisible, and sometimes have other powers as well.



REPTOID

Reptilian humanoids living beneath us.

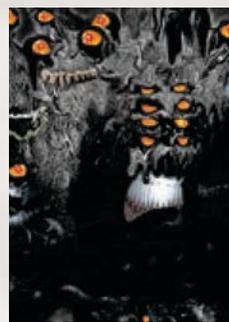
Attacks: Fangs, claws, weapons

Defenses: Tough, scaly skin

Other Abilities: Adapted to fighting in water

PUFF Bounty: \$50,000

A reptoid is a 5'5" to 6'5" tall reptilian humanoid with green, scaly skin, a fang-filled mouth, short claws on its fingers and toes, and a tail. Some are saurian in appearance, others more ophidian. We most commonly find them living in sewer systems beneath major cities, where they prey on the homeless and other humans who aren't likely to be missed. They sometimes wield primitive weapons like clubs and knives, but we've never known them to use firearms. They prefer to strike from surprise and are good at setting up ambushes and traps — never follow them into the sewers alone!



SHOGGOTH

Extradimensional, blob-like horror with multiple eyes, mouths, and limbs.

Attacks: Fangs, claws, immense strength

Defenses: Semisolid body, regeneration

Other Abilities: Can fit through small openings

PUFF Bounty: \$100,000-\$1,250,000

A shoggoth is an extradimensional horror, a servant of the Old Ones. It's a black, blob-like creature about fifteen feet across and weighing approximately two tons. It's bulbous, lumpy, and asymmetrical, with white eyes and sharp-toothed mouths at many different points all over its body. It can grow tentacles and pseudopods at will. Hurting them is extremely difficult; they seem to absorb bullets and most other forms of physical force. Fire, however, is very effective against them.



TROLL

Green-skinned humanoids who regenerate from injuries and are skilled at computer use.

Attacks: Claws

Defenses: Regeneration, tough skin

Other Abilities: Computer skills

PUFF Bounty: \$20,000-\$50,000

A troll is an eight foot tall humanoid with green, rubbery skin; its body looks almost like a mass of greasy water hoses rolled up and stacked into a human shape. Its nose is long and pointed, its mouth full of large, dirty, blunt teeth. Its arms and legs are unnaturally long; its hands and feet are large and sport claws a half-inch long. It has round, yellow eyes and stringy black hair. They're hard to hurt because of their ability to regenerate, but are highly vulnerable to flame. It's best to engage them from a distance, and once they're hurt badly enough that you can approach, burn them.

Old Ones And Elder Things

The most terrifying opponents you'll ever face as a Hunter are a group of malevolent, extradimensional, ancient beings/gods collectively referred to as "the Old Ones" (or, less formally, as "Elder Things"). We know very little about them, since studying them involves delving into black magic and can degrade your sanity. They've apparently existed for tens if not hundreds of millions of years (possibly longer), and there seem to be multiple "types" or "factions" of Elder Things. According to Martin Hood, 65 million years ago one or more Old Ones fought against a species or being called the Yith. Given that this timeframe corresponds to the scientifically established mass extinction of the dinosaurs, this "war" was apparently destructive on a planetary scale.

Fortunately for humanity the Old Ones can't enter Earth's reality (or at least not on their own — it may be possible for them to do so with the help of evil wizards). However, they can sometimes send servants (such as shoggoths) to our world, either on their own or with the help of evil wizards who cast summoning spells. Some of them have deranged human cultists working on their behalf. The Condition (see elsewhere in this Handbook) is one such group, but sadly not the only one.

Despite the fact that Owen Pitt and Agent Franks killed an Old One (known to humans as the Dread Overlord) using a ward stone, don't expect to hunt Old Ones. Not only can you not reach them, but they're effectively gods — beings who barely suffer a scratch from nuclear weapons. (And it's not like we have more ward stones lying around.) The only way to oppose them is to kill their servants on Earth and thus thwart their schemes.

HUMAN OPPONENTS

Not every enemy we fight is a monster — some are humans who work with monsters, or control them for their own purposes. Technically there's no PUFF bounty for humans, and in fact killing them qualifies as murder. However, trafficking with the undead and extradimensional entities is a capital offense under federal law. If we have to kill some sorcerer or evil priest while we're blowing up their monstrous servants, the government usually looks the other way, and in fact tends to increase our bounty payment a little.

LUCINDA HOOD

Martin Hood's daughter Lucinda survived his attempt to unleash the Dread Overlord on the world, though she lost her right hand in the process. (She's since replaced it with a metal one she's made as flexible as flesh with her spells.) She's a powerful sorcerer in her own right, though not as skilled or knowledgeable as her father — yet. We're not entirely clear on the extent of her resources or what grimoires and magical artifacts she may possess.

Lucinda Hood was also involved in the Copper Lake incident; she assisted Adam Conover with his attempt to take over the world with werewolves and vulkodlak. She escaped the collapse of the scheme and has not been seen or heard from since — though we have no doubt she's out there, somewhere, hatching schemes of her own.

Lucinda Hood is an attractive white woman of British ancestry in her early twenties. She's 5'2" tall and has shoulder-length blonde hair. Her green eyes gleam with intelligence and malice. She usually wears stylish normal clothes, but when she expects to use her ritual magic often puts on intricately-decorated black robes, a golden pendant with a likeness of her unholy god, and sometimes a matching golden crown as well. If you see her, alert your team leader and/or DoO Harbinger immediately.

THE SANCTIFIED CHURCH OF THE TEMPORARY MORTAL CONDITION

The Sanctified Church of the Temporary Mortal Condition, usually just called "the Condition," was Martin Hood's cult that worshipped the Old One he called the Dread Overlord. After his defeat and death, which also resulted in the death or arrest of numerous cult members and the destruction or banishment of many of their monstrous allies/servants, the Condition seems to have fallen apart and largely ceased to become a threat. After all, its leader and its god were both slain. However, there's some indication that fragments of the Condition survived and have adopted a new god. It's possible that Lucinda Hood now leads them, or controls them in some way. Of particular concern are members of the Exalted Order of the Shadows, the Condition's paramilitary arm of fanatic cultist-soldiers; even one of them could cause a lot of harm in the right place at the right time.

Condition members used to wear a golden pendant with a likeness of the Dread Overlord (a sort of squid monster-looking Elder Thing). Whether they still do, or have adopted some other symbol of a new god, is unknown.







PART TWO: THE HERO SYSTEM

INTRODUCTION

The Monster Hunter International Employee's Handbook And Roleplaying Game isn't just a reference to the amazing world of MHI. As the second part of the name indicates, it's also a roleplaying game.

WHAT'S A ROLEPLAYING GAME?

Fans of the MHI novels who aren't familiar with gaming may not know what a roleplaying game, or "RPG," is, so a brief explanation is in order. An RPG isn't like most games — there's no board, cards, video screens, or things like that. The action takes place entirely in your imagination, and you use the rules to determine what you can do and how well you do it. You might think of it as sort of like playing *Cowboys and Indians* as a kid, except that you don't run around acting out what happens and the rules tell you who got shot (and how badly) so there are no "I shot you!" "Did not!" arguments.

Roleplaying games differ from the MHI novels (and inspirational movies and TV shows) because you're not going to read (or watch) entertaining stories created for you by someone else. You're going to create your *own* stories in the world of MHI. You'll come up with the characters, you'll investigate the mysteries, and you'll try (and hopefully succeed) to kill the monsters you encounter. Rather than turning the page to find out what happens, you'll say what your character wants to do and then use the rules and some six-sided dice (d6) to determine whether he succeeds or fails.

PLAYERS AND THE GAMEMASTER

Roleplaying games are a social activity — you play them with at least one other person, and usually three or four others. Most of the participants are referred to as *players*. Each player uses the rules to create a character for himself, known as a *Player Character* or "PC." In most MHI RPG games the characters are Hunters who work for MHI, so the PCs will be similar to the characters in the MHI novels: they've been through training in Cazador; they belong to one of MHI's teams; they know how to use guns (all *sorts* of guns); and they hunt monsters for a living.

But not every person in the game is a player. One person is the *Gamemaster*, or GM. He's responsible for creating the framework of the adventure and portraying most of the people in the world. You might think of him as sort of like the director of a movie — except that he has no direct control over what the "actors" (the players) do. Instead he controls all the other characters in the world and has them react to what the PCs do. He also answers the players' questions, uses the rules to resolve what happens in combat and other important situations, and creates new obstacles and challenges for the PCs to face as the adventure progresses. Being the GM requires effort and skill, but in many ways it's the most rewarding role you can have in RPGs, since you get to shape not only the world but the stories your group's creating. See the first section of Part Three of this book for advice and ideas to help you get started as a GM.

To put all this another way, the MHI RPG lets you explore the amazing world of Monster Hunter International in your own way. Instead of reading MHI stories, or trying to re-enact the stories in the novels, as a group you'll create your own stories. Over the course of a series of adventures — known as a *campaign* — the GM and the players together weave an exciting chronicle of fast-paced monster hunting action. There are no "winners" or "losers"; everyone has fun together. What could be better than that?

THE HERO SYSTEM

The MHI RPG uses the award-winning *HERO System* rules, which have been around since 1981. They're renowned for their flexibility, customizability, and wealth of detail, and let you design *anything* you want for your character and campaign, however you want it.

To make things comfortable for readers who are new to gaming, the MHI RPG uses the "Basic Rules" version of the *HERO System*. It's a set of easily-learned "core" rules that can get you up and running in a *HERO System* game quickly.

WHAT'S THE DIFFERENCE?

These Basic Rules differ from the full *HERO System* rules in just one major respect: the amount of details, options, alternatives, and minor/special rules available. The core mechanics of the *HERO System* — how you make an Attack Roll or a Skill Roll, how characters take damage, and so forth — are identical. But where the full *HERO System* rules might include ten paragraphs and four special Power Modifiers to explain a particular Power and provide ways for gamers to customize it, the rules in this book only have a couple of paragraphs that omit a lot of the detail and options. The intent is to pare the *HERO System* down to its most necessary rules — that way you can easily learn them before diving into the more complex, but much richer, rules of the full system if you want to.

If you have a question about any element of the rules, the best place to look for the answer is the *HERO System 6th Edition* core rulebook, if you can. It contains hundreds of pages of additional information, rules, explanation, examples, and options that this book doesn't. As you explore more and more of the rules, you'll gradually learn the full *HERO System* and discover that they're even more fun than the Basic Rules.

WHERE CAN I GET SOME HELP?

If you don't have access to a copy of the *HERO System 6th Edition* core rulebook, or that book doesn't have the answers you seek, there are two other resources you can turn to for help. The first is the message boards at the Hero Games website, www.herogames.com. The boards have hundreds of registered fans, many of whom post every day, and there's even a special message forum for the MHI RPG. It's one of the friendliest, most enthusiastic communities in gaming, and if you ask a question someone's sure to answer it quickly. Steven S. Long, the author of this book, posts there frequently and even provides official answers to rules questions.



WHAT ELSE IS OUT THERE?

Hero Games and the *HERO System* have been around for over 30 years, so there are lots of resources you can use with the MHI RPG if you want to. There are tens of thousands of pages' worth of *HERO System* materials published by Hero Games for the various editions of the *HERO System*, and they're all easy to adapt to the Basic Rules. Some *HERO System* books that might be particularly useful to MHI RPG players and GMs include:

- *The HERO System Bestiary*, which has character sheets for hundreds of monsters, animals, and critters
- *The HERO System Equipment Guide*, which has rules information on thousands of weapons and other gadgets if the "Equipment" section later in this book isn't enough for you
- *HERO System Skills*, which has detailed rules for all the Skills
- *Urban Fantasy Hero*, a "genre book" with information and resources about running Urban Fantasy games (which is what the MHI RPG is)

Buying books isn't the only way to get into the game (though it's one we hope you'll try eventually!). In addition to all the things you'll find on the *Free Stuff* page at www.herogames.com, there are hundreds (if not thousands) of fan-created websites containing *HERO System* characters, campaign settings, house rules, and just about anything else you can think of.

BASIC RULES AND CONCEPTS

Before you proceed to the meat of the rules, you should familiarize yourself with some of the basic concepts of the game. The text below also includes a short summary of the rules that you can refer to during the game.

STANDARD HEIGHT AND WEIGHT

For *HERO System* purposes, all characters are 2 meters tall and weigh 100 kilograms (220 pounds). Powers, Complications, or other abilities they buy may change this, but that's the defined "norm" for the game.

GAME BASICS

Here's some information about the basics of playing the *HERO System*.

DICE

The *HERO System* uses six-sided dice (d6) to resolve combat, the use of Skills, and similar situations. The number before the "d6" notation indicates how many dice to roll; for example, 12d6 means 12 dice; 2d6+1 means roll two dice and add one point to the total.

Most dice-rolling in the *HERO System* requires you to roll 3d6 and get a result equal to or less than some number. This is written in the text by a minus sign (-) following the number. Thus, a Skill which your character can perform successfully on an 11 or less roll is written 11-.

Whenever you attempt any 3d6 roll — whether an Attack Roll, Skill Roll, Characteristic Roll, Perception Roll, or other roll — a result of 3 (three ones) always hits or succeeds; a result of 18 (three sixes) always misses or fails.

CALCULATIONS AND ROUNDING

In the *HERO System*, you use *Character Points* (see page 83) to purchase all of your character's abilities and powers. Sometimes this requires calculations involving division or multiplication. When calculating the cost of something using multiplication or division, always round off to the next whole number in favor of the Player Character. Numbers from .1 to .4 round down; numbers from .6 to .9 round up; and .5 rounds up or down depending upon what's best for the character. If a calculation involves two or more separate parts, round at each separate step of the calculation. Regardless of the rounding rules, the minimum cost of anything is 1 point.

GAME SCALE AND MOVEMENT

Movement in the *HERO System*, and other information involving distance, is measured in meters, abbreviated "m." For example, a character might have Running 20m, meaning he can run up to 20 meters as a Full Move.

HOW YOU WANT TO ROLL DICE

Here's a quick summary of the core resolution mechanics in the *HERO System* — in other words, how you want to roll the dice.

Skill Rolls, Characteristic Rolls, and Perception Rolls: You want to roll *low* on 3d6; the lower the roll, the more likely you are to succeed.

Attack Rolls: You want to roll *low* on 3d6 to hit; the lower you roll, the more likely you are to hit your target. This applies to physical combat, mental combat, and any other type of combat.

Damage/Effect Rolls: When you're rolling the dice of damage or effect for your attack, you want to roll *high*. The higher you roll, the more damage you do to the target, or the greater the effect your attack has.

CHARACTER CREATION

The heart of the *HERO System* is its rules for character creation. Using them, you can create any type of character, power, weapon, or ability you want, subject to the GM's campaign restrictions.

You build *HERO System* characters with *Character Points* (page 83). A character purchases everything he can do, from his ability to lift heavy objects to his ability to use magic or shoot accurately, with *Character Points*.

MHI RPG characters are typically built with 200 *Character Points*. However, to get those points, a character must also take 50 *Character Points*' worth of *Complications*. *Complications* are disadvantages, hindrances, and difficulties that affect a character and thus help you to define who he is and properly simulate the concept you have in mind for him. Some of them are "standard" *Complications* that every



member of MHI gets (like the fact that the MCB keeps an eye on you), while others are specific to your PC. For example, your character might be Hunted by an old enemy, or adhere to a Code Of Honor, or be missing one eye.

Beyond telling you how many you have to spend, the MHI RPG doesn't impose any restrictions on how you spend your Character Points. There's no rule that says you have to spend a certain percentage of a character's points on Skills, or that you can only spend 10 points on a particular Characteristic. In the *HERO System*, you have the freedom to design your character the way *you* want it — and the responsibility to create a fair, fun, and reasonable character that accompanies that freedom.

There are five things a character can buy with Character Points: *Characteristics, Skills, Perks, Talents, and Powers.*

CHARACTERISTICS (PAGE 87)

All *HERO System* characters have seventeen *Characteristics* (such as Strength, Intelligence, and Speed). They represent the basic physical, mental, and combat capabilities common to most characters.

Several *Characteristics* have *Characteristic Rolls* equal to $9 + (\text{Characteristic}/5)$ or less. For example, a character with a DEX of 20 has a DEX Roll of 13- ($9 + (20/5) = 13$). When the GM asks you to make a *Characteristic Roll* (such as a DEX Roll to walk along a narrow beam), you roll 3d6 like normal. The more you make (or fail) the roll by, the greater your degree of success (or failure). The GM imposes negative modifiers on the *Characteristic Roll* when you attempt particularly difficult feats, making it harder to succeed.

SKILLS (PAGE 92)

A character's *Skills* represent specialized knowledge or training he possesses. This includes such things as knowing how to fly a plane, investigate a crime scene, or fire a pistol; or the character's in-depth knowledge about any subject you can think of (physics, demons, Great Britain, television shows...).

A character can try to get information, perform a task, or gain other benefits from knowing a *Skill* by making a *Skill Roll*. Each *Skill* has a *Skill Roll*, typically between 8- and 18- (the higher, the better). Most *Skills* are based on a *Characteristic*, just like *Characteristic Rolls*, and you roll all of them the same way: roll 3d6; if the total on the dice is less than or equal to your *Skill Roll*, your character succeeds; if it's higher than the *Skill Roll*, he fails.

PERKS (PAGE 102)

Perks are special resources a character has access to — money, contacts, permits or licenses, and the like.

TALENTS (PAGE 103)

Talents are unusual abilities or attributes a character possesses. They are usually better than *Skills*, but not quite as powerful as *Powers* — in fact, they're sort of a cross or "middle ground" between the two. They include things like a natural sense of direction, having extremely fast reflexes, or being able to speed read. Some of them involve rolls similar to *Skill Rolls*; others function automatically.

POWERS (PAGE 105)

Powers are abilities "beyond those of normal men," though you can also use them to create many abilities and devices which are perfectly appropriate for characters who are "normal men" (such as a gun, the ability to run faster than normal, or the like). Each *Power* costs a certain amount of *Character Points*, depending upon how powerful or useful it tends to be (often the cost is incremental, such as 5 *Character Points* per 1d6 of effect).

You can create any ability you can think of using *Powers*, though the more exotic ones (like changing shape) are the province of the *Magic* rules (see below). However, if you want to build your own weapons and equipment using the rules, you'll use *Powers* for that.

Advantages And Limitations

Characters sometimes apply *Advantages* to make power better, or *Limitations* to restrict its use. *Advantages* increase a *Power's* cost, while *Limitations* reduce it. See pages 131, 136.

Multipowers (Page 141)

Sometimes characters buy *Powers* through *Multipowers* — a way to group *Powers* so they cost fewer points. However, this savings entails some restrictions on when and how the character can use the *Powers* in his *Multipower*. The most common *Multipower* you'll see in the MHI RPG is a gun or other weapon that can be used in different ways (for example, it has different settings, or multiple weapons attached to a single frame).

EQUIPMENT (PAGE 144)

MHI Hunters love their weapons and gear — they're what keep them alive when facing down some zombie or werewolf! This section of the book includes dozens of firearms and other weapons, body armor, and plenty of other gear your characters will find useful. There are also guidelines for creating your own weapons and equipment if you want to do that.

Unlike *Characteristics, Skills, and Powers*, characters usually don't have to spend *Character Points* to get equipment. They get it "in game" — either MHI issues it to them, they spend their own money on it, or they find it.

MAGIC (PAGE 166)

The MHI setting is one where magic exists. People with the proper attitude, learning, and skills can actually cast spells! This section of the book explains how magic works in the MHI RPG and how your character can learn to use it. It also provides some sample spells to get you going until you're ready to consider creating your own.

COMBAT

HERO System combat is simple, but flexible. You can use the combat rules to perform just about any action or attack you can think of.



INITIATIVE (PAGE 194)

Two of a character's Characteristics — Dexterity (DEX) and Speed (SPD) — determine when he acts in combat, and how often. The rules divide combat time into 12-second *Turns*; each of those seconds is a *Segment*. The character's SPD indicates which Segments he can take an Action in; these Segments are his *Phases*. Thus, a character with 4 SPD has 4 Phases — four times each Turn when he can act. The *Speed Chart* (page 194) indicates the Phases for each SPD.

In each Segment, several characters may have a Phase — for example, characters with SPD 3 and SPD 6 both act in Segment 4. All characters who can act in a Phase do so in order of DEX, from highest to lowest. Thus, a character with DEX 20 acts before one with DEX 18; however, a character may Hold his Action and act later in the Phase if he wants.

ACTIONS (PAGE 195)

A character may take an Action in each of his Phases. His Actions may include *Full Phase Actions* (which require his entire Phase) or *Half Phase Actions*, which require only half of his Phase (in other words, he can perform two Half Phase Actions per Phase). Full Phase Actions include using more than half of your meters of movement (a “Full Move”) or recovering from being Stunned. Half Phase Actions include using up to half your meters of movement (a “Half Move”).

Attacks are a special type of Action. A character may make a Half Phase Action and then attack; in that case, the attack is considered a Half Phase Action, too. But if a character makes an attack before making any Half Phase Action, the attack is considered a Full Phase Action. In other words, once a character makes an attack, that's all he can do that Phase.

Some Actions take so little time to perform that they are *Zero Phase Actions*. Characters can perform Zero Phase Actions at the beginning of a Phase or after making a Half Phase Action, but not after making an attack. Zero Phase Actions include turning a Power on or off.

Some Actions take no time at all, and can be performed whenever a character wishes, even if he doesn't have a Phase or has already acted in a Phase. No time Actions include making a Presence Attack, speaking, or making a roll when the GM asks you to.

ATTACKS (PAGE 197)

A character's *Combat Value*, or CV, determines his chance to hit targets in combat, and to avoid being hit.

Combat Value is two of a character's Characteristics: *Offensive Combat Value* (OCV) and *Defensive Combat Value* (DCV). Various Combat Maneuvers, Combat Skill Levels, and other factors may modify a character's OCV or DCV.

To attack, a character first adds 11 to his OCV. Then roll 3d6 and subtract the number rolled from the total. That indicates what DCV you can hit. If the target's DCV is equal to or less than that, you hit him; if it's higher than that, you missed him. For example, if a character has OCV 10 and rolls an 8, he can hit $(10 + 11 - 8 =)$ DCV 13 or less.

Mental Attacks are slightly different. They use *Mental Combat Value* (MCV), which is defined by two Characteristics, *Offensive Mental Combat Value* (OMCV) and *Defensive Mental Combat Value* (DMCV). Otherwise, making a Mental Attack is basically the same as making any other kind of attack.

DOING AND TAKING DAMAGE (PAGE 207)

If your character hits his target with an attack, the attack does damage.

STUN And BODY Damage

There are two basic types of damage in the *HERO System*: STUN damage and BODY damage. Taking STUN damage decreases a character's STUN and can knock him out; taking BODY damage decreases a character's BODY, which causes injuries and can kill him. Almost all types of attacks cause one or both types of damage. Some, such as Mental Blasts, only cause STUN damage. Most, such as Killing Attacks, punches, guns, and knives, cause both STUN and BODY.

Normal And Killing Damage

Another important distinction is between *Normal Damage* attacks and *Killing Damage* attacks. Guns, knives, claws, fangs, and most other weapons do Killing Damage; punches, clubs, and most types of physical impact do Normal Damage. Normal Damage and Killing Damage are calculated differently and applied to defenses differently. See page 207 for more information.

Defenses Against Damage

Characters have defenses which protect them against damage. All characters have *Physical Defense*, or PD (which protects against physical attacks like punches and clubs) and *Energy Defense*, or ED (which protects against energy attacks like fire). PD and ED are *Normal Defenses*; they protect against Normal Damage. The character subtracts his defenses from the STUN and BODY damage done to him, and applies the remainder (if any) to his STUN and BODY. If a character hit with a 22 STUN, 6 BODY physical attack has 10 PD, he takes 12 STUN $(22-10)$ and 0 BODY $(6-10)$.

Normal Defenses offer no protection against the BODY of Killing Damage. For that, characters need *Resistant Defenses*, such as Resistant Protection or a suit of body armor. See pages 207-08 for more information.

THE EFFECTS OF DAMAGE (PAGE 208)

If a character loses more STUN from a single attack than he has points of CON, he becomes *Stunned* (dazed and unable to act). In the above example, if the character has a CON of 12 or higher, he won't be Stunned by that attack; if his CON is 11 or less, he's Stunned. A Stunned character must spend a Phase to recover from being Stunned before he can act again.

If a character loses all of his STUN from one or more attacks, he's *Knocked Out* (unconscious) and completely unable to act. However, he wakes up when he regains STUN. Characters regain lost STUN by taking *Recoveries*. For each Recovery taken, the character gets back his Recovery Characteristic (REC) worth of STUN and END.

If a character loses BODY, he's injured — he suffers burns, cuts, bleeding wounds, broken bones, and so forth. If he loses all of his BODY (down to 0 BODY), he begins to bleed to death. When he reaches his negative BODY (for example, -10 BODY for someone who normally has 10 BODY), he dies. Characters heal BODY damage at the rate of REC in BODY per month.



MHI RPG CHARACTER SHEET

Many gamers who play in MHI RPG games like to use the official character sheet to keep track of their characters. At the back of this book you'll find a character sheet for MHI RPG characters. (You can download a copy of the full character sheet at www.herogames.com if you want one.) Here's an example of what a filled-out sheet looks like; it depicts a Hunter named Lexa Duquesne.

PERMISSION TO PHOTOCOPY

You have the permission of Hero Games to make photocopies of the blank character sheet at the back of this book for your personal use.

Front Side

1. BASIC CHARACTER INFORMATION

The first part of the character sheet contains basic information about the character — his name and the name of the player. This part of the character sheet continues onto the back, where there's room to note the character's vital statistics (height, hair color, and so on) and information about the campaign the character plays in.

2. CHARACTERISTICS BLOCK

The next part of the character sheet lets you write down your character's Characteristics. You put the value (the character's rating in each Characteristic, such as 15 STR or 18 INT) in the "Val" column, and how many Character Points you spent on each Characteristic in the "Points" column. The "Base" column lists the rating the character starts with for free, and the "Cost" column summarizes how much additional points of each Characteristic cost. For example, Lexa has a 16 CON — 6 points above her base 10 CON. The cost for CON is 1 Character Point per point, so Jenn (Lexa's player) writes down 6 in the Points column. You can read more about Characteristics and their costs on pages 87-92. Some Characteristics also have a "Roll" column. You calculate each Characteristic's roll as $9 + (\text{CHAR}/5)$ or less; see page 88.

3. ATTACKS AND MANEUVERS BLOCK

The Attacks Block summarizes the Standard Combat Maneuvers and Firearms Combat Maneuvers (see page 201), and includes spaces for you to write down other maneuvers and attacks your character uses frequently (such as Martial Maneuvers he's bought, or his favorite guns). For example, Lexa writes down the basic information for her AR-10 and her STI Ranger II.

4. CURRENT STATUS BLOCK

At the top of the middle column there's a small box where you can keep track of your character's current END, BODY, and STUN during combat.

5. VITAL INFORMATION BLOCK

Right next to the Characteristics block is space to list some information about your character that you'll need to know frequently: his HTH Combat damage based on STR (plus how much he can lift, and the END cost for his STR); his Phases during the combat Turn (see page 194); his base Combat Values and the Combat Skill Levels he can apply to them; and the number of dice he can roll for a Presence Attack (see page 209). Lexa has SPD 4, so she's circled her four Phases in Segments 3, 6, 9, and 12; and she's listed her two Combat Skill Levels.

6. DEFENSES BLOCK

You also need to keep track of your character's defenses, and the Defenses Block lets you do that. In addition to listing total PD and ED and Resistant PD and ED (the same as you wrote in the Characteristics Block), it has space for more exotic defenses like Mental Defense and Power Defense, and three lines for any additional defenses or notes (if your character wears body armor, you should make note of that here).

7. SENSES BLOCK

A character's ability to perceive the world around him is often vital. You can list his Perception Roll (see page 193) and any unusual Senses he has here so you can easily reference them.

8. EXPERIENCE POINTS

As the campaign progresses, your character earns Experience Points (page 193) he can spend to improve his abilities and learn new ones. Write them down here, including not just the total but how many are spent and unspent. This block also has a line to list the Total Points your character's built on (see page 83). At the start of the game, that's how many points' worth of abilities he should have (unless he hasn't taken his full amount of Matching Complications, which would reduce his Total Points). After he earns and spends Experience Points, the total points spent on the character should be equal to or less than Total Points + Experience Points.





9. PORTRAIT AND NOTES

You can use this blank box to jot down a few notes about your character, or even draw a picture of him if you're artistically inclined.

10. MOVEMENT BLOCK

In this section you write down how your character moves so you can easily calculate Half

Moves and things like that. It includes the type of movement (such as Running, Swimming, and his horizontal and vertical Leap), and has room for additional movement abilities. The "Combat" column is for the character's meters of Combat Movement, while "Noncombat" is for his Noncombat Movement (usually two times the meters of movement he paid for, but sometimes more). (See page 87 regarding movement.) Lexa writes down Running 18m.

Back Side

11. SKILLS, PERKS, AND TALENTS BLOCK

If your character has purchased any Skills (page 92), Perks (page 102), or Talents (page 103), write them down here. The first column lists the Cost in Character Points, and the second the Name of the ability. If the ability has a roll (like most Skills), write it down in the third column.

For example, Lexa knows Stealth. She paid 3 Character Points for the Skill. That gives her a DEX-based roll, and since her DEX is 16, that means she has a 12- roll.

At the bottom of this block, make note of the total Character Points you've spent on Skills, Perks, and Talents.

12. POWERS, WEAPONS, AND EQUIPMENT BLOCKS

If your character has abilities built with Powers (page 105) — such as Spells — write them down here. You should also write down his standard equipment (weapons, body armor, and so on), here.

The first column, "Cost," is where you note the Character Point cost of the ability. (If it's something the character gets for free, like equipment, just leave this column blank.) The second column is the Name of the ability, if you want to give it one.

The "Powers" column is where you write down the game notation for the ability — the Powers, Advantages, and Limitations it's built with. Some complex powers may need more space; use multiple lines if necessary. If the ability costs Endurance (END), list it in the "END" column. (For guns and other equipment with Charges [page 137], you can list that here instead — just put a parentheses or brackets around the number to distinguish it from a normal END cost.)

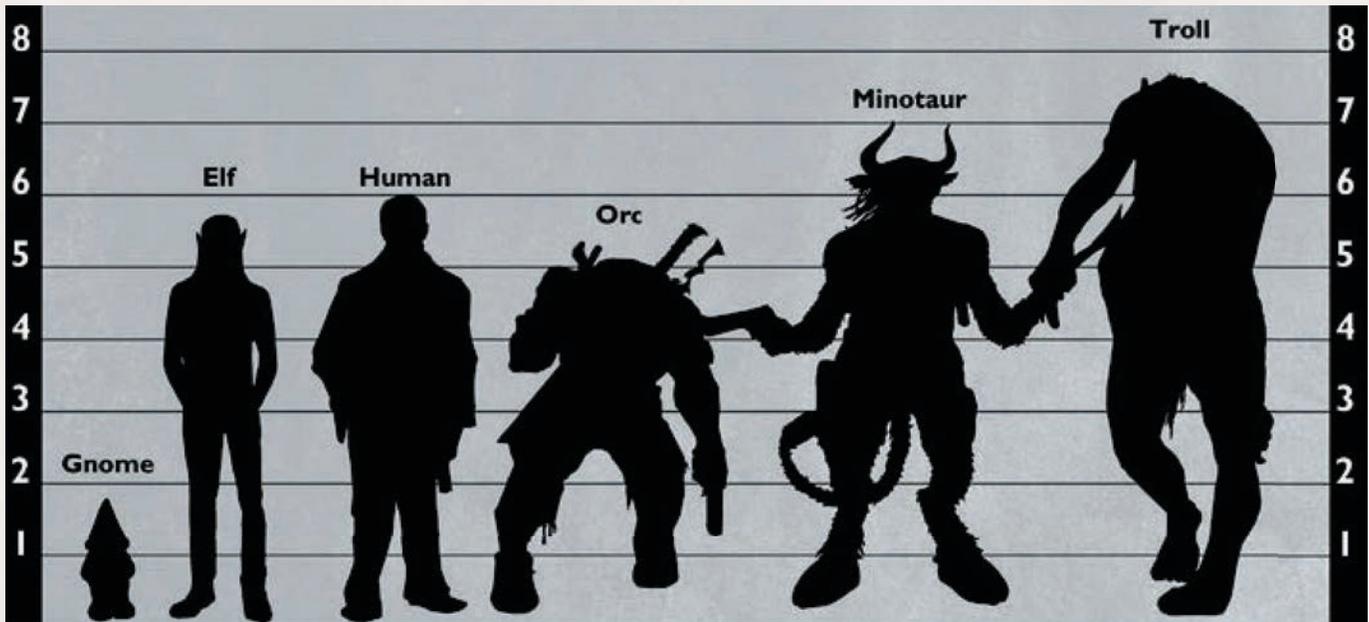
For example, Lexa writes down her extra Running and her Luck here. She also makes note of the full information on her guns (as opposed to the summary she included in the Attacks and Maneuvers Block).

At the bottom of this block, make note of the total Character Points you've spent on Powers and/or Equipment.

13. COMPLICATIONS BLOCK

Lastly, you need to make note of the Complications (page 188) your character has. The Value column contains the number of points you get from the Complication. Under "Complication," list the Complication itself by name and description, including any other information you consider relevant. If the Complication requires a roll of some sort, you can note that in the "Roll" column. At the bottom of this block, make note of how many Character Points you get from Complications.

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Character Name Lexa Duquesne
 Player Name _____

MONSTER HUNTER INTERNATIONAL

CHARACTERISTICS			
Val	Char	Points	Roll
12	STR	2	11-
16	DEX	12	12-
16	CON	6	12-
15	INT	5	12-
15	EGO	5	12-
15	PRE	5	12-
7	OCV	20	
7	DCV	20	
3	OMCV	0	
6	DMCV	9	
4	SPD	20	
6	PD	4	
6	ED	4	
8	REC	4	
40	END	4	
16	BODY	6	
40	STUN	10	
			Total Cost
			136

CURRENT STATUS		
	Maximum	Current
END	_____	_____
BODY	_____	_____
STUN	_____	_____

EXPERIENCE POINTS	
Total Points	_____
Total Experience Earned	_____
Experience Spent	_____
Experience Unspent	_____

VITAL INFORMATION	
HTH damage (STR/5)d6 <i>2d6 HTH damage [1]</i>	
Lift <u>133 kg</u> STR END Cost _____	
Phases 1 2 3 4 5 6 7 8 9 10 11 12	
Base OCV _____ Base DCV _____	
Base OMCV _____ Base DMCV _____	
Combat Skill Levels _____	

Presence Attack (PRE/5)d6 <u>3d6</u>	

HIT LOCATION CHART						
3d6 Roll	Location	STUN x	N STUN	BODY x	To Hit	Defense/Weight
3-5	Head	x5	x2	x2	-8	/
6	Hands	x1	x½	x½	-6	/
7-8	Arms	x2	x½	x½	-5	/
9	Shoulders	x3	x1	x1	-5	/
10-11	Chest	x3	x1	x1	-3	/
12	Stomach	x4	x1½	x1	-7	/
13	Vitals	x4	x1½	x2	-8	/
14	Thighs	x2	x1	x1	-4	/
15-16	Legs	x2	x½	x½	-6	/
17-18	Feet	x1	x½	x½	-8	/

Average Def _____
 DCV Modifier _____ Total Weight _____
 Armor Notes _____

ATTACKS & MANEUVERS				
Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 OCV vs R. Mod.
Disarm	½	-2	+0	Disarm, STR v. STR
Dodge	½	—	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab 2 limbs
Haymaker	½*	+0	-5	+4 DCs to attack
Move By	½†	-2	-2	STR/2 + w/10; you take 1/3
Move Through	½†	-w/10	-3	STR + w/6; you take ½ or full
Set	1	+1	+0	Ranged attacks only
Strike	½	+0	+0	STR or weapon
Maneuver Phase OCV DCV Effects				
Multifire	1	-2	-2	Increases firearm's DCs
Precise Autofire	1	var	½	Bonus to hit single target
Rapid Fire	1	-2/x	½	Shoot multiple times
Ricochet	½	var	+0	Hit protected target
Snap Shot	1	-1	+0	Duck behind cover
Strafe	½	-w/6	-2	Shoot while moving
Suppression Fire	1	-2	+0	Cover area with gunfire
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

DEFENSES	
Type	Amount/Effect
Normal PD	_____ 6
Resistant PD	_____ 0
Normal ED	_____ 6
Resistant ED	_____ 0
Body Armor	_____ 8 PD/8 ED
Mental Defense	_____
Power Defense	_____
Flash Defense	_____
_____	_____
_____	_____

COMBAT MODIFIERS	
Range Modifier	
Range (m) 0-8 9-16 17-32 33-64 65-125 126-250	
OCV mod -0 -2 -4 -6 -8 -10	
Behind Cover: by Hit Location, or -2 OCV for targets that are half hidden, -4 OCV when only the target's head and shoulders can be seen.	

SENSES	
Perception Roll (9+INT/5) <u>12-</u>	
Enhanced and Unusual Senses	

MOVEMENT		
Type	Combat	Noncombat
Run (12m)	_____ 18m	_____ 36m?
Swim (4m)	_____	_____
H. Leap (4m)	_____	_____
V. Leap (2m)	_____	_____
_____	_____	_____

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CHARACTER POINTS

The *HERO System* allows you to create precisely the type of MHI character you want to play. You construct your character with *Character Points*, which you use to “purchase” abilities and attributes for him.

STARTING CHARACTER POINTS

At the start of the campaign, you receive *200 Character Points* to build your character with. (That’s the total amount of Character Points you build your character with; to get more your character has to earn Experience Points.) In an MHI campaign, the characters are extremely skilled and capable individuals, but in most cases are still “normal” humans. They can always buy Characteristics, Skills, and Perks. They can usually buy Talents, and can usually buy Powers to simulate some of the things they can do (such as the ability to run faster, leap further, or punch harder). But unless the GM allows a character to be a monster (the way Earl Harbinger is a werewolf) or to know how to cast spells, a PC cannot buy overt superhuman abilities, like the power to walk through walls or teleport.

MHI RPG characters do *not* have to pay Character Points for ordinary equipment like guns, cameras, handguns, radios, gas masks, and the like. They get that sort of gear by paying money in the context of the game, having it issued to them by their superiors, building it using their own Skills, and so forth. The one exception to this is if a character wants a particularly noteworthy or special piece of equipment, like Owen Pitt’s shotgun Abomination; in that case he has to spend Character Points on it.

COMPLICATIONS

Additionally, your character must choose *50 points’* worth of *Complications*. Complications (see page 188) are disadvantages, hindrances, flaws, and difficulties that affect a character, such as being afraid of fire or having a dedicated enemy. They allow you to develop your character’s background, provide ways for the GM to work him into adventures (“plot hooks”), and give the character a chance to show what it means to be a hero by overcoming personal obstacles. Some of your character’s Complications will come from his MHI Template (see below), since belonging to MHI comes with some drawbacks of its own, but the rest will be personal to your character.

If your character doesn’t take the full 50 points’ worth of Complications, reduce the total points he can use to build his character by an amount equal to the shortfall.

Restrictions On Spending Points

The *HERO System* doesn’t establish any restrictions on what you can spend Character Points on. If you want to spend most of them on Characteristics and just a few on Skills, you can; if you want to buy a lot of Powers for your character but leave him with more or less ordinary Characteristics, you can. Establishing artificial restrictions would make it harder for you to build the character *you* want, and that’s contrary to the spirit of the *HERO System*.

What this means is that it’s your responsibility to learn about the different things you can spend points on — Skills, Powers, Talents, and so on. Unless you know what’s available to buy, you’re going to have a little trouble creating the character you want. But it’s not difficult to gain enough familiarity with the *HERO System* to start the character creation process. Just skim over pages 87 to 143 to learn what the different game elements and options are, then come up with an idea for a character and focus in on the elements most appropriate for it. For example, if you want to create a burly Hunter who’s strong, tough, and good with his fists but not yet very skilled with guns, you need to pay close attention to things like Characteristics and perhaps Martial Arts. As you expand your character concept and create other characters, you can study other game elements more closely and learn about them.

What Not To Spend Points On

Just because characters buy their abilities with Character Points doesn’t necessarily mean that *everything* in the game has to cost Character Points. It’s often as important for the GM to think about what the characters *shouldn’t* spend points on as what they should spend points on.

In the *HERO System*, Character Points are a way to make sure that all Player Characters are designed in a reasonably fair manner, and that each one is roughly equal in power and competence to the others. That means PCs should spend Character Points on anything that’s likely to have an effect during the game. This includes Characteristics, Martial Arts and other combat abilities, Skills and powers they use during their adventures, and so forth.

But the corollary to that is, if a character wants an ability that’s *not* likely to have any effect during the game, there’s no reason for the GM to make him spend Character Points on it — he should just get it “for free.” For example, suppose that a character wants to be an expert on Italian literature. In *HERO System* terms, that would be a Knowledge Skill: Italian Literature. Unless the GM has a lot of adventures planned that involve interpreting Dante’s *Divine Comedy* or Boccaccio’s *Decameron*, KS: Italian Literature isn’t of any use in the game — it’s just “flavor” to help make a character distinctive and define his background a little. There’s no reason for the character to have to spend even a single Character Point on it, so the GM should just let the character write down KS: Italian Literature 14- on his character sheet for no cost.

For example, look at Trip Jones’s character sheet on page 42. He has KS: Fantasy Novels And Worlds. He has to pay Character Points from that because his knowledge of Fantasy literature might come into play at some point — for example, he might have learned something about a monster from a book that turns out to be true and helps him defeat that monster. But Trip’s also a football fan (and former player). He doesn’t have to pay for KS: Football because the odds of that affecting game play are remote. You can just assume he has KS: Football 11- as part of his background.

Of course, the GM has the final say on what characters do and do not have to spend Character Points on, but in most games, characters generally don’t have to spend Character Points on:

1. Anything the GM agrees probably won’t ever have an affect on the game (like the aforementioned KS: Italian Literature).





2. Anything the GM wants to use to get the PCs involved in a single adventure, such as a kindly professor who's "an old friend" of one of the heroes.
3. Characters get Everyman Skills (page 94) for free.
4. As mentioned above, characters get ordinary equipment for free. But there's a trade-off for getting free equipment: free mundane gear can be taken away from a PC at any time. It can be lost, stolen, destroyed, dropped down a sewer grating, or the like. On the other hand, equipment a character pays Character Points for is harder to "lose" (though certainly not impossible), and even when "lost" can usually be recovered eventually. See page 144 for more information.

TEMPLATES

A *Template* is a framework for building a character. It contains the set of Characteristics, Skills, Complications, restrictions, and bonuses a character would acquire from membership in an organization, profession, or race. Or it could represent the minimum requirements necessary to belong to one of those groups.

In an MHI RPG campaign, there are two types of Templates for characters to consider:

1. The MHI Template, which represents the skills and abilities learned during MHI training that are considered the minimum necessary to hunt monsters. **All Player Characters in an MHI RPG campaign must buy the MHI Template unless the GM says otherwise.** This costs 44 of their starting 200 Character Points, but also provides them with 30 points' worth of their required 50 points' worth of Complications.

(If the GM wants to run a campaign where the players are MCB agents, there's a Template for that in Part Three of this book. He can also come up with his own Templates for other professions and campaign types if he wants.)

2. Racial Templates for Elves, Gnomes, Minotaurs, Orcs, and Trolls. If a player wants to play a character who's a member of one of these species, and the GM permits that, the character **must** buy the Template for that species.

THE MHI TEMPLATE

The MHI Template includes all the abilities a character has to have before he can graduate from MHI training and be assigned to a regional team. It covers the physical fitness requirements, firearms training, and classroom instruction about monsters.

It also include 30 points' worth of Complications (so that you only need to choose another 20 points of them to fulfill your character's requirement of 50 points' worth). The first is that MHI's Hunters are Watched by the MCB. This won't affect them every adventure, but Hunters can be sure that, one way or another, the government's keeping tabs on them. Second, MHI Hunters are subject to the orders given by their higher-ups in the company, such as their team leader or Earl Harbinger. In a profession where you can be commanded to go fight a vampire, this can be a real drawback.

MHI TEMPLATE

Cost	Ability
4	+2 DEX
3	+3 PRE
5	+1 OCV
5	+1 DCV
10	+1 SPD
2	+2 PD
2	+2 ED
2	+2 REC
2	+10 END
2	KS: MHI 11-
2	KS: Monsters 11-
2	WF: Small Arms
3	Fringe Benefits: Weapon Permit; Concealed Weapon Permit

Cost	Equipment
N/A	AR-10 assault rifle or equivalent
N/A	STI Ranger II .45 ACP handgun or equivalent
N/A	Remington 870 shotgun or equivalent
N/A	KRISS Vector submachine gun or equivalent
N/A	MHI Body Armor (see page 162)
N/A	MHI Earplugs (see page 164)

Total Cost Of Template Abilities And Equipment: 44

Value	Complications
10	Hunted: MCB (Infrequently, Mo Pow, NCI, Watching)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Value Of Template Complications: 30

RACIAL TEMPLATES

For more information on the species these Templates represent, ask the GM for permission to read the descriptions of them in Part Three of this book. If a character gets the same ability from the MHI Template and his Racial Template, he should discard one of them and spend those Character Points on something else.

Note that the Minotaur Template costs more than a character's starting Character Points, primarily due to the many defensive abilities minotaurs have. Therefore a player must get the GM's permission to play a minotaur, and may be required to spend all of the Experience Points he earns early in the campaign to pay for the extra cost before he can buy any other abilities.





PLAYING A LYCANTHROPE

There's no Template presented here for playing a lycanthrope, even though two characters in the MHI novels (Earl Harbinger and Heather Kerkonen) are both protagonists and werewolves. This is because a lycanthrope is very expensive (it spends three-quarters of a character's starting points just on Characteristics) and they're so powerful that having one as a PC could cause problems. The GM can allow a lycanthrope as a starting PC by adapting the character sheet for them in Part Three to a Template (the same applies to characters who get infected with lycanthropy during the campaign), but this is not recommended. Not everything that works well in a novel necessarily works well in a roleplaying game, after all.

ELF TEMPLATE

Cost	Ability
10	+5 DEX
3	+3 PRE
3	+1 DMCV
10	+1 SPD
1	+5 END
2	<i>Elven Ears</i> : +2 to PER Rolls with Normal Hearing
5	<i>Magic Sense</i> : Detect Magic (Sight Group) (INT Roll)
3	<i>Elven Longevity</i> : Life Support (Longevity: 800-year lifespan)
2	Language: one human language of choice (Elven is Native)
3	Stealth
2	WF: Small Arms

Total Cost Of Template Abilities: 44

Value	Complications
10	Distinctive Features: elf (Easily Concealed, Causes Major Reaction)
15	Psychological Complication: Hatred/Fear Of Orcs (Common, Strong)

Total Value Of Template Complications: 25

GNOME TEMPLATE

Cost	Ability
6	+3 DEX
3	+3 CON
3	+3 PRE
5	+1 OCV
25	+5 DCV
10	+1 SPD
4	+4 PD
1	+1 REC
1	+5 END
5	+5 BODY
3	+6 STUN
30	<i>Vanishing</i> : Teleportation 30m
20	<i>Vanishing</i> : Invisibility to Sight Group, No Fringe; Requires A Stealth Roll (-½)
2	<i>Good Nose</i> : +2 to PER Rolls with Normal Smell
11	Stealth (DEX Roll +4)
2	WF: Small Arms

Total Cost Of Template Abilities: 131

Value	Complications
10	Distinctive Features: gnome (Easily Concealed, Causes Major Reaction)
15	Physical Complication: Diminutive (.5m; +12m KB) (Frequently, Slightly Impairing)
10	Psychological Complication: Distrustful Of "Talls," Resents Height References (Common, Moderate)

Total Value Of Template Complications: 35





MINOTAUR TEMPLATE

Cost	Ability
13	+13 STR
15	+15 CON
10	+10 PRE
10	+2 OCV
5	+1 DCV
10	+1 SPD
10	+10 PD
6	+6 ED
6	+6 REC
6	+30 END
8	+8 BODY
11	+22 STUN
15	<i>Horns</i> : HKA 1d6
2	<i>Bellow</i> : +5 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must bellow; -¼)
10	<i>Bullman's Leathery Hide</i> : Resistant (+½) for 12 PD/8 ED
90	<i>Bullman's Leathery Hide</i> : Damage Negation (-12 DCs Physical, -6 DCs Energy)
2	<i>Heavy</i> : Knockback Resistance -2m
8	<i>Long Legs</i> : Running +8m
6	<i>Minotaur's Senses</i> : +2 PER with all Sense Groups
5	<i>Minotaur's Eyes</i> : Nightvision
10	<i>Keen Nose</i> : Tracking Smell
8	+1 HTH
6	+2 with Move By, Move Through, and Strike
3	Stealth 11-

Total Cost Of Template Abilities: 275

Value	Complications
15	Distinctive Features: minotaur (Concealable With Difficulty, Causes Major Reaction)
15	Enraged: Berserk in combat or when injured (Very Common), go 8-, recover 14-
10	Psychological Complication: Short-Tempered (Common, Moderate)

Total Value Of Template Complications: 40

ORC TEMPLATE

Cost	Ability
2	+2 STR
4	+2 DEX
3	+3 CON
5	+1 OCV
5	+1 DCV
10	+1 SPD
3	+3 PD
2	+2 ED
2	+2 REC
1	+5 END
3	+3 BODY
3	+6 STUN
40	<i>Life Gift</i> (may cost more or less than this; see page 286)
15	<i>Fangs</i> : HKA ½d6 (1d6+1 with STR), Reduced Endurance (0 END; +½)
1	<i>Orcish Hide</i> : Resistant (+½) for 1 PD/1 ED
5	<i>Orcish Eyes</i> : Nightvision
3	<i>Orcish Senses</i> : +1 PER with all Sense Groups
3	Stealth
4	WF: Common Melee Weapons, Small Arms

Total Cost Of Template Abilities: 114

Value	Complications
10	Distinctive Features: orc (Easily Concealed, Causes Major Reaction)
15	Psychological Complication: Hatred Of Elves (Common, Strong)

Total Value Of Template Complications: 25





TROLL TEMPLATE

Cost	Ability
15	+15 STR
6	+3 DEX
8	+8 CON
5	+5 PRE
5	+1 OCV
5	+1 DCV
20	+2 SPD
6	+6 PD
4	+4 ED
4	+4 REC
4	+20 END
5	+5 BODY
8	+16 STUN
15	Claws: HKA 1d6
4	Trollish Resilience: Resistant (+½) for 4 PD/4 ED
25	Trollish Resilience: Damage Negation (-5 DCs Physical)
21	Trollish Regeneration: Regeneration (2 BODY per Turn); Does Not Work Against Fire Damage (-½)
3	Long Legs: Running +3m (15m total)
3	Computer Programming

Total Cost Of Template Abilities: 166

Value	Complications
10	Distinctive Features: troll (Easily Concealed, Causes Major Reaction)
20	Vulnerability: 2 x BODY from Fire (Common)

Total Value Of Template Complications: 30

CHARACTERISTICS

A set of *Characteristics* representing natural attributes (such as physical strength, intellect, and willpower) describes every character. Each Characteristic has a numerical value — a rating indicating how the character compares to other characters, whether he's better or worse. The higher a Characteristic, the better a character is at whatever that Characteristic represents. For example, a character with Strength 20 is stronger than one with Strength 15.

The Characteristics Table lists the seventeen Characteristics, their Base Value (the value that every character starts with for free), the cost to increase them, and a brief description of what each Characteristic does.

Movement

All characters can Run up to 12m in a Phase, Swim up to 4m, and Leap up to 4m forward. Characters can increase these rates of movement by buying the appropriate Movement Power (Running, Swimming, or Leaping), as indicated in the Movement Table.

MOVEMENT TABLE

Base Value	Movement Mode	Cost
12m	Running	1 Character Point per +1m
4m	Swimming	1 Character Point per +2m
4m	Leaping	1 Character Point per +2m

EXPLANATION OF CHARACTERISTICS

The following descriptions give some idea of the use and effects of each Characteristic in the game.

STRENGTH (STR)

Strength represents the character's raw physical power: how much damage he does in HTH Combat; how much he can lift, carry, and throw; and so forth. The Strength Table indicates the effects of various levels of STR; as you can see, every +5 STR adds +1d6 to the character's HTH damage and doubles his lifting capacity.

STR costs Endurance to use — 1 END per 10 points of STR. See page 109 for more information about spending END.

STR has a Base Value of 10; each additional +1 point of STR costs 1 Character Point.



STRENGTH TABLE

Strength	Lift (kg)	Damage	Example
0	0	—	—
1	08.0	—	Most HTH Combat weapons, most guns, shotput
2	16.0	—	Tavern bench
3	25.0	½d6	Full suitcase, TV set, bicycle
4	38.0	½d6	Small refrigerator, plate armor
5	50.0	1d6	Adolescent human, recliner
8	75.0	1½d6	Brass bed, washing machine
10	100.0	2d6	Adult human
13	150.0	2½d6	Refrigerator
15	200.0	3d6	Two men, piano, motorcycle, boar
18	300.0	3½d6	Medium floor safe
20	400.0	4d6	Chariot, grizzly bear
23	600.0	4½d6	Sailboat, cow, horse
25	800.00	5d6	Sportscar, horse and rider
28	1,200.0	5½d6	Medium missile
30	1,600.0	6d6	Small car, large missile
35	3,200.0	7d6	Truck, limousine
40	6,400.0	8d6	Small jet, large elephant
45	12.5 tons	9d6	Jetfighter, subway car
50	25.0 tons	10d6	Frigate, small standing stone
55	50.0 tons	11d6	Bulldozer, main battle tank
60	100.0 tons	12d6	Space Shuttle, blue whale

Lift: The maximum amount of weight the character can usually just manage to lift off the ground, stagger with for a step or two, then drop, in kilograms (1 kg = 2.2 pounds). This assumes a solid lifting surface.

Damage: Normal Damage in HTH Combat

CHARACTERISTIC ROLLS

In some situations, it may not be clear whether a character can perform a particular action. For example, Lexa falls out of a building and tries to grab a ledge as she passes it — will she succeed? In this sort of situation, where no Skill applies, the GM can ask a character to make a *Characteristic Roll* based on the most relevant Characteristic (DEX, in this case). Characteristic Rolls equal 9 plus the Characteristic divided by 5:

9 + (Characteristic/5)

Thus, a DEX Roll is 9 + (DEX/5) or less. Lexa (DEX 15) has a DEX Roll of 12- (9+(15/5)). She grabs the ledge if she rolls 12 or less on 3d6.

Don't use Characteristic Rolls too much, since they can slow down play and may rob the player of control over his character.

THROWING TABLE

Extra Strength	Standing Throw	Extra Strength	Standing Throw
0	0m	1	1m
2	1.5m	3	2m
4	3m	5	4m
6	5m	7	5.5m
8	6m	9	7m
10	8m	11	9m
12	9.5m	13	10m
14	11m	15	12m
16	13m	17	13.5m
18	14m	19	15m
20	16m	23	18m
25	20m	28	22m
30	24m	35	28m
40	32m	45	36m
50	40m	55	44m
60	48m	65	52m
70	56m	75	60m
80	64m	85	68m
90	72m	95	76m
100	80m		

Lightweight Objects: The Strength Table puts all objects that weigh 8 kg or less into the STR 1 category. To allow characters to Throw lightweight objects long distances, for every halving of the weight (4kg, 2kg, 1 kg, 0.5kg, and so on) add +5 to the character's STR for purposes of determining how far he can Throw the object. This only affects Throw distance, not damage.

DEXTERITY (DEX)

Dexterity represents a character's agility and reaction time. Many important Skills are DEX-based. DEX has a Base Value of 10; each +1 point of DEX costs 2 Character Points.

CONSTITUTION (CON)

Constitution represents a character's health and hardiness. A character's CON determines how easily he's Stunned in combat. CON has a Base Value of 10; each +1 point of CON costs 1 Character Point.

INTELLIGENCE (INT)

Intelligence represents a character's intellect, memory, reasoning, perceptiveness, ability to take in and process information quickly, and general "thinking power." It doesn't necessarily reflect knowledge or lack thereof (a character could be ignorant or a genius, but still have an INT of 10). INT serves as the basis for Perception Rolls (a specific type of INT Roll) and many important Skills. INT has a Base Value of 10; each +1 point of INT costs 1 Character Point.



EGO (EGO)

Ego represents a character's mental strength and strength of will. EGO helps a character when he undergoes a test of willpower or faith, resists interrogation or Mental Powers, or tries to overcome his Psychological Complications. EGO has a Base Value of 10; each +1 point of EGO costs 1 Character Point.

PRESENCE (PRE)

Presence represents the character's forcefulness, charisma, bravery, and leadership qualities — in short, his impressiveness. PRE allows characters to impress or awe others and to resist the effects of other characters' high PRE. (See *Presence Attacks*, page 209.) PRE has a Base Value of 10; each +1 point of PRE costs 1 Character Point.

OFFENSIVE COMBAT VALUE (OCV)

Offensive Combat Value represents a character's general accuracy in combat. It's used to make Attack Rolls, but does not have a Characteristic Roll. OCV has a Base Value of 3; each +1 point of OCV costs 5 Character Points.

See page 198 regarding OCV modifiers.

DEFENSIVE COMBAT VALUE (DCV)

Defensive Combat Value represents how difficult it is to hit a character in combat. It factors into Attack Rolls made against him, but does not have a Characteristic Roll. DCV has a Base Value of 3; each +1 point of DCV costs 5 Character Points.

See pages 198-99 regarding DCV modifiers.

CHARACTERISTICS TABLE

Base Characteristic	Value	Cost	Description
Strength (STR)	10	1 Character Point per +1 STR	Indicates a character's lifting capacity and base HTH damage
Dexterity (DEX)	10	2 Character Points per +1 DEX	Determines who acts first in combat and provides DEX-based Skill Rolls
Constitution (CON)	10	1 Character Point per +1 CON	Determines if a character is Stunned in combat and provides CON Rolls
Intelligence (INT)	10	1 Character Point per +1 INT	Provides Perception Rolls and INT-based Skill Rolls
Ego (EGO)	10	1 Character Point per +1 EGO	Determines character's resistance to most Mental Powers, provides EGO Rolls
Presence (PRE)	10	1 Character Point per +1 PRE	Allows character to make Presence Attacks, provides PRE-based Skill Rolls
Offensive Combat Value (OCV)	3	5 Character Points per +1 OCV	Indicates the character's accuracy in combat
Defensive Combat Value (DCV)	3	5 Character Points per +1 DCV	Indicates how hard it is to hit the character in combat
Offensive Mental Combat Value (OMCV)	3	3 Character Points per +1 OMCV	Indicates the character's accuracy in Mental combat
Defensive Mental Combat Value (DMCV)	3	3 Character Points per +1 DMCV	Indicates how hard it is to hit the character in Mental combat
Speed (SPD)	2	10 Character Points per +1 SPD	Determines how frequently the character gets to act in each Turn of combat
Physical Defense (PD)	2	1 Character Point per +1 PD	Protects the character from Physical attacks (such as punches and clubs)
Energy Defense (ED)	2	1 Character Point per +1 ED	Protects the character from Energy attacks (such as fire and lasers)
Recovery (REC)	4	1 Character Point per +1 REC	Indicates how quickly the character recovers from being Knocked Out or injured
Endurance (END)	20	1 Character Point per +5 END	The "personal energy" that "fuels" many abilities and powers
Body (BODY)	10	1 Character Point per +1 BODY	Indicates how hard it is to kill the character
Stun (STUN)	20	1 Character Point per +2 STUN	Indicates how hard it is to Knock Out the character





OFFENSIVE MENTAL COMBAT VALUE (OMCV)

Offensive Mental Combat Value represents a character's general accuracy in Mental Combat. It's used to make Mental Attack Rolls, but does not have a Characteristic Roll. OMCV has a Base Value of 3; each +1 point of OMCV costs 3 Character Points.

DEFENSIVE MENTAL COMBAT VALUE (DMCV)

Defensive Mental Combat Value represents how difficult it is to hit a character in Mental Combat. It factors into Mental Attack Rolls made against him, but does not have a Characteristic Roll. DMCV has a Base Value of 3; each +1 point of DMCV costs 3 Character Points.

SPEED (SPD)

Speed represents how many Phases a character has in a Turn, and when they occur (see page 194). SPD has a Base Value of 2; each +1 point of SPD costs 10 Character Points.

PHYSICAL DEFENSE (PD)

Physical Defense represents a character's ability to withstand damage from physical attacks, such as punches. PD has a Base Value of 2; each +1 point of PD costs 1 Character Point.

ENERGY DEFENSE (ED)

Energy Defense represents a character's ability to withstand damage from energy attacks, such as electricity or fire. ED has a Base Value of 2; each +1 point of ED costs 1 Character Point.

RECOVERY (REC)

Recovery represents how fast a character recovers from being exhausted or Knocked Out; it also allows a character to heal more quickly. REC has a Base Value of 4; each +1 point of REC costs 1 Character Point.

ENDURANCE (END)

Endurance represents the energy a character expends to act, exert himself, and use his abilities. A character who uses a Power, moves, or uses STR expends END (unless the GM chooses to ignore this rule in the interest of faster game play; see page 109). END has a Base Value of 20; each +5 points of END (or fraction thereof) costs 1 Character Point.

BODY (BODY)

Body represents how much damage a character can take before dying. BODY has a Base Value of 10; each +1 point of BODY costs 1 Character Point.

STUN (STUN)

Stun represents how much damage a character can take before being Knocked Out. STUN has a Base Value of 20; each +2 points of STUN (or fraction thereof) costs 1 Character Point.

CHARACTERISTICS COMPARISON TABLE

Char	Weak	Challenged	Average	Skilled	Competent	Legendary	Superhuman
STR	1-2	3-5	6-10	11-13	14-20	21-30	31+
DEX	1-2	3-5	6-10	11-13	14-20	21-30	31+
CON	1-2	3-5	6-10	11-13	14-20	21-30	31+
INT	1-2	3-5	6-10	11-13	14-20	21-50	51+
EGO	1-2	3-5	6-10	11-13	14-20	21-50	51+
PRE	1-2	3-5	6-10	11-13	14-20	21-50	51+
OCV/DCV	1-2	1-2	2-3	3-4	5-7	8-10	11+
OMCV/DMCV	1-2	1-2	2-3	3-4	5-7	8-10	11+
SPD	1	1-2	1-2	2-3	4-5	6-7	8+
PD, ED	0-1	1-2	3-4	5-6	7-10	11-15	16+
REC	1	1-2	2-4	5-6	7-10	11-13	14+
END	2-4	6-10	11-20	21-26	27-40	41-60	61+
BODY	1-2	3-5	6-10	11-13	14-20	21-30	31+
STUN	3-4	7-11	12-20	21-27	28-40	41-60	61+
Running	1-2m	3-6m	7-12m	13-16m	17-20m	21-26m	27m+
Leaping	0m	1-2m	3-4m	5-6m	7-10m	11-22m	23m+
Swimming	0m	1-2m	30m	5-6m	7-10m	11-18m	19m+





Characteristic	Weak	Challenged	Average	Skilled	Competent	Legendary	Superhuman
STR	Infant	Child Elderly person	Average person	Orc Typical weight- lifter	Doppelganger Olympic-class weight-lifter Vampire Werewolf Zombie	Gorilla Horse Luska Minotaur Ogre Shoggoth Troll Wight	Gargoyle Kraken Master vampire Oni
DEX	Infant	Child, elderly person	Average person	Chupacabra Cop Gnome Martial artist Orc Pickpocket Soldier	Doppelganger Elf Elite soldier Gargoyle Shoggoth Skilled martial artist Sleight of hand artist Vampire Werewolf	Elite martial artist Master vampire	
CON	Infant	Child, elderly person	Average person	Deep One Monster hunter Soldier	Blood fiend Elite soldier Horse Troll Vampire Werewolf Wolf	Rasputin Elephant Master vampire Minotaur Ogre Oni Rhinoceros Wight	Whale
INT	Infant	Imbecile	Average person	Elite soldier Monster hunter	Doppelganger Albert Einstein Vampire	Sherlock Holmes Lich Master vampire	Super-computer
EGO	Infant	Weak-willed person, many insane people	Average person	Elite soldier Monster hunter	Lich Person with psychic powers Sorcerer Vampire	Master vampire Powerful sorcerer	
PRE	Infant	Coward	Average person	Monster hunter Televangelist Wolf	Julius Caesar Werewolf	Siren Vampire	Master vampire
OCV	Infant	Child, elderly person	Average person	Cop Monster hunter Soldier	Doppelganger Elite soldier Gargoyle Luska Oni Vampire Werewolf	Master vampire Annie Oakley William Tell	
SPD	Small child Elderly person	Child	Average person Zombie	Chupacabra Cop Doppelganger Elf Monster hunter Orc Soldier	Elite soldier Kraken Oni Shoggoth Skilled monster hunter Troll Werewolf	Vampire	Adam Conover Earl Harbinger Master vampire
BODY	Infant	Child, elderly person	Average person	Monster hunter Pro football player	Rasputin Minotaur Ogre Oni Shoggoth Vampire Werewolf	Elephant Luska Master vampire Rhinoceros	Whale



OTHER CHARACTERISTICS RULES

The following additional rules and guidelines apply to Characteristics.

REDUCING CHARACTERISTICS

Characters may reduce (or “sell back”) Characteristics (or forms of movement) below their Base Values. The points gained are the same as the price for raising the Characteristic by a corresponding amount.

Example: *Larry wants his character to be less healthy than normal — in game terms, to start the campaign with a Constitution of 7 instead of 10. If he decides to do this, he gains the Character Points appropriate to the loss. Since his character lost 3 points of CON, and CON is worth 1 Character Point per point, the character gains 3 Character Points to buy other Characteristics or Skills. However, Larry’s character is rather frail.*

A character may sell back as many Characteristics as he wants, but may not sell them back to 0 unless the GM specifically permits him too (*i.e.*, 1 is the minimum for Characteristics for this purpose).

Characteristics Comparisons

For purposes of analyzing characters and their Characteristics, MHI RPG campaigns use seven categories: Weak, Challenged, Average, Skilled, Competent, Legendary, and Superhuman.

Characteristics in the *Weak* range usually represent infants, extremely aged people, persons afflicted with terrible diseases, and the like. *Challenged* is one step up from that; it represents some children and elderly people, persons suffering from illnesses or handicaps, and so on.

Average is just that — the range of Characteristics for the typical people encountered during the game, from active children to healthy senior citizens. The normal people characters interact with during the game tend to have Characteristics of about 5-8; heroes start with 10s because they’re exceptional persons, destined for greatness.

One step up from *Average* is *Skilled*. Characteristics within the *Skilled* range can still represent more or less normal persons without any special training or benefits. For example, many ordinary people have *Skilled*-range STR from exercising, INT, EGO, or PRE due to genetics and personality, and so forth. But the *Skilled* level also represents the average athlete, police officer, soldier, or monster hunter who has some specialized training.

Once you get into the *Competent* range, things become a little different. Normal people can sometimes edge into *Competent*, but usually *Competent*-level Characteristics result from intensive training, truly rare genetic gifts, or the like. This would include many Olympic athletes, elite soldiers/hunters/law enforcement officers, and so forth. Many Player Characters have a majority of their Characteristics in this range or higher — that’s one of the things that makes them heroes.

Beyond *Competent* is *Legendary*. Few humans reach this lofty plateau; generally speaking, ordinary people can *never* attain it. Only truly exceptional individuals (heroes and villains, in other words) and monsters have *Legendary* Characteristics. The upper limit of *Legendary* is the upper limit of normal human attainment.

At the pinnacle is *Superhuman*. A character cannot have even a single Characteristic in this range unless he’s not human or uses magic. Most of the beings that have *Superhuman*-level Characteristics are large or especially dangerous monsters.

SKILLS

Skills are abilities characters have learned or are trained to perform. Examples of Skills include lockpicking, piloting, knowing all about politics, and fencing. This section describes the different Skills available in the *HERO System*, their point cost, and how Skills affect the game.

SKILL ROLL TABLE

Characteristic Value	Skill Roll	Description
N/A	8-	<i>A Familiarity</i> — very basic knowledge. This costs 1 Character Point, and characters cannot apply Skill Levels to the roll.
2 or less	9-	
3, 4, 5, 6, 7	10-	<i>A Proficiency</i> with a Skill. This costs 2 Character Points, and characters cannot apply Skill Levels to the roll.
8, 9, 10, 11, 12	11-	<i>Competent</i> : The character can perform routine tasks easily, and difficult tasks with a little effort. Character is qualified to get a job using the Skill.
13, 14, 15, 16, 17	12-	<i>Skilled</i> : The character is well-versed in the Skill; he can perform even difficult tasks without too much effort. Character is qualified to manage or assist less-skilled workers as they use the Skill.
18, 19, 20, 21, 22	13-	
23, 24, 25, 26, 27	14-	<i>Very Skilled</i> : The character is a master with the Skill. He can perform more difficult or unusual tasks without too much trouble.
28, 29, 30, 31, 32	15-	
33, 34, 35, 36, 37	16-	<i>Highly Skilled</i> : The character is one of the very best people in the world with that Skill. He often works on cutting-edge applications of the Skill.
38, 39, 40, 41, 42	17-	
43, 44, 45, 46, 47	18-	<i>Extremely Skilled</i> : The character is one of the greatest masters of the Skill in history. He develops new uses for the Skill and “pushes the envelope” of what it can do.
48, 49, 50, 51, 52	19-	
53, 54, 55, 56, 57	20-	<i>Incredibly Skilled</i> : The character amazes even other skilled practitioners. He’s perhaps the greatest master of the Skill in history.
...and so on.		

Characters can also improve a Skill Roll by paying more Character Points for the Skill, as listed in the text. Having a high Characteristic isn’t the only way to get a high Skill roll.



BUYING SKILLS

A character learns a Skill by paying the Character Point cost listed (usually 3 points). Once a character buys a Skill, he may use it as much as he wants without paying more points. However, improving his ability with a Skill costs more Character Points.

The *HERO System* groups Skills into five categories for ease of reference when creating characters. The categories are: Agility Skills; Background Skills; Combat Skills; Intellect Skills; and Interaction Skills. For the MHI RPG there are two Skills, *Faith* and *Magic*, that belongs to their own category, Willpower Skills. Characters may have Skills from any or all categories.

SKILL ROLLS

Most Skills are rated with a number which indicates how well the character knows the Skill — the higher the number, the better he is at the Skill. In general, a character with an 11- is fairly good at a Skill, while any Skill of 14- or more is remarkable.

The base Skill Roll for most Intellect, Agility, Interaction, and Willpower Skills, and some Background Skills, is calculated by the following formula:

$$\text{Skill Roll} = 9 + (\text{Characteristic}/5) \text{ or less}$$

Thus, the base Skill Roll for an Intellect Skill is $9 + (\text{INT}/5)$ or less (round in favor of the character). The Skill Roll Table lists the rolls for Skills based on different Characteristic values.

Most Background Skills have a base 11- roll. Some Skills, such as Martial Arts, Transport Familiarity, and Weapon Familiarity, don't involve a roll at all.

Improving the Skill Roll for standard Characteristic-Based Skills by +1 costs 2 Character Points. Background and Combat Skills have different costs, explained in their individual descriptions. Characters can also improve Skill Rolls by purchasing Skill Levels (see page 101).

USING SKILLS

The following rules pertain to the use of Skills generally. The Skills' individual descriptions may have additional rules.

SUCCESS AND FAILURE

Characters make Skill Rolls using 3d6.

If a character rolls *less than or equal to* his Skill Roll, taking all modifiers into account, he has succeeded. The more he makes the roll by, the greater his degree of success.

If character rolls greater than his Skill Roll, taking all modifiers into account, he has failed. This means he can't perform the chosen action or receives no benefit from the Skill until the situation changes in his favor — in other words, until he somehow gets at least a +1 modifier to the Skill Roll. Obtaining a +1 to a Skill Roll can be as simple as taking more time (see *Taking Extra Time*).

SKILL MODIFIERS TABLE

The GM can apply the following general modifiers to Skill Rolls, based on the situation.

Modifier	Circumstance
+3 to +5	Routine
+1 to +3	Easy
-1 to -3	Difficult
-3 to -5	Extremely Difficult
-5 or more	Sheer Folly
See text	Preparing for extra time
+1 to +3	Character has extensive knowledge of the object of the Skill Roll
+1 to +3	Character roleplays the use of the Skill well
+1 to +3	Character uses good equipment in connection with the Skill Roll
+1 to +3	Excellent conditions for performing the Skill
-1 to -5	Poor conditions for performing the Skill
-1 to -5	Extremely strange or weird object to perform the Skill on
-1 to -5	Character uses poor equipment, or lacks the proper equipment (if appropriate)
-1 to -3	Combat conditions, for Skills not normally used in combat

Bonuses And Penalties

In the *HERO System*, bonuses and penalties to a Skill Roll apply to the Skill's rating, not to the number rolled on the dice. Thus, a positive modifier — like +1 or +3 — is good, because it improves the character's chance to succeed; a negative modifier — like -2 or -5 — is bad, because it decreases the chance of success.

For example, if a character has Lockpicking 13- and he uses tools that provide a +2 bonus, he has Lockpicking 15-. If he rolls a 12, he makes the roll by 3.

SKILL VERSUS SKILL CONTESTS

Sometimes characters use their Skills in opposition, such as when one character tries to conceal something while another character tries to find it. This is a *Skill Versus Skill Contest*.

In a Skill Versus Skill Contest, the character taking action makes his roll first. If he fails, the other character automatically wins the contest. If he succeeds, the other character must make his Skill Roll at a penalty of -1 for every 1 point by which the first character makes his Skill Roll. In other words, the second character must succeed by the same or a greater margin as the first.

For example, Melvin the troll uses his Computer Programming 14- to create a security program for his computer. He rolls an 11, so he made the roll by 3. Anyone who tries to break through or avoid his security program must succeed with a Computer Programming roll at a -3 penalty.





TAKING EXTRA TIME: THE TIME CHART

If a character takes extra time to perform a Skill, he receives a bonus. The accompanying *Time Chart* indicates various units of time. The GM consults the Time Chart and decides how long it takes to perform a Skill. For example, picking a lock might take 1 Turn, while using Paramedics on someone could take 1 Minute

For each step down the Time Chart a character takes to perform a Skill, he receives a +1 bonus. For example, if a character takes 1 Minute to perform a task requiring only 1 Turn, he gets a +1 bonus.

If a character tries to perform a task too quickly, a penalty applies. For each step up the Time Chart from the time required to use a Skill, he suffers a -3 penalty. For example, if a character tries to finish a 1 Minute-long task in just 1 Phase, he suffers a -6 penalty.

TIME CHART

Time Period/Duration	
1 Segment	1 Phase
1 Turn (Post-Segment 12)	1 Minute
5 Minutes	20 Minutes
1 Hour	6 Hours
1 Day	1 Week
1 Month	1 Season (3 months)
1 Year	5 Years
25 Years	1 Century

EVERYMAN SKILLS

All characters have some ability in a few Skills to reflect the fact that everybody knows how to do these things to some extent. These are called *Everyman Skills*, and a character has an 8- roll in each of them.

In MHI RPG campaigns, the Everyman Skills are: Acting, Climbing, Concealment, Conversation, Deduction, one Area Knowledge, one Language (4 points' worth of fluency), Paramedics, Persuasion, Shadowing, Stealth, and one 1-point Transport Familiarity.

If a character wants to buy one of these Skills, he must pay full price; having it as an Everyman Skill doesn't reduce the Skill's cost.

COMPLEMENTARY SKILLS

In some situations a character may have two Skills that both seem to apply. In that case, the GM decides which Skill is the "primary" Skill — the one most applicable. The other Skill is a *Complementary Skill*.

The character should roll the Complementary Skill first. For every full 2 points by which he makes the roll, he gets a +1 bonus to the primary Skill roll. Then he rolls the primary Skill and applies the bonus. This roll determines whether he succeeds, and if so how well.

SKILL DESCRIPTIONS

For Characteristic-Based Skills, the Characteristic listed in parentheses after the name of the Skill is the Characteristic it's based on.

ACROBATICS (DEX)

Acrobatics lets a character perform flips, jumps, and rolls like a circus acrobat. Acrobatics enables the character to jump from one moving vehicle to another safely, swing from flagpoles, bounce off awnings, and execute other tricky moves. He can also maintain his balance on narrow or difficult surfaces. At the GM's option, he may sometimes be able to obtain Surprise Move (page 201) bonuses when using Acrobatics in combat.

ACTING (PRE)

Acting enables a character to alter his physical mannerisms and speech patterns to seem to be another person, to fool someone, or to fake moods and emotions. Characters can use it to hide their true identity or to impersonate another individual. To detect an acting character, use Acting versus an INT Roll in a Skill Versus Skill Contest.

ANIMAL HANDLER (PRE)

Animal Handler lets a character train animals to do his bidding. He can teach an animal tricks, calm down a ferocious or enraged animal, make a trained attack animal attack a specific person in a crowd, or the like.

BREAKFALL (DEX)

Breakfall allows a character to roll out from a fall and stand up without taking a Half Phase. A successful roll also means the character takes only half damage from the fall. Each 4m the character falls imposes a -1 penalty on the roll. If the character makes his Breakfall Roll by half (after applying the height modifier), he takes no damage from the fall at all. Characters can also use Breakfall to resist damage from Throws (see page 205); a successful roll (at -1 for every 2d6 in the Throw attack) halves the damage taken.

A character can use Breakfall to land on his feet if he suffers Knockback or Knockdown. If his roll succeeds, he takes no damage and doesn't have to spend a Half Phase standing up. Each 4m of Knockback imposes a -1 on the Breakfall Roll. Characters who are Knocked Back into something (like a wall or a vehicle) cannot use Breakfall to lessen the effects of Knockback.

BRIBERY (PRE)

A character with Bribery knows when to bribe someone, how to approach him, and how much to offer. If a Bribery attempt fails badly, or if the character attempts to bribe an incorruptible target, the potential bribee may call his superior or the police, arrest the character, or threaten him with a weapon. Also, just because a character has bribed someone doesn't mean he'll *stay* bribed.





THE SKILL LIST

All Skills are listed here alphabetically, with the Type of Skill, the Base Roll on 3d6, the Base Cost in Character Points, and the cost of a +1 to the Skill Roll. The GM can create other Skills or let characters buy Skills not on the list. General categories such as Professional Skills and Knowledge Skills cover Skills not listed; refer to the text for further information.

Skill	Type	Base Roll	Base/+1 Cost
Acrobatics	Agility	9+(DEX/5)	3/2
Acting	Interaction	9+(PRE/5)	3/2
Animal Handler	Interaction	9+(PRE/5)	3/2
Breakfall	Agility	9+(DEX/5)	3/2
Bribery	Interaction	9+(PRE/5)	3/2
Bugging	Intellect	9+(INT/5)	3/2
Bureaucratics	Interaction	9+(PRE/5)	3/2
Charm	Interaction	9+(PRE/5)	3/2
Climbing	Agility	9+(DEX/5)	3/2
Combat Driving	Agility	9+(DEX/5)	3/2
Combat Piloting	Agility	9+(DEX/5)	3/2
Combat Skill Levels	Combat	—	Varies
Computer Programming	Intellect	9+(INT/5)	3/2
Concealment	Intellect	9+(INT/5)	3/2
Contortionist	Agility	9+(DEX/5)	3/2
Conversation	Interaction	9+(PRE/5)	3/2
Criminology	Intellect	9+(INT/5)	3/2
Cryptography	Intellect	9+(INT/5)	3/2
Deduction	Intellect	9+(INT/5)	3/2
Demolitions	Intellect	9+(INT/5)	3/2
Disguise	Intellect	9+(INT/5)	3/2
Electronics	Intellect	9+(INT/5)	3/2
Faith	Willpower	9+(EGO/5)	3/2
Fast Draw	Agility	9+(DEX/5)	3/2
Forensic Medicine	Intellect	9+(INT/5)	3/2
Forgery	Intellect	9+(INT/5)	3/2
Gambling	Intellect	9+(INT/5)	3/2
High Society	Interaction	9+(PRE/5)	3/2
Interrogation	Interaction	9+(PRE/5)	3/2
Inventor	Intellect	9+(INT/5)	3/2
Knowledge Skill	Background	11*	2/1*
Language	Background	—	1/1

Skill	Type	Base Roll	Base/+1 Cost
Lipreading	Intellect	9+(INT/5)	3/2
Lockpicking	Agility	9+(DEX/5)	3/2
Magic	Willpower	9+(EGO/5)	3/2
Martial Arts	Combat	Varies	Varies
Mechanics	Intellect	9+(INT/5)	3/2
Mimicry	Intellect	9+(INT/5)	3/2
Navigation	Intellect	9+(INT/5)	3/2
Oratory	Interaction	9+(PRE/5)	3/2
Paramedics	Intellect	9+(INT/5)	3/2
Penalty Skill Levels	Combat	—	Varies
Persuasion	Interaction	9+(PRE/5)	3/2
Professional Skill	Background	11*	2/1*
Range Skill Levels	Combat	—	Varies
Riding	Agility	9+(DEX/5)	3/2
Science Skill	Background	11*	2/1*
Security Systems	Intellect	9+(INT/5)	3/2
Shadowing	Intellect	9+(INT/5)	3/2
Skill Levels	—	—	Varies
Sleight of Hand	Agility	9+(DEX/5)	3/2
Stealth	Agility	9+(DEX/5)	3/2
Streetwise	Interaction	9+(PRE/5)	3/2
Survival	Intellect	9+(INT/5)	3/2
Systems Operation	Intellect	9+(INT/5)	3/2
Tactics	Intellect	9+(INT/5)	3/2
Targeting Skill Levels	Combat	—	Varies
Tracking	Intellect	9+(INT/5)	3/2
Trading	Interaction	9+(PRE/5)	3/2
Transport Familiarity	Background	—	Varies
Ventriloquism	Intellect	9+(INT/5)	3/2
Weapon Familiarity	Combat	—	Varies
Weaponsmith	Intellect	9+(INT/5)	3/2

*: Characters can base these Skills on a Characteristic (usually INT).





BUGGING (INT)

Characters with Bugging can plant and operate listening, visual, or other sensing devices (“bugs”) properly, and “sweep” (search physically or with detectors) for bugs. A successful roll lets a character find an existing bug, or correctly place one. The GM should assume characters with Bugging have a small supply of average quality bugging equipment.

BUREAUCRATICS (PRE)

A character with Bureaucratics can deal with bureaucrats, cut through red tape, and extract information from bureaucracies. He also knows the right people to talk to (for just about anything) and how to reach them.

CHARM (PRE)

Charm is the ability to gain others’ trust (and perhaps even friendship) by offering companionship or favors. This Skill is normally only for use on NPCs; a player should have more control over his character’s actions. The GM may rule that Charm can be used on a PC when it fits his Complications or personality.

CLIMBING (DEX)

Climbing allows a character to climb unusually difficult walls, trees, and buildings, as long as handholds exist. Climbing speed varies according to the structure being climbed, but the base speed is 2m per Phase. Climbing equipment (such as rope, grapnels, pitons, or special shoes) may provide bonuses to the roll or speed the pace of climbing.

A climbing character’s OCV and DCV are halved, and may be 0 if the character is in a really difficult position. An unsuccessful Climbing roll usually means the character cannot climb that area, but sometimes means a fall if the roll was spectacularly bad.

COMBAT DRIVING (DEX)

Characters with Combat Driving can drive and control vehicles which operate in two dimensions (like cars and speedboats) in difficult situations.

To use Combat Driving, the character must know how to operate the vehicle (see *Transport Familiarity*, page 102). A character with Combat Driving gets one 1-point TF from the Ground Vehicles category for free.

COMBAT PILOTING (DEX)

Characters with Combat Piloting can pilot and control vehicles which operate in three dimensions (everything from airplanes to submarines) in difficult situations (primarily combat).

To use Combat Piloting, the character must know how to operate the vehicle (see *Transport Familiarity*, page 102). A character with Combat Piloting gets one 1-point TF from the Air Vehicles category for free.

COMBAT SKILL LEVELS

Once a character knows how to use an attack, he can improve his skill with it by buying Combat Skill Levels (CSLs). The applicability and uses of a CSL depend on what types of attacks it works with. There are



four categories of CSL, each described below. A character must define what attacks a Combat Skill Level works with when he buys it, and cannot change it thereafter.

2-Point Combat Skill Levels

A *2-point Combat Skill Level* adds +1 to a character's OCV when he uses *one single type of attack*. Two-point CSLs can never apply to DCV. Examples of attacks a 2-point CSL could be bought for include Punches, Shotguns, and Claws.

3-Point Combat Skill Levels

A *3-point Combat Skill Level* can add +1 to a character's OCV *or* +1 to his DCV with a *Small Group* of attacks. This means any group of up to three related maneuvers or attacks, or any other group of attacks the GM regards as smaller than a Large Group.

5-Point Combat Skill Levels

A *5-point Combat Skill Level* can add +1 to a character's OCV *or* +1 to his DCV with a *Large Group* of attacks. This means more attacks than a Small Group, but fewer than "all HTH Combat" or "all Ranged Combat," such as All Firearms, or any Martial Arts style with more than three Martial Maneuvers.

8-Point Combat Skill Levels

An *8-point Combat Skill Level* can add +1 to a character's OCV *or* +1 to his DCV with either *All HTH Combat* or *All Ranged Combat*.

10-Point Combat Skill Levels

A *10-point Combat Skill Level* can add +1 to a character's OCV *or* +1 to his DCV with *All Combat* — HTH or Ranged.

Allocating Combat Skill Levels

A single 2-point Combat Skill Level can only improve a character's OCV. It adds to the attack it was bought for whenever the character uses that attack.

A Combat Skill Level costing 3, 5, 8, or 10 points can improve either a character's OCV *or* his DCV when the character uses the attacks it was bought for. The character has to choose which one it improves, though he can change the assignment of his CSLs from Phase to Phase. Changing the assignment of CSLs constitutes a Zero Phase Action, but a character can only do it once per Phase. After he attacks, his CSLs stay as they are until his next Phase begins or he Aborts to a defensive Action.

Combat Skill Levels On Foci

With the GM's permission, characters can put Limitations on CSLs (for example, to build equipment, like a laser sight for a gun). The GM may restrict which types of CSLs a character can Limit; for example he might rule that only 3-point or more expensive CSLs can have Limitations. Unless the GM rules otherwise, CSLs with Limitations can only increase the user's OCV, not DCV.

COMBAT SKILL LEVELS EXAMPLE

Lexa Duquesne has a 3-point CSL with Pistols, a 3-point CSL with Knives, and a 10-point CSL with All Combat.

Armed with her trusty revolver, Duquesne fights a zombie. She puts her 3-point CSL with Pistols into +1 OCV and her 10-point Level into +1 OCV. She now has a bonus of +2 OCV. Her CSL with Knives doesn't apply because she's fighting with a pistol. However, if someone attacked him with a knife she could use that CSL to improve her DCV against the knife attack (assuming she's somehow using her knife). Since she didn't assign any CSLs to DCV, she has her standard DCV against all attacks. She can't change the way her CSLs are assigned until her next Phase.

In her next Phase, after nearly getting bitten, Duquesne decides to be a little more cautious. She keeps her 3-point CSL with Pistols assigned to OCV, but changes her 10-point CSL to DCV. Now she has +1 OCV with Pistols and +1 DCV.

COMPUTER PROGRAMMING (INT)

A character with Computer Programming can program and operate computers. This includes knowledge of, and the ability to use, hardware, software, operating systems, and the like, both for routine uses and unusual ones (such as hacking, searching for information, or defeating computer-assisted security devices).

CONCEALMENT (INT)

Concealment represents a character's ability to hide things and to find things which others have hidden — important papers, weapons, jewels, artifacts, drugs, and so forth.

CONTORTIONIST (DEX)

Contortionist gives a character the ability to manipulate his body so as to get out of ropes and other bonds (or to fit into tiny spaces he's normally too big for). An attempt to escape from normal ropes would incur a -0 or -1 modifier, wires would be -2 or -3, and handcuffs would be -3 or -4.

A character can use Contortionist to escape from Grabs (page 203). If he succeeds with a roll exactly, he can add 1d6 to his STR; for every additional point by which the roll was made, he can add +1d6 more.

CONVERSATION (PRE)

Conversation allows a character to extract information from people with careful conversation, and/or to be an entertaining conversationalist. If Conversation is performed correctly, the victim won't even realize he's divulged anything.

CRIMINOLOGY (INT)

A character with Criminology knows how to look for clues, dust for fingerprints, analyze evidence, examine criminal records and files, do ballistics tests, and so on.



CRYPTOGRAPHY (INT)

Cryptography allows a character to solve ciphers and codes, encrypt or encode messages, and hide messages in ordinary text. It may require the use of a computer.

DEDUCTION (INT)

Deduction is the ability to take several facts and leap to an inobvious conclusion — the classic detective's skill. A failed Deduction roll usually indicates the character can't think of an answer, but it may mean an incorrect deduction.

DEMOLITIONS (INT)

A character with Demolitions can use explosives properly. He knows about different types of explosives, how to handle and set them off, and how to defuse explosive devices.

DISGUISE (INT)

Disguise allows a character to change his (or another character's) appearance with makeup, costumes, body language, and facial expression (though acting like another person requires Acting). He can alter his appearance, or disguise himself to look like a specific person (though this usually involves a -1 to -3 penalty). To spot someone wearing a disguise, an onlooker must make a PER Roll in a Skill Versus Skill Contest against the character's Disguise.

ELECTRONICS (INT)

Electronics allows a character to identify, understand, analyze, build, repair, disable, and rewire electronic devices. The character usually needs tools to use Electronics, and often lots of time.

FAITH (EGO)

Faith represents a character's ability to focus his religious faith to the point where it can repel (or even harm) certain monsters — primarily vampires and some types of demons. Faith requires a Full Phase Action each Phase the character uses it, and reduces the character to DCV 0 (since he has to concentrate entirely on his beliefs and cannot move more than 1m per Phase).

To use Faith, a character engages in a Skill Versus Skill Contest pitting his Faith against the monster's EGO Roll. If the monster wins, the character's faith isn't strong enough (or he's too distracted to concentrate properly); this means the monster can approach him normally. If he wins the Contest, his faith is stronger than the monster's power. The monster cannot approach or touch him without suffering harm. If he wins the Contest by 4 or more, the monster also suffers injury: 1-3 dice of Killing Damage. (The monster gets no defense against this damage, and cannot Regenerate from it.) This may be accompanied by spectacular effects — intense flashes of light, lightning-like discharges of energy, a sound like choirs of angels singing, or the like.

As long as a character wants to use Faith to keep a monster at bay, he has to concentrate, as described above. If anything might break his concentration, he has to make an EGO Roll. If he succeeds, he keeps his faith focused; if he fails he's distracted and the monster can now approach him. The GM can penalize the EGO Roll based on the intensity of the distraction. For example, a monster throwing something at the character might be a -1 penalty, while someone tackling or shooting him would be a -3 (or worse).

FAST DRAW (DEX)

Fast Draw is the ability to ready and use a weapon quickly, and in the case of firearms to reload them quickly. A character with Fast Draw can draw a weapon as a Zero Phase Action instead of the usual Half Phase Action (see page 195), and can change Clips (page 138) as a Half Phase Action.

FORENSIC MEDICINE (INT)

Characters with Forensic Medicine can study a corpse (or even perform an autopsy) to learn about the cause of death, how long the individual has been dead, if the corpse was moved after death, and so forth.

FORGERY (INT)

Forgery is the ability to duplicate documents, objects, and money. It usually requires time and specialized equipment (especially for highly technical forgeries), but duplicating a signature by hand only takes a few seconds.

GAMBLING (INT)

Gambling represents a character's ability to win gambling games require some skill (blackjack, poker, and so forth). Additionally, Gambling lets a character cheat (some forms of cheating also require Sleight Of Hand). A successful roll means the character won (or cheated successfully) — the more he makes it by, the more he wins. Failing the roll means he lost or his cheating failed.

HIGH SOCIETY (PRE)

Characters with High Society know about upper-class culture and how to interact with it: what clothes to wear, which fork to use for shrimp, who's who, the gossip and "court politics" applicable to the situation, and so forth.

INTERROGATION (PRE)

A character with Interrogation can extract information from people, either forcibly or through psychological manipulation. He knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing information. Interrogation works against an EGO Roll in a Skill Versus Skill Contest; the Talent *Resistance* helps victims resist Interrogation.

INVENTOR (INT)

Inventor allows a character to design and construct new devices. It does not grant a character any scientific or technical knowledge; to use it, he needs related Skills (for instance, Weaponsmith to invent new weapons, or Electronics and SS: Physics to design a satellite).

KNOWLEDGE SKILL

This general and flexible Background Skill includes knowledge of certain groups, places, people and things — any subject the character wishes to have knowledge of. For 2 Character Points, the character has an 11- roll to perform a given Knowledge Skill (KS). Alternately, characters can base the Skill upon a Characteristic (typically INT) for 3 Character Points, giving a base (9 + (CHAR/5)) roll. In either case, each +1 to the Skill Roll costs 1 Character Point.



The character must define the subject when he purchases the KS, and it can be virtually anything he can think of. Examples include: Arcane And Occult Lore; British Literature; Demons; Horse Racing; The Mafia; New York City; Rock Music; and Zulu Culture. Characters may not take KSs for scientific subjects, like Astronomy, Biology, or Physics; those require Science Skills (page 100).

Knowledge Skills For Hunters

Two KSs are common among Hunters and deserve special mention.

The first is KS: Monsters. This represents what a Hunter's learned about monsters through classroom instruction, study, and personal experience. A character can make a KS: Monsters roll to identify a monster he encounters, recall information about previous encounters or a monster's weaknesses, and so forth. A character can also take more specialized forms of this KS, such as KS: The Undead or KS: Demons.

The second is KS: The Hunting World. The "Hunting World" is the unique and secretive subculture of monster hunters around the world. A character can make a KS to identify a particular Hunter ("Hey, isn't that Klaus Lindemann of Grimm Berlin?") or simply to recognize that a person *is* a Hunter — Hunters tend to "give off a certain vibe," as Owen Pitt puts it.

KNOWLEDGE SKILLS, PROFESSIONAL SKILLS, AND SCIENCE SKILLS

You should be careful to differentiate between Knowledge Skills, Professional Skills, and Science Skills (page 100). A KS provides a character with knowledge of what something is, how it works, who's involved with it, and so on. A PS gives the character the ability to do things or perform certain tasks — though a KS may be required for the character to have in-depth knowledge of how he's about to exercise those physical skills. To put it another way, a KS provides *theoretical* knowledge and a PS *practical* knowledge of a given subject.

For example, a character with KS: Plumbing knows how plumbing works, the history of plumbing, how much plumbers earn on a yearly basis, and so forth — but he can't fix a broken toilet. A character with PS: Plumbing doesn't know any of that, but can fix a broken pipe and use plumbing tools. A character could (and often should) have a KS and a PS of the same subject to reflect both a theoretical and practical knowledge.

A Science Skill (SS) functions as a combination of a PS and a KS. It provides both theoretical knowledge of the subject and the practical skills of working with the equipment associated with a scientific subject.

LANGUAGES

This Background Skill represents a level of fluency in, and knowledge of, a language — the more points spent, the greater the character's fluency. Each character knows his native language for free at the "Idiomatic" level.

FLUENCY TABLE

Fluency	Character Points
Basic Conversation	1
Fluent Conversation	2
Completely Fluent, with accent	3
Idiomatic, native accent	4
Imitate dialects	5
Literacy (if not standard for society)	+1 point

LIPREADING (INT)

Lipreading allows a character to read someone's lips to tell what that person's saying (if he knows the language that person's speaking).

LOCKPICKING (DEX)

Lockpicking let a character open locks using special tools instead of keys. It does not allow the character to detect or bypass security devices; that requires Security Systems.

MAGIC (EGO)

Magic is the skill that characters use to cast Spells; they can also make rolls to remember specific facts about magic and wizards (though they can also use KS: Arcane And Occult Lore for this). See page 166 for rules for magic and how the *Magic* Skill works.

MARTIAL ARTS

Martial Arts represents enhanced HTH Combat fighting ability, whether derived from intense training, innate ability, or hard-won experience. It includes everything from the grace and power of kung fu, to the brutality of bare-knuckle streetfighting skills, to fencing.

Martial Arts consists of 14 Martial Maneuvers that characters purchase individually. You can choose which Martial Maneuvers your character knows, but you must spend a minimum of 10 *Character Points* on Martial Maneuvers — you can't just buy one. The accompanying sidebar lists the cost of the various Martial Maneuvers; for explanations of what they can do and how they work, see *Martial Maneuvers* on page 205.

MARTIAL MANEUVERS COSTS

Maneuver	Cost	Maneuver	Cost
Choke Hold	4	Martial Grab	3
Defensive Strike	5	Martial Strike	4
Killing Strike	4	Martial Throw	3
Legsweep	3	Nerve Strike	4
Martial Block	4	Offensive Strike	5
Martial Disarm	4	Sacrifice Throw	3
Martial Dodge	4	Weapon Element	1
Martial Escape	4	+1 Damage Class	4



MECHANICS (INT)

A character with Mechanics can use the proper tools to repair, replace, modify, and build mechanical devices, such as a car or helicopter engine.

MIMICRY (INT)

Mimicry allows a character to imitate someone else's voice, or certain other sounds, perfectly. Others can detect Mimicry with a Skill Versus Skill Contest pitting the listener's Hearing PER Roll against the Mimicry roll.

NAVIGATION (INT)

A character with Navigation can determine his location and plot an efficient course between two points.

ORATORY (PRE)

Oratory represents the ability to speak to an audience and deliver a convincing presentation.

PARAMEDICS (INT)

A character with Paramedics knows how to perform first aid, stop bleeding, repair damage, and generally keep someone alive. He can prevent someone from bleeding to death (page 208); a successful roll (with a penalty of -1 per 2 BODY of damage sustained) stops the victim from losing any more BODY due to bleeding. Advanced medical care, such as surgery, requires a hospital and Skills such as Science Skill: Medicine.

PERSUASION (PRE)

Characters with Persuasion can convince, persuade, or influence individuals, or tell believable lies. Persuasion is normally only used on NPCs; PCs are usually allowed more latitude with their decisions. However, a successful Persuasion roll should make a PC much more inclined to believe the speaker or do as he requests.

PROFESSIONAL SKILL

This general and very flexible Background Skill gives a character the ability to perform certain professions, crafts, tasks, and the like. For 2 Character Points, the character has an 11- roll to perform a given Professional Skill (PS). Alternately, characters can base the Skill upon a Characteristic for 3 Character Points, giving a base $(9 + (\text{CHAR}/5))$ roll. In either case, each +1 to the Skill Roll costs 1 Character Point.

The character must define the job, craft, or task when he purchases the PS, and it can be virtually anything he can think of. Examples include: Accountant; Alchemist; Carpenter; Goldsmith; Gunslinger; Lawyer; Singer; Singing; or Wizard. As the names indicate, PSs often represent a character's employment, but can also indicate hobbies, interests, and other abilities.

RANGE SKILL LEVELS

Range Skill Levels (RSLs) are similar to Combat Skill Levels (page 96). However, they only increase a character's OCV, and only for purposes of overcoming the Range Modifier (page 109). The accompanying Range Skill Levels Table lists the cost per +1 OCV, based on how many different types of attacks the RSL applies to.

The smallest RSL a character can buy with Limitations is a 3-point Level.

RANGE SKILL LEVEL TABLE

Cost	Application
1	+1 OCV to offset the Range Modifier with any single attack
2	+1 OCV to offset the Range Modifier with any three maneuvers or tight group (e.g., +1 vs. Range With Pistols)
3	+1 OCV to offset the Range Modifier with all attacks

RIDING (DEX)

Characters with Riding can ride a living creature under difficult circumstances, including fighting while mounted, leaping obstacles, and the like. To use Riding, the character must know how to handle the animal (see *Transport Familiarity*, page 102). A character with Riding gets one 1-point TF from the Riding Animals category for free.

SCIENCE SKILL

This general and very flexible Background Skill gives a character a solid grasp of and working knowledge of a particular field of science (whether a physical science, like Chemistry, or a social science, like Anthropology). For 2 Character Points, the character has an 11- roll to perform a given Science Skill (SS). Alternately, characters can base the Skill upon a Characteristic (usually INT) for 3 Character Points, giving a base $(9 + (\text{CHAR}/5))$ roll. In either case, each +1 to the Skill Roll costs 1 Character Point.

The character must define the science when he purchases the SS, and it can be virtually any scientific subject he can think of. Examples include: Accounting; Anthropology; Archaeology; Biology; Chemistry; Genetics; Mathematics; Medicine; Physics; Sociology; and Zoology.

SECURITY SYSTEMS (INT)

A character with Security Systems can locate, recognize, evade, and build various types of alarms and traps. This usually requires the proper equipment, and often a lot of time (one Turn or longer) as well.

SHADOWING (INT)

A character with Shadowing can follow or watch someone subtly (either on foot or in a vehicle), establish static surveillance without being detected, and so forth.



SKILL LEVELS

Once a character knows a Skill, he can improve his ability to use it by buying Skill Levels. The applicability and uses of a Skill Level depend on what types of Skills it works with; there are five categories of Skill Levels, each described in the accompanying Skill Levels Table. A character must define what Skills a Skill Level works with when he buys it, and cannot change them thereafter.

SKILL LEVELS TABLE

Cost	Type of Level
2	+1 with one Skill or Characteristic Roll
3	+1 with any three pre-defined Skills (e.g., +1 with Persuasion, High Society, and Charm; +1 with Mechanics, Security Systems, and Lockpicking)
4	+1 with all Intellect Skills, all Interaction Skills, or a similar broad group
6	+1 with all Agility Skills
10	+1 with All Non-Combat Skills
12	+1 Overall (see text) (i.e., +1 with any Skill Roll or Characteristic Roll). Characters can also use Overall Levels as Combat Skill Levels.

Note: Skill Levels with Agility, Intellect, or Interaction Skills do not apply to Background Skills that are based on the Characteristic affected by the Skill Level. 5-point Skill Levels with all Intellect Skills do not apply to PER Rolls.

Allocating Skill Levels

A character can only apply a Skill Level to one task at a time. He must choose which Skill a Skill Level applies to, though he can change the assignment of his Skill Levels from Phase to Phase. Changing the assignment of Skill Levels constitutes a Zero Phase Action, but a character can only do it once per Phase. After he attacks, his Skill Levels stay as they are until his next Phase begins.

Skill Levels On Foci

With the GM's permission, characters can put Limitations on Skill Levels. The GM may restrict which types of Skill Levels a character can Limit; for example he might rule that only 3-point Skill Levels can have Limitations.

SLEIGHT OF HAND (DEX)

Sleight Of Hand is the ability to palm items, fool the eye, perform certain magic tricks, and so forth. Large objects (anything bigger than a small pistol) are, of course, more difficult to palm (-1 to -5). Characters can also use Sleight Of Hand to pick pockets in a Skill Versus Skill Contest against the victim's PER Roll.

STEALTH (DEX)

Characters with Stealth can hide in shadows, move silently, and/or avoid detection in combat conditions. When a character wants to be stealthy, use his Stealth roll versus the PER Rolls of anyone attempting to find him (or who might perceive him) in a Skill Versus Skill Contest.

STREETWISE (PRE)

Streetwise gives a character knowledge of the seamy side of civilization. He knows how to find the black market, talk to thugs and criminals, gain information, deal with organized (and not so organized) crime figures, and so on.

SURVIVAL (INT)

Characters with Survival can live off the land, find food and water, locate or build crude shelters, identify dangerous plants and animals, and so on.

SYSTEMS OPERATION (INT)

Characters with Systems Operation know how to operate sensing and communication devices properly. It does not cover navigational equipment (that's Navigation) or encoding transmissions (that's Cryptography).

TACTICS (INT)

A character with Tactics knows how to fight effectively and efficiently in discrete battles and small units — how to position (and best use) a small force, when it's time to retreat, and so forth.

TARGETING SKILL LEVELS ⚠

Targeting Skill Levels (TSLs) are similar to Combat Skill Levels (page 96). However, they only increase a character's OCV, and only for purposes of overcoming the OCV penalty for targeting a specific Hit Location (see page 209). It's a common skill for snipers and other characters who are highly accurate shots. The accompanying Targeting Skill Levels Table lists the cost per +1 OCV, based on how many different types of attacks the TSL applies to.

The smallest TSL a character can buy with Limitations is a 3-point Level.

TARGETING SKILL LEVEL TABLE

Cost	Application
1	+1 OCV to offset Hit Location OCV penalties with any single attack
2	+1 OCV to offset Hit Location OCV penalties with any three maneuvers or tight group (e.g., +1 vs. Hit Location Penalties with Rifles)
3	+1 OCV to offset Hit Location OCV penalties with all attacks

TRACKING (INT)

Characters with Tracking can follow a trail by observing tracks, marks, broken twigs and so forth, and also know how to hide tracks.

TRADING (PRE)

Trading gives a character the ability to strike a good bargain with a merchant or customer. Prices often aren't fixed, especially in pre-modern genres, so a character with Trading can save (or make) considerable money if he wins a Skill Versus Skill Contest (versus the other character's Trading or an INT Roll). Losing the Contest may mean paying too much, or not making a profit.



TRANSPORT FAMILIARITY

This Background Skill allows characters to drive or pilot specific types of vehicles, or ride a living mount, under routine conditions (combat or crisis conditions require other Skills listed above).

Each Transport Familiarity (TF) costs 2 Character Points. The character must select one of the following groups of vehicles:

- Riding Animals (horses, camels, elephants, and so on)
- Ground Vehicles (cars, trucks, trains, motorcycles, sleds, snowmobiles)
- Water Vehicles (rowed boats, sailed boats, motorized boats)
- Air Vehicles (airplanes, helicopters)

Characters can purchase a TF with a single specific type of vehicle for 1 Character Point. This includes not only individual vehicles (Ford Mustangs, *Los Angeles*-class submarines) but recreational “vehicles” (such as SCUBA, Parachuting, Snow Skiing, or the like).

VENTRILQUISM (INT)

A character with Ventriloquism can make his voice sound as if it’s coming from somewhere other than himself, and can speak without apparently moving his lips. Ventriloquism is detected with a PER Roll in a Skill Versus Skill Contest. A Ventriloquism roll takes a -1 for every 2m of distance between the ventriloquist and the point where the voice “speaks.”

WEAPON FAMILIARITY

Weapon Familiarity represents the knowledge of how to use specific weapons. A character fights at -3 OCV when using a weapon for which he does not know the WF.

Each Weapon Familiarity (WF) costs 2 Character Points. The character must select one of the following groups of weapons:

- Common Melee Weapons (axes, hammers, knives, maces, swords, spears, polearms, clubs)
- Common Missile Weapons (bows, crossbows, thrown weapons)
- Small Arms (pistols, rifles, shotguns, submachine guns, assault rifles, grenades)
- Uncommon Modern Weapons (flamethrowers, machine guns, shoulder-fired weapons)
- Emplaced Weapons (siege engines, howitzers, recoilless rifles, mortars, anti-aircraft guns)

Characters can purchase a WF with a single specific type of weapon for 1 Character Point. This includes not only individual weapons (longbows, shotguns, submachine guns), but “unusual” weapons not covered by the categories listed above (staves, slings, whips, garrotes, nets, flails, and so on).

WEAPONSMITH (INT)

Characters with Weaponsmith can make, maintain, and repair any type of weapon. They can also identify the origin, uses, and effects of any weapon they are familiar with or have time to analyze.

PERQUISITES (PERKS)

Perquisites (or Perks) are useful resources, items, privileges, and benefits a character has. Unlike Skills, Perks tend to be transitory in nature. A character can easily gain Perks during the course of the campaign — and later lose them just as easily.

PERK DESCRIPTIONS

CONTACT

A character with this Perk knows someone who can occasionally help him out, usually because that person has a job, position, or other resources useful to the character. A character can buy this Perk many times; in each case, it represents a different person he knows.

A Contact costs 2 Character Points for an 11- roll. Each +1 to the roll costs +1 Character Point.

When a character wants to use his Contact, he must make his roll. If the roll fails, the Contact is of no use to him — either the character can’t get in touch with his Contact, or the Contact can’t help. If the roll succeeds, the Contact helps the character as best he can, though he probably won’t risk his life, job, or anything else really important.

FOLLOWER

Cost: 1 point per 5 Character Points in Follower

This Perk means the character has a Follower of some kind — a person loyal to him and willing to do what he asks. Examples of Followers include human agents, familiars, golems, robots, and kid sidekicks.

You build Followers with the same Base Points as any other character in the campaign, with an amount of Total Points and an amount of Matching Complications. However, the Follower must be built on fewer Total Points than the character who buys him.

The cost to buy a Follower is his *Total Points divided by 5*. (Don’t reduce the Total Points by his Matching Complications amount.) For example, suppose Milo Anderson builds himself a robot sidekick, R2Dstroy. Milo Beetleman is built on 254 Total Points. R2 is built on 200 Total Points (including 50 Matching Complications points). R2 costs Milo (200/5 =) 40 Character Points.

FRINGE BENEFIT

Cost: Varies

A Fringe Benefit is a Perquisite the character acquires from his job or background — a “perk” in the classic sense. Most metaprodigies don’t have Fringe Benefits; they tend to be “adult” things. The Fringe Benefits Table lists the cost for some common Fringe Benefits in MHI campaigns.

The *Membership* Perk indicates the benefits inherent in belonging to a powerful organization, or in the case of high-ranking members the privileges of position (such as being able to issue orders to lower-ranking members). It’s not necessary for every organization;



for example, MHI members, who belong to a company that's small and loosely organized, don't need to buy it.

The *PUFF Exemption* Fringe Benefit can only be bought by monsters who'd otherwise have as PUFF bounty on their head, such as orcs or elves. It indicates that there's no PUFF bounty on the character's head. Often a character has to go to great lengths to earn PUFF Exemption (typically doing all sorts of unpleasant work for the government), but that can take place in his background — you don't have to play it out as part of an MHI RPG campaign unless you want to.

FRINGE BENEFITS TABLE

Cost	Fringe Benefit
1 point	Passport
1 point	Press Pass
1 point	Weapon Permit (where appropriate)
1 point	License to practice a profession (e.g., Lawyer, Engineer, Physician)
1-10 points	Membership (see text)
2 points	Concealed Weapon Permit (where appropriate)
2 points	Local Police Powers
2 points	Private Investigator License
3 points	Federal/National Police Powers
3 points	PUFF Exemption (see text)
5 points	International Police Powers
5 points	Diplomatic Immunity
10 points	Head of State (with GM's permission; may cost more)
10 points	License to Kill

MONEY

Cost: Varies

Money may not make the world go round, but it can help motivate PCs. The accompanying table gives the point cost for various levels of annual income. Many successful Hunters buy it (since hunting can be highly lucrative).

MONEY TABLE

Value	Annual Income
(10)	<i>Complication:</i> Destitute (\$3,000)
(5)	<i>Complication:</i> Poor (\$10,000)
0	Middle Class: \$75,000
5	Well Off: \$500,000
10	Wealthy: \$5,000,000
15	Filthy Rich: unlimited income

TALENTS

Talents are unusual abilities some characters possess. They include weird or unique attributes, bizarre skills, and a variety of effects which are not common among normal folk, but that heroes and their enemies sometimes possess. Think of them as a sort of “halfway step” between Skills and Powers. They do not cost END to use.

TALENT DESCRIPTIONS

ABSOLUTE TIME SENSE

Cost: 3 Character Points

A character with this Talent can gauge the passage of time accurately without using a watch, the sun, or other external means.

AMBIDEXTERITY

Cost: 3 Character Points

Ambidexterity allows a character to eliminate the Off Hand penalty (page 201) when performing tasks or using a weapon. This does not allow a character to attack more than once per Phase.

BUMP OF DIRECTION

Cost: 3 Character Points

A character with this Talent has an innate sense of direction. He can always tell direction without reference to visual clues, and can also tell if he is above or below the local ground level.

COMBAT SENSE

Cost: 15 Character Points for a base 9 + (INT/5) roll; +1 to roll for +1 Character Point

Combat Sense gives a character the innate ability to fight effectively in HTH Combat even while in darkness or blinded.

A successful Combat Sense roll allows a character to make, or defend himself against, HTH Combat attacks without suffering a penalty to his OCV or DCV because he cannot perceive his opponent with a Targeting Sense. The character must roll each Phase to keep track of his opponents; this takes a Half Phase. If the roll fails, he suffers normal nonperception penalties (pages 193-94) that Phase.

Combat Sense has no effect on Ranged combat.





DANGER SENSE

Cost: 15 Character Points for a base 9 + (INT/5) roll; +1 to roll for +1 Character Point

Danger Sense gives a character a “sixth sense” about things and situations dangerous to him. The character makes a Danger Sense roll whenever told to by the GM, though he may request a roll if he suspects something. If the roll fails, he does not sense any danger. If the roll succeeds, the character is not Surprised by the danger (*i.e.*, he gets his full DCV against the attack). If he makes the roll by half or less, he knows the true location and type of danger threatening him; if appropriate and he has a Phase to use, he can make an attack against the danger at his normal OCV.

DOUBLE JOINTED

Cost: 4 Character Points

A Double Jointed character has unusually flexible joints. He receives a bonus of +1 to +3 to Contortionist rolls (and sometimes Breakfall rolls too). The GM determines the amount of the bonus based on the circumstances.

EIDETIC MEMORY

Cost: 5 Character Points

The character has a photographic memory. He can remember images and other sensations which he’s studied (including written pages) with near-photographic exactness.

Eidetic Memory doesn’t teach a character any Skills, even though he can recall facts from books he’s read. A character must spend Experience Points to retain any information he studies as permanent KSs or SSs.

ENVIRONMENTAL MOVEMENT

Cost: Varies

A character with Environmental Movement can move without restrictions in an environment that hampers most characters (see *Environmental Conditions*, page 201). He suffers no penalty to OCV, DCV, Skill Rolls, or movement based on being in the chosen environment. The accompanying table lists the costs for different types of environments.

ENVIRONMENTAL MOVEMENT COSTS

Cost	Type
4	Aquatic Movement (no penalties while in water)
2	Icewalking (no penalties on ice, mud, or other slippery surfaces)
4	I Can Drunk Just As Good Fight! (no penalties for intoxication)
4	Supreme Balance (no penalties on narrow surfaces)
6	Zero-G Training (no penalties in zero gravity)

LIGHTNING CALCULATOR

Cost: 3 Character Points

A character with Lightning Calculator has the innate ability to perform mathematical operations mentally with startling speed. Multiplying four-digit numbers takes one Phase, for example.

RESISTANCE

Cost: 1 Character Point per +1 to EGO Roll

Resistance represents a character’s ability to resist the use of the *Interrogation* Skill. It costs 1 Character Point for each +1 to the character’s EGO Roll for the purpose of resisting Interrogation.

SPEED READING

Cost: 4 Character Points

This Talent allows a character to read books and documents up to ten times faster than normal.

STRIKING APPEARANCE

Cost: +1 with Interaction Skill Rolls and +1d6 with Presence Attacks versus all characters for 3 Character Points; +1/1d6 only versus a specific group of characters for 2 Character Points

If you want a character’s appearance to have an effect in the game, buy this Talent for him. It provides a bonus to Interaction Skill rolls and Presence Attacks, but exactly which ones depend on how it’s defined. If a character’s defined as “beautiful” or “handsome,” then the bonus applies to many uses of Skills like Charm, Conversation, and Persuasion, and to Presence Attacks that might work better coming from an attractive person (such as, “Won’t you please help me?”). If a character’s defined as “ugly,” the bonus applies to many uses of Interrogation and to Presence Attacks based on fear or disgust. The GM determines whether Striking Appearance applies, and to what extent.

Characters can purchase Striking Appearance multiple times, thus indicating relative “levels” of attractiveness — a character with +2/+2d6 Striking Appearance is prettier than one with only +1/+1d6.





PERKS AND TALENTS SUMMARY TABLE

Perk Name	Description
Contact	Character knows someone who sometimes helps him
Follower	Character has a loyal servant or helper
Fringe Benefit	Character has some influence or authority based on his job or position in society
Money	Character is wealthier than normal

Talent Name	Description
Absolute Time Sense	Character can gauge the passage of time accurately
Ambidexterity	Character doesn't suffer Off Hand penalties
Bump Of Direction	Character has an innate sense of direction
Combat Sense	Character can fight effectively in HTH Combat even while blinded
Danger Sense	Character has a special "sixth sense" for danger
Double Jointed	Character has unusually flexible joints, giving him Skill bonuses
Eidetic Memory	Character has a photographic memory
Environmental Movement	Character can move and act without restriction in an unusual environment
Lightning Calculator	Character has an innate ability to perform mathematical calculations rapidly
Resistance	Character can withstand interrogation better than normal
Speed Reading	Character can read ten times faster than normal
Striking Appearance	Character is unusually attractive or ugly

POWERS

Powers are, typically, abilities far beyond those of mortal men — for example, a vampire's ability to heal injuries in the blink of an eye, or a wizard's ability to cast spells. You can also use Powers to simulate a wide variety of abilities and skills common to other MHI characters, but which don't fit the standard definition of "superpowers" (such as being able to run faster than most people or punch harder than normal).

Equipment, particularly weapons, is often built using Powers. For example, a gun is a Ranged Killing Attack with the *Focus* Limitation. The rules for each Power define the basic structure of an ability built with that Power. For example, when a character buys a Ranged Killing Attack, the rules define the amount of damage the attack does, how to perform the Attack Roll, and the maximum Range of the power. You can create most characters' abilities by purchasing the appropriate Power. However, if an ability requires more than a Power by itself, you can apply *Advantages* (page 131) and *Limitations* (page 136) to improve or restrict the Power.

BUYING POWERS

Characters purchase Powers by paying the Character Point cost listed under each Power. These are the same Character Points used to buy Characteristics and Skills. The minimum cost for any Power, even one with Limitations, is 1 Character Point.

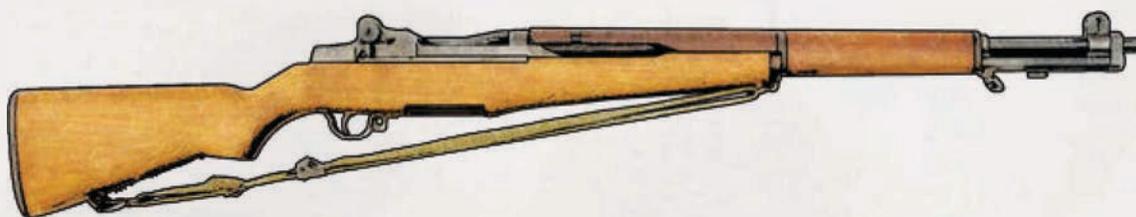
CAUTION SIGNS AND STOP SIGNS

Each Power's point cost serves to balance it against the other Powers. But some Powers may be extremely effective in certain circumstances. They're marked with a .

Additionally, some Powers can alter a GM's storyline substantially. These are marked with a . The GM should carefully consider the impact of these Powers before permitting them in a scenario.

POWER VERSUS power

As you read this section, keep in mind the distinction between a *Power* (capital P) and a *power* (lower-case p). A *Power* is a game element listed in this section of the book, such as Blast, Desolidification, or Resistant Protection. A *power* is an ability a character possesses, usually a superhuman one such as a monster's resilience or a wizard's spell. You use Powers to build powers.





SPECIAL EFFECTS

One of the most important things to remember when you use the *HERO System*, particularly for creating spells and similar abilities, is the concept of *special effects*.

The *HERO System* explains Powers in game terms: a certain number of Character Points buys so many dice of Blast; 30 points of Resistant Protection always provides 20 points of defense; and so forth. But the Power descriptions don't explain what Powers look like, or what they're made of. For example, the text of Blast just describes it as a way to inflict damage at Range. It doesn't mention whether the beam is made of fire, lightning, magic, rubber bullets, or something else. A Power's descriptions simply explain what it does in rules terms. It's up to you to provide the exact definition for what the power is and what it looks like — in other words, you decide what its *special effect* is.

As you read through the *HERO System* rules, you won't find any specific rules for things like "fire blasts" or "lightning bolts." Fire and lightning are both special effects, and the *HERO System* rules let you pick the special effect you want. So, if you want your character to have the power to cast a lightning bolt spell, you might spend 40 Character Points to buy him a Blast 8d6, then label that Blast "Lightning Bolt." Later on, if you design a character who's built himself a special flamethrower, you could spend 40 Character Points on a Blast 8d6 and call it "Fire Blast." Both characters have a Blast 8d6, but for one character the special effect is "lightning" while for the other the special effect is "fire."

The accompanying sidebar has a list of some special effects. But that's just a few of the dozens of possibilities in an MHI RPG campaign (and the list gets even longer in campaigns involving more magic, superpowers, or the like). There's no "master list" of special effects because there are no restrictions on the concept other than your own imagination.

SPECIAL EFFECTS: A SAMPLE LIST

Acid	Magic
Athletic Prowess	Martial Arts
Darkness/Shadow	Mental/Psionic
Dimensional Manipulation	Precognition
Electricity	Super-Skills
Fire/Heat	Technology
Gadgets	Weapons
Luck	

THE EFFECT OF SPECIAL EFFECTS

The special effects of a Power define exactly how it works, what it looks like, and any other incidental effects associated with it. Sometimes a Power receives minor benefits and drawbacks because of its special effects. These minor modifiers don't change the cost of the Power.



However, if the special effect provides a major benefit you have to pay Character Points for that to buy an Advantage (page 131). If the special effect significantly restricts an ability, you can save Character Points by taking a Limitation (page 136) for it. In the *HERO System*, you have to pay Character Points for things that help your character, but you save points if something hinders your character — in short, you get what you pay for.

For example, a character who can cast a lot of spells involving Fire could perhaps help keep his friends warm if they're trapped in a freezer. While the character could buy this (as a form of Life Support), the effect is so minor the GM should allow him to do it without paying Character Points for it — it's just an "indirect benefit" of his chosen special effect. Only if this effect becomes useful in the game on a frequent basis, or the character tries to exploit it in combat, should the GM make him pay points for it. Once the benefits or drawbacks of the Power become significant, the cost of the Power should reflect them.

Often, a specific set of special effects provides inspiration for the design for a PC or NPC. The better you know your character's special effects, the more fun you'll have with the character.

REASONING FROM SPECIAL EFFECTS

The fact that the Powers in the *HERO System* are "generic" has some important ramifications for how you create your character and his abilities. To get the most enjoyment out of the *HERO System* — to take advantage of the enormous creative freedom it offers you — you have to *reason from special effects*. In other words, you have to do three things:

1. Decide what sort of power you want to create by choosing the power's special effect.

At this step, don't think about the rules. Instead, focus on what you want the power to be and to do: "I want my character to have the psychic power to see through other peoples' eyes"; "I want my character to be really good at snapping people's necks."

2. Once you've chosen a special effect for a power, decide what *game effect* you want that power to have. Think about what you expect the character to do with the power in the game. Does he use it to hurt people? To move around the battlefield? To make another character tired and weak? To protect himself from physical attacks?

At this step, you need to think in rules terms. Remember, the *HERO System* rules are "generic." You won't find a rule or a Power called "laser beam." You have to think about what a laser beam does *generically*: it damages people and objects. What types of powers in *HERO System* cause damage? The Attack Powers. Therefore you want to use the rules for one of the Attack Powers to create a laser beam.

3. Last but not least, you have to put 1 and 2 together, combining your power idea with your knowledge of the rules to build the power you want. All you have to do is decide which Power (and possibly which Advantages and Limitations) works best for the effect you have in mind. Think of the *HERO System* rules as a set of building blocks, then choose the right ones to build what you have in mind.

This may sound a little complicated, but it's really pretty simple. The more you do it, the easier it becomes. Here are a couple of examples:

Seeing Through Other People's Eyes

Suppose you want your character to have a minor psychic power: the ability to see through the eyes of other people. You've already done the first step: you decided on a special effect, "psychic power to see through someone else's eyes." But there's no Power called "See Through Others' Eyes." You have to build your character's psychic power yourself.

So now you have to go to Step 2 and decide what game effect you want the ability to have. Looking over the Powers, you decide that Clairsentience is perfect — it allows a character to perceive things from a distant point, which is exactly what you want to do. So you're going to want to buy Clairsentience (Sight Group), and maybe spend some extra Character Points to give the power an extended Range.

But you're not done yet. Clairsentience (Sight Group) isn't restricted; a character can use it anywhere at any time. But you want your power to be restricted in a specific way: your character can only see through the eyes of some other person. Since this reduces the power's usefulness, you need to apply a Limitation to your power: Only Works Through The Eyes Of Other People (-½). That means you can only use your Clairsentience when and where there's someone whose eyes you can "watch" through, and the Limitation reduces how many Character Points you have to spend on the power (since it's less useful than un-Limited Clairsentience, it costs you less).

Snapping An Enemy's Neck

This concept is a little easier. "Snapping someone's neck" is obviously a lethal attack. Looking over the Powers, you realize that Hand-To-Hand Killing Attack (HKA) is just what you need.

But again you have to consider how the power's used. You can't just use your HKA on anyone at any time — you have to grab them by the head, and that's not an easy thing to do. So you apply two Limitations. The first is Must Grab Opponent (-½). That indicates you have to first Grab your target (see page 203), and can then use your HKA in the next Phase (if your target doesn't break free). The second is Must Target Head Location (-2). Since targeting the Head involves a -8 Hit Location penalty (see page 209), using your "Neckbreaker" attack is going to be difficult, so that's worth a high-value Limitation. (On the other hand, if you succeed, you automatically get to use the powerful damage modifiers for hitting someone in the Head, making the attack especially effective — *if it hits*.)





POWER CREATION CHECKLIST

For easy reference, here are the steps in building a power or ability using Powers.

1. Choose the Power that best represents the ability you want your character to have.
2. Spend the amount of Character Points indicated in the Power's description to buy as much of the Power as you want your character to have.
3. Spend the indicated amount of Character Points to buy any "Adders" (such as the ability to increase a Movement Power's rate of Noncombat Movement) that you want the power to have.
4. Apply any *Advantages* (page 131) you want the power to have to make it better (and thus more expensive). To determine how much an Advantage or Advantages increase the cost of a power, use this formula: **(1 + (total value of Advantages)) x Character Points already spent on the power.** The result of the formula is the *Active Points* in the power.
5. Apply any *Limitations* (page 136) you want the power to have to make less useful or effective (but also cheaper). To determine how much a Limitation or Limitations decrease the cost of a power, use this formula: **Active Cost of the power divided by (1 + (total value of Limitations)).** The result of the formula is the *Real Points* in the power — in other words, the amount of Character Points the character actually spends to buy it.

Adders, Advantages, and Limitations are all optional — you don't have to include any as part of the power you build if you don't want them.

WHAT POWERS DO

Here's a quick list of the primary Power categories and what the Powers in them allow a character to do, to help you when conceptualizing an ability.

Power Category	What These Powers Do
Adjustment Powers	Raise or lower the value of Characteristics or Powers
Attack Powers	Hurt or hinder another character
Body-Affecting Powers	Alter or improve the character's body
Defense Powers	Protect the character
Mental Powers	Attack or affect another character mentally
Movement Powers	Move the character
Sense-Affecting Powers	Blind or fool another character's senses
Sensory Powers	Improve the character's senses

GENERAL RULES

The text fully describes each Power, including examples. For easy reference, each Power's description includes: the Power's category(ies), duration, Range (if applicable), END cost, cost in Character Points, special rules, and any other important facts.

POWER CATEGORY

The *HERO System* groups Powers into 11 categories, based on how they're used or special rules that apply to them. See *Power Categories*, below, for more information.

DURATION

HERO System classifies all Powers as Instant, Constant, or Persistent. You can change a Power's duration with an Advantage or Limitation.

Instant: An Instant Power lasts just long enough for the character using it to make an Attack Roll. Examples include Blast and Flash. Although an Instant Power lasts for just a second (at most), its effects may linger; the damage from a Blast could last for minutes, or even days.

Constant: A character can maintain a Constant Power over time. Once a character has turned a Constant Power on, all he has to do is spend END each Phase to keep it activated, and it remains in effect. Constant Powers include Change Environment, Flight, and Invisibility. A character doesn't have to make a new Attack Roll or use a Half Phase Action to maintain a Constant Power; once he's set it up, he can perform other Actions freely.

If a Constant Power works against a target, the character must make an Attack Roll on the Phase he activates the Power. If he succeeds, the target takes the damage (or is affected by the Power) normally in the Phase when the attack occurred, and on every one of the character's Phases (on the character's DEX) thereafter until the Power turns off.

If a Constant Power affects an area, the Power remains in effect in the Segments between the attacker's Phases. Any target who enters the area takes damage or is affected in the Segment he enters and every time the attacker's Phase occurs while the target remains within the area.

If a character loses Line Of Sight to the target/location of a Constant Power, stops paying END for it, or is Stunned or Knocked Out, it turns off at the end of the Segment.

Persistent: A Persistent Power stays activated unless the character deliberately turns it off — it even remains active if he's Knocked Out or goes to sleep. It's presumed to be activate at all times unless the character indicates otherwise. Persistent Powers include Mental Defense, Resistant Protection, and Enhanced Senses.

RANGE

Many Powers work at Range. Typically the Range of a Power equals 10 meters times the Base Points in the Power. For example, a Blast 10d6 (50 Active Points) has a Range of 500m (50 points x 10m); a Blast 10d6, Armor Piercing (base cost of 50 Character Points, but final cost of 62 Active Points) also has a Range of 500m. Mental Powers have a Range defined as "Line Of Sight"; see page 111.





Some Powers have “No Range.” This means they can only affect targets within the character’s Reach (about 1m; see page 197). “Self Only” Powers only work on/for the character who possesses them.

ENDURANCE

Most Powers cost Endurance (END) to use. Every Phase such a Power is turned on, it costs the character 1 END for every 10 Active Points of Power used. If a character is Stunned or Knocked Out, these Powers stop working at the end of the Segment. Powers cost END even if the character’s attack misses or the Power fails to affect the target — just activating them incurs the END cost.

You can change the END cost of a Power with the Advantage *Reduced Endurance* (page 135) or the Limitation *Increased Endurance Cost* (page 138).

Removing END

To simplify your MHI RPG game, the GM may want to ignore END altogether. It speeds up the game and reduces bookkeeping if the players don’t have to track END costs for powers and Actions.

PERCEIVABILITY

All Powers are to some degree perceivable. Depending on their category and function, they’re defined as Obvious, Inobvious, or Invisible (imperceivable), as described below.

Adjustment Powers, Attack Powers, most other Powers that can directly affect another character, Body-Affecting Powers in use, and Movement Powers in use are *Obvious*. This means they can be perceived by at least two Sense Groups when in use. (No PER Roll is required in most cases.)

Defense Powers are *Inobvious*. This means they can typically be perceived by two Sense Groups, but in some cases the GM may require that a character succeed with a PER Roll or INT Roll to perceive that another character has one of these Powers.

Mental Powers and Sensory Powers are *Invisible* — not normally perceivable by other characters at all.

Characters can change the perceivability of a Power with the *Invisible Power Effects* Advantage or the *Focus* or *Perceivable* Limitations.

USING POWERS

As a general rule, a character may use as many Powers as he wants to in the same Phase, provided he (a) has the time to activate all of them, and (b) can afford to pay END for all of them. For example, a character could use Running while wearing body armor (Resistant Protection) and firing a gun (a Ranged Killing Attack). Activating or “turning on” a Power is a Zero Phase Action; so is turning a Power off.

CATEGORIES OF POWERS

The *HERO System* organizes Powers into ten categories: Adjustment Powers, Attack Powers, Body-Affecting Powers, Defense Powers, Mental Powers, Movement Powers, Sense-Affecting Powers, Sensory Powers, Special Powers, and Standard Powers. Each category of Powers has certain special rules which apply to all Powers in that category. Some Powers belong to multiple categories, since some categories are functional, and others depend primarily on game rules.

Adjustment Powers

Adjustment Powers temporarily add to or subtract from the value of a character’s Characteristics or Powers. The Adjustment Powers are:

- Aid
- Drain
- Healing

BUYING ADJUSTMENT POWERS

The costs for the various Adjustment Powers are listed in their descriptions. You define which Characteristic or Power an Adjustment Power affects when you buy it. For example, you could buy an Aid STR (to increase your Strength) or Drain Blast (to reduce the effectiveness of an enemy’s Blast).

USING ADJUSTMENT POWERS

When you use an Adjustment Power, roll the dice and add up the total. The total indicates the number of *Character Points* added to (or subtracted from) the target Characteristic or Power. Since you’re adding Character Points, you have to pay the same cost as you would if you were buying the ability directly.

For example, suppose you have a Drain DEX 3d6 and you hit an enemy with it. You roll 13 on the dice. That doesn’t mean the enemy loses 13 points of DEX, because you’re Draining the Character Points. Since DEX costs 2 Character Points per point, a 13-point Drain removes 6 points of DEX (6 points at 2 Character Points each = 12 points; the remaining point of effect does nothing).

Adjusting Multiple Characteristics Or Powers: Expanded Effect And Variable Effect

Sometimes you want an Adjustment Power to affect more than one Characteristic or Power at once. For this, you need an Advantage called *Expanded Effect*.

To apply an Adjustment Power to any two Characteristics or Powers simultaneously is a +½ Advantage. Each additional Characteristic or Power that can be affected simultaneously is an additional +½ Advantage. Thus, affecting three at once is a +1 total Advantage, four is +1½, 5 is +2, eight is +3½, and so on. The character must define which game elements he affects when he buys the Adjustment Power, and cannot change them thereafter (unless he also buys the *Variable Effect* Advantage described below).

A related Advantage is called *Variable Effect*. It allows a character to vary which game element his Adjustment Power affects within a defined special effect category. For a +½ Advantage, a character can apply an Adjustment Power to any Characteristic or Power that belongs to a defined special effect. He can then switch which Characteristic(s) and/or Power(s) it can affect from use to use. For example, a character could have Drain Fire Powers 4d6. He could use that Drain against any Characteristic or Power defined as having a “Fire” special effect. One Phase he could Drain the target’s Fire Shield (Resistant Defenses, Costs Endurance), the next Phase his Fireball (Blast 6d6, Explosion), the next his Firebolt (Blast), and so on. Variable Effect becomes particularly powerful in conjunction with the *Expanded Effect* Advantage.



Regaining Lost Points; Losing Gained Points

The Character Points gained from an Adjustment Power like Aid fade at the rate of 5 Character Points per Turn. (This does not apply to Healing; the points it adds are permanent, because they only heal damage.)

Similarly, the points removed from a character with an Adjustment Power like Drain return to the victim at the rate of 5 Character Points per Turn.

In both cases, the points fade/return at the end of Segment 12, when the character takes his Post-Segment 12 Recovery (see page 209).

Example: *Kasdrevan the Sorcerer uses his Phase in Segment 5 to apply an Aid STR 3d6 to one of his gargoyle servants. He rolls 12 on the dice, so he adds 12 points of STR to the gargoyle. In the next Post-Segment 12 period, 5 of those points fade; after that the gargoyle only has +7 STR.*

If you want to delay the rate at which points fade/return, you can apply a special Advantage, *Delayed Return Rate*. For a +1 Advantage, the fade/return rate increases to 5 Character Points per Minute. For each additional +¼ Advantage, you can move the fade/return rate one step down the Time Chart (page 94) — +1¼ for every 5 Minutes, +1½ for every 20 Minutes, and so on.

Defense Powers

When a character applies an Adjustment Power to PD, ED, any Defense Power, or any other defense, the effect of the roll is *halved*. For example, a roll of 12 on an Aid PD 3d6 only adds 6 points to PD.

For purposes of this rule, the Characteristics CON, DCV, DMCV, PD, ED, REC, END, BODY, and STUN count as “defenses.”

Attack Powers

Attack Powers are Powers characters primarily use in an offensive manner in combat to hurt or hinder an opponent. The Attack Powers are:

- Blast
- Change Environment
- Characteristics (STR only)
- Darkness
- Dispel
- Drain
- Entangle
- Flash
- Hand-To-Hand Attack (HA)
- Images
- Killing Attack
- Mental Blast
- Mental Illusions
- Mind Control
- Telekinesis
- Transform

Attack Powers typically require an Attack Roll or MCV Attack Roll to use. If the roll indicates a hit, you have to make another roll to determine the effects of the power — how much damage it does or the like. See the rules under each Attack Power’s description for specifics.

Body-Affecting Powers

Body-Affecting Powers alter a character’s physical form or nature in some way. They may change a character’s shape (Shape Shift, Stretching), size (Growth, Shrinking), or other properties (Density Increase). The Body-Affecting Powers are:

- Desolidification
- Extra Limbs
- Multiform
- Stretching

No special rules apply to buying or using Body-Affecting Powers in general. See each Power’s description for specifics.

Defense Powers

Defense Powers protect the character from damage or harm in some way. The Defense Powers are:

- Barrier
- Characteristics (PD and ED only)
- Damage Negation
- Flash Defense
- Knockback Resistance
- Mental Defense
- Power Defense
- Resistant Protection

Characters can buy several a special Advantages for Defense Powers. The first is *Resistant* (+½). It converts PD and ED (or other defenses it’s bought for) into Resistant Defenses that protect against the BODY of Killing Damage attacks (see page 207).

The second is *Hardened* (+¼). This Advantage counteracts the effects of the Advantage *Armor Piercing*. Attacks with Armor Piercing apply against Hardened defenses as if they were ordinary, un-Advantaged attacks.

Similarly, some Defense Powers take a Limitation, *Only Works Against [Limited Type Of Attack]*, because they only protect against certain types of attacks. The Limitation’s value depends on how frequently the character is likely to encounter that type of attack: if it’s a Rare attack (Life Force Energy, Dimensional Manipulation attacks), -1; an Uncommon attack (Sonic, Telekinetic, poisons), -¾; a Common attack (Electricity, Fire, Magic), -½; and a Very Common attack (Blasts, Killing Attacks, energy, punches), -¼. (The GM determines which frequency category a type of defense falls into for his campaign.)

Mental Powers

Mental Powers define a character’s mental, rather than physical, abilities. They directly affect the target’s mind, ignoring conventional defenses. The Mental Powers are:

- Mental Blast
- Mental Illusions
- Mind Control
- Mind Link
- Mind Scan
- Telepathy



BUYING MENTAL POWERS

The costs for the various Mental Powers are listed in their descriptions. However, some special Limitations sometimes apply to them.

First, if a Mental Power always has a specific effect — such as Mind Control that can only make targets angry, or Mental Illusions that can only show a target his greatest fear — then it takes the Limitation *Set Effect*, worth $-\frac{1}{2}$ or -1 (depending on how restrictive the specific effect is).

Second, you can use the *HERO System's* Mental Powers to create some drugs or other physical effects, such as a truth serum or a hallucinatory drug. To do this you apply the Limitation *Based On CON* (-1). This means the Mental Power affects the target through his CON instead of his EGO. The power also has a standard range (10m x Base Points) instead of Line Of Sight, uses an OCV-based Attack Roll instead of an MCV Attack Roll, is visible, and does not provide Mental Awareness.

USING MENTAL POWERS

Characters target Mental Powers with EGO Combat Value (MCV), using an MCV Attack Roll:

MCV Attack Roll: Attacker's OMCV + 11 - 3d6 roll = the DMCV the attacker can hit

Willing targets can voluntarily lower their DMCV or EGO to 0, making it easy for a friendly mentalist to “lock on.” A willing target can also lower his Mental Defense to 0. A sleeping or unconscious mind has DMCV 0.

All Mental Powers are invisible to characters who do not themselves have the Enhanced Sense *Mental Awareness*. However, the target of a mental attack can sense the source of the attack and knows what Power he's been attacked with (though with Mental Illusions, he only realizes it after he breaks free from the illusion).

Line Of Sight

Mental Powers use special rules for Range. Instead of having a normal Range (10m x Base Points), they have a *Line Of Sight* Range (“LOS”). This means a character can use them on anyone he can see with the naked eye, and the Range Modifier does not apply to his attack.

If a Mental Power has a continuing effect (such as Mind Control and Mental Illusions), the character only needs LOS to attack the target. After that, he doesn't need LOS to maintain the power.

Effect Rolls And Breakout Rolls

Once a character succeeds with an MCV Attack Roll, he makes an *Effect Roll* using the dice he bought for the Power (Mind Link doesn't require an Effect Roll).

For Mental Blast, the total rolled on the Effect Roll minus the target's Mental Defense equals the STUN damage inflicted on the target.

For *continuing-effect Mental Powers* — Mental Illusions, Mind Control, Mind Scan, and Telepathy — the attacker declares the effect he wants to cause (such as “I want to make him cluck like a chicken” or “I want to pinpoint his mind precisely enough to attack him with my Mental Blast”). Then he makes his Effect Roll. The GM compares the roll to the target's EGO on the Effects Table for each Power. If the Effect Roll equals or exceeds the target's EGO plus a modifier based on the desired effect, the attack succeeds. If it is less than the target's EGO plus the modifier, the attack fails and has no effect.

Resisting And Breaking Free From Mental Powers

If a character successfully uses Mental Illusions, Mind Control, Mind Scan, or Telepathy on someone, the target gets a chance to break free from the attack with a modified EGO Roll called a *Breakout Roll*. Breakout Rolls are subconscious; making one takes no time.

A character makes his first Breakout Roll on his next Phase after being successfully attacked with a Mental Power. This occurs before he takes any actions or has to react to the Mental Power. Thus, a character always gets at least one Breakout Roll before he suffers the effects of a Mental Power.

A character's Breakout Roll is his EGO Roll ($9 + (EGO/5)$). The Breakout Roll suffers a penalty of -1 for every 5 points rolled over the minimum needed to achieve the desired level of effect on the Effects Table. For example, if a mentalist tries to achieve an EGO+20 effect and rolls EGO+30 for his Effect Roll, the Breakout Roll is at -2 .

After the initial attempt to break free, the victim can re-attempt the modified EGO Roll at $+1$ for each step on the Time Chart (page 94). The character thus gets to roll at $+1$ after one Turn has passed, $+2$ after one Minute has passed, and so forth. This means continuing-effect Mental Powers get weaker over time until the victim breaks free.

The Duration Of Mental Powers

Mental Blast, Mental Illusions, Mind Control, and Telepathy are Instant Powers. When a character attacks someone with one, he pays END for it when he makes the attack. He doesn't have to pay END for it after that, even if its effects last for a long time.

If a character wants to change a Mental Illusion, give a new order with Mind Control, or communicate on a different Telepathic level, he must make a new MCV Attack Roll and pay END for the power again. If he hits, he makes a new Effect Roll based on the new effect he desires. If the Effect Roll succeeds, he makes the change he wanted; if it fails the target automatically breaks free from the effect of the Power.

Mind Scan works a little differently. Characters only pay END for it when they attack with it, as described above. However, if something cuts off the Mind Scan — such as if it's in a Multipower (page 141) and the character switches to a different slot — it stops working. The character has to go through the whole process of activating it and attacking with it all over again.

Movement Powers

Movement Powers allow a character to move from place to place. Some are extensions of existing abilities, like Running or Swimming; others are completely new modes of movement, such as Teleportation or FTL Movement. The Movement Powers are:

- Extra-Dimensional Movement
- Flight
- Leaping
- Running
- Swimming
- Swinging
- Teleportation
- Tunneling





BUYING MOVEMENT POWERS

All characters begin the game with Running 12m, Swimming 4m, and Leaping 4m. The costs for additional Running, Swimming, or Leaping, as well as the cost for more exotic Movement Powers, are listed in the individual Power descriptions.

USING MOVEMENT POWERS

All Movement Powers except Extra-Dimensional Movement have a *Noncombat velocity* mode. When moving at Noncombat speeds, a character moves twice as fast — in other words, he moves two times as many meters as he has in the power. However, this speed comes at a price: the character is at ½ DCV and 0 OCV. Moving at Noncombat velocity does not change the END cost of a Movement Power.

A character can improve his Noncombat velocity. For every +5 Character Points he spends on a Movement Power, he doubles his Noncombat velocity (to x4 for +5 points, x8 for +10 points, and so forth).

Accelerating And Decelerating

A character can't instantly go from standing still to moving at full speed, or vice-versa. He has to accelerate or decelerate at the rate of 5m per meter. Thus, a character moving with Flight 40m needs 8m to come to a complete stop, or to get up to a full speed of 40m from standing still.

Accelerating or decelerating is a Zero Phase Action, but characters can do it only once per Phase. A character can also Abort (page 197) to decelerate if necessary.

Sense-Affecting Powers

Sense-Affecting Powers are Powers that limit, hinder, or trick a character's Senses. The Sense-Affecting Powers are:

- Darkness
- Flash
- Images
- Invisibility

Refer to *Enhanced Senses* (page 118) and *Senses And Perception* (page 193) for more information on Senses.

BUYING SENSE-AFFECTING POWERS

The cost for various Sense-Affecting Powers are listed in the individual Power descriptions. They have different costs depending on whether they affect *Targeting* or *Nontargeting* Sense Groups. *Targeting* refers to the Sight Group. All other Sense Groups are *Nontargeting* (meaning a character cannot normally use them to acquire a target in combat).

Sensory Powers

Sensory Powers heighten or improve a character's Senses, or provide him with Senses most characters lack. The Sensory Powers are:

- Clairsentience
- Enhanced Senses
- Mind Scan

The cost for various Sensory Powers are listed in the individual Power descriptions.

Special Powers

Special Powers are Powers that characters cannot put in Multipowers unless the GM specifically permits them to. The Special Powers are:

- Enhanced Senses
- Extra Limbs
- Flash Defense
- Luck
- Mental Defense
- Mind Link
- Power Defense
- Regeneration
- Skills

Standard Powers

"Standard Powers" is a catch-all designation for any Power that's not an Adjustment, Mental, Movement, Size, or Special Power. The Standard Powers are:

- Barrier
- Blast
- Characteristics
- Clairsentience
- Clinging
- Change Environment
- Darkness
- Desolidification
- Dispel
- Entangle
- Flash
- Hand-To-Hand Attack (HA)
- Images
- Invisibility
- Killing Attack
- Life Support (LS)
- Multiform
- Resistant Protection
- Stretching
- Summon
- Telekinesis
- Transform

Each Power's description mentions any special rules pertaining to it.





THE POWERS TABLE

Power Name	Power Type	Duration	Target	Range	END
Aid	Adjustment	Instant	Target's DCV	No	Y
Barrier	Standard/Defense	Instant	Area	Yes/x10m	Y
Blast	Standard/Attack	Instant	Target's DCV	Yes/x10m	Y
Change Environment	Standard/Attack	Constant	Target's DCV	Yes/x10m	Y
Characteristics	Standard	Persistent	Self Only	Self	Varies
Clairsentience 	Standard/Sensory	Constant	Area	Yes/x10m	Y
Clinging	Standard	Constant	Self Only	Self	N
Damage Negation 	Standard/Defense	Persistent	Self Only	Self	N
Darkness	Standard/Attack/Sense-Affecting	Constant	Area	Yes/x10m Y	
Desolidification 	Standard/Body	Constant	Self Only	Self	Y
Dispel	Standard/Attack	Instant	Target's DCV	Yes/x10m	Y
Drain	Adjustment/Attack	Instant	Target's DCV	Yes/x10m	Y
Enhanced Senses	Special/Sensory	Persistent	Self Only	Self	N
Entangle	Standard/Attack	Instant	Target's DCV	Yes/x10m	Y
Extra-Dimensional Movement 	Movement	Instant	Self Only	Self	Y
Extra Limbs	Special/Body	Persistent	Self Only	Self	N
Flash	Standard/Attack/Sense-Affecting	Instant	Target's DCV	Yes/x10m Y	
Flash Defense	Special/Defense	Persistent	Self Only	Self	N
Flight	Movement	Constant	Self Only	Self	Y
Hand-to-Hand Attack (HA)	Standard/Attack	Instant	Target's DCV	No	Y
Healing	Adjustment	Instant	Target's DCV	No	Y
Images	Standard/Attack/Sense-Affecting	Constant	Area	Yes/x10m Y	
Invisibility	Standard/Sense-Affecting	Constant	Self Only	Self	Y
Killing Attack	Standard/Attack	Instant	Target's DCV	Varies	Y
Knockback Resistance	Special/Defense	Persistent	Self Only	Self	N
Leaping	Movement	Constant	Self Only	Self	Y
Life Support	Standard	Persistent	Self Only	Self	N
Luck	Special	Persistent	Self Only	Self	N
Mental Blast	Mental/Attack	Instant	Target's DMCV	Yes/LOS	Y
Mental Defense	Special/Defense	Persistent	Self Only	Self	N
Mental Illusions	Mental/Attack	Instant	Target's DMCV	Yes/LOS	Y
Mind Control	Mental/Attack	Instant	Target's DMCV	Yes/LOS	Y
Mind Link	Mental	Persistent	Target's DMCV	Yes/LOS	N
Mind Scan	Mental/Sensory	Constant	Target's DMCV	Yes	Y
Multiform	Standard/Body	Persistent	Self Only	Self	N
Power Defense	Special/Defense	Persistent	Self Only	Self	N
Regeneration 	Special	Persistent	Self Only	Self	N
Resistant Protection	Standard/Defense	Persistent	Self Only	Self	N
Running	Movement	Constant	Self Only	Self	Y
Skills	Special	Constant	Self Only	Self	N
Stretching	Standard/Body	Constant	Self Only	Self	Y
Summon 	Standard	Instant	N/A	No	Y
Swimming	Movement	Constant	Self Only	Self	Y
Swinging	Movement	Constant	Self Only	Self	Y
Telekinesis	Standard/Attack	Constant	Target's DCV	Yes/x10m	Y
Telepathy	Mental	Instant	Target's DMCV	Yes/LOS	Y
Teleportation	Movement	Instant	Self Only	Self	Y
Transform 	Standard/Attack	Instant	Target's DCV	Yes/x10m	Y
Tunneling	Movement	Constant	Self Only	Self	Y



POWERS SUMMARY TABLE

Power Name	Description
Aid	Temporarily increases the power of a Characteristic or Power
Barrier	Character can create a wall to protect himself or divide an area
Blast	Character can make a Normal Damage attack at Range
Change Environment	Hinders, harms, or inconveniences a target, or alters the environmental conditions in an area
Characteristics	Allows character to buy Characteristics with Advantages or Limitations
Clairsentience 	Character can perceive at a distance despite obstacles, corners, and the like
Clinging	Character can walk on walls and similar surfaces
Damage Negation 	Reduces the damage done by an attack before it applies to defenses
Darkness	Creates an area that blocks Sight (or some other sense)
Desolidification 	Character can become intangible, walk through walls, and ignore most attacks
Dispel	Turns off another character's Power
Drain	Temporarily decreases the power of a Characteristic or Power
Enhanced Senses	Improves the character's normal senses, or gives him unusual new senses
Entangle	Restrains, immobilizes, or paralyzes another character
Extra-Dimensional Movement 	Allows character to travel to another dimension or through time
Extra Limbs	Character has one or more additional limbs
Faster-Than-Light (FTL) Travel 	Character can move faster than light in outer space
Flash	Temporarily blinds a character's Sight (or some other sense)
Flash Defense	Protects one of a character's senses from Flashes
Flight	Character can fly
Hand-to-Hand Attack (HA)	Improves the character's ability to do Normal Damage in HTH Combat
Healing	Heals injuries
Images	Character can create an image perceivable by other characters
Invisibility	Renders character imperceptible by Sight (or some other sense)
Killing Attack	Character can make a Killing Damage attack in HTH or Ranged Combat
Knockback Resistance	Makes a character take less Knockback from attacks
Leaping	Character can leap further than normal
Life Support	Protects character from environmental dangers, such as lack of oxygen
Luck	Character is exceptionally lucky
Mental Blast	Character can make a mental attack at Range to inflict STUN damage
Mental Defense	Protects a character from the effects of Mental Powers
Mental Illusions	Character creates an illusion in a target's mind only the target can perceive
Mind Control	Character can take control of another character's mind
Mind Link	Establishes mental communication between two or more characters
Mind Scan	Character can mentally search for another character's mind
Multiform	Character can change shape or form
Power Defense	Protects a character from Drain, Transform, and similar attacks
Regeneration 	Allows a character to heal BODY damage rapidly
Resistant Protection	Provides points of Resistant Defense
Running	Character can run faster than normal
Skills	Allows character to buy Skills with Advantages or Limitations
Stretching	Character can elongate his body and make HTH attacks at "range"
Summon 	Character can conjure or create another being
Swimming	Character can swim faster than normal
Swinging	Character can swing great distances on a line
Telekinesis	Character can move or affect objects at range, without touching them
Telepathy	Character can read other characters' minds and communicate mentally
Teleportation	Character can move without crossing the intervening physical space
Transform 	Character can impose a lasting change on a person or object
Tunneling	Character can move by making a tunnel in the ground



POWER DESCRIPTIONS

AID

Type: Adjustment Power

Duration: Instant

Range: No Range

Costs END: Yes

Cost: 6 Character Points per 1d6 of Aid

A character with Aid may increase one of his or someone else's Characteristics or Powers. A character must define what Characteristic or Power his Aid can increase when he buys it. Aid cannot give a character abilities he does not have; it can only improve abilities a character already possesses.

To use Aid, the character makes an Attack Roll (he automatically hits if he uses Aid on himself or a willing target, but still must make an Attack Action). If he succeeds, he rolls his Aid dice. The total rolled represents the number of Character Points added directly to the Active Points of the Characteristic or Power being Aided (see page 109).

Aid has a defined maximum effect. It can add a maximum amount of points equal to the maximum amount you can roll on the dice — for example, Aid STR 2d6 could add a maximum of 12 Character Points to a character's STR. A character may achieve this maximum with one or more rolls. For example, that Aid 2d6 could roll 8 points of effect one time, and 7 points of effect the next, but it only adds 12 points to STR (even though the two rolls total 15). The "left over" 3 points from the second roll don't affect the character at all.

The points gained from an Aid fade at the rate of 5 Active Points per Turn (see page 110).

BARRIER

Type: Defense Power

Duration: Instant

Range: 10m x Base Points

Costs END: Yes

Cost: 3 Character Points for a 1m long, 1m tall, ½m thick barrier with 0 BODY and 0 PD/0 ED; 1 Character Point per +1m of length or height or +½m of thickness; 1 Character Point per +1 BODY; 3 Character Points per +2 points of Resistant Defense

A character with Barrier can create a wall for defensive purposes. A Barrier starts at 1m long, 1m tall, and ½m thick, with 0 BODY and 0 PD/0 ED, for 3 Character Points. Each +1m of length or height, or each +½m of thickness, costs +1 Character Point. Each +1 BODY for a Barrier costs 1 Character Point; this applies to all sections of the Barrier (for these purposes, each section is up to 2m x 2m x 2m in size). Each +2 points of defense for a Barrier costs 3 Character Points; these 2 points are Resistant, and must be defined when bought as PD or ED. A character must choose the defense(s) his Barrier provides when he buys it, and cannot change them thereafter.

Barriers are ordinarily transparent to Sight and all other Senses, but a character can make his Barrier opaque to any Sense Group for +10 Character Points. Barriers are immobile once created.

Attacks treat Barriers like real walls (see page 211). An attack (from either side) must penetrate the Barrier to continue to its target. Compare the BODY damage rolled by the attack to the appropriate defense of the Barrier:

- If the BODY of the attack is equal to or less than the Barrier's appropriate defense, the attack doesn't break through the Barrier and no STUN or BODY gets through at all.
- If the BODY of the attack is greater than the Barrier's appropriate defense, it does BODY damage to the wall. Once the BODY of a Barrier's been reduced to 0, that creates a 2m wide, 2m high, 2m deep hole in the Barrier; the entire Barrier doesn't collapse or vanish. (The remaining damage from the attack, if any, continues on to affect the target character who's standing behind the Barrier.) The hole remains in existence from that point forward, and anyone on either side who's close enough can attack through it without the Barrier interfering in any way.

A Barrier acts like a real wall — attacks won't penetrate in either direction until the attack's BODY damage exceeds the Barrier's appropriate defense. This means a character can't effectively shoot through his own Barrier with attacks that do BODY damage unless he wants to break the Wall. Alternately, the GM can allow the character to buy an attack with the Advantage *Indirect* (+¼) so that it bypasses the Barrier.

BLAST

Type: Standard Power/Attack Power

Duration: Instant

Range: 10m x Base Points

Costs END: Yes

Cost: 5 Character Points for 1d6 of Blast

A character with Blast can attack at Range, doing Normal Damage. To use Blast, a character states his target and makes an Attack Roll. If he succeeds, he rolls his dice to determine the Normal Damage done (see page 207). A Blast can apply against Physical Defense instead of Energy Defense, but the character must specify this when he buys the Power.

CHANGE ENVIRONMENT

Type: Standard Power

Duration: Constant

Range: Range (10m x Base Points)

Costs END: Yes

Cost: See Change Environment Combat Effects Table; the *Area Of Effect* Advantage is usually applied

A character with Change Environment can cause changes to his environment. The character could, for example, create an intense magnetic field, change the weather, or cause all plants in the area to bloom. A character must specify the effect he can create when buying Change Environment; this cannot be changed thereafter.

To buy Change Environment, a character must first decide what type of effect he can create (such as making an area hotter, changing the weather, or making it gloomy so other people have difficulty seeing). A character must specify the effect he can create when he buys Change Environment, and cannot change it thereafter.

After he decides on an effect, the character must buy the *combat effects* that represent the penalties or other difficulties created by that effect (see the Change Environment Combat Effects Table). A Change Environment must have at least one combat effect, but can have more if desired.





At its base level, Change Environment only affects a single target. However, characters often buy the *Area Of Effect Advantage* for it (typically in Radius form) so that it affects an Area.

CHANGE ENVIRONMENT COMBAT EFFECTS

Cost Per Additional -1	Effect
1	1 meter of any one mode of Movement
2	PER Roll for one Sense
3	PER Roll for one Sense Group
3	Characteristic Roll <i>or</i> Skill Roll
3	+/- one Temperature Level
3	Additional -1 to the Range Modifier
4	Characteristic Roll and all Skill Rolls based on same Characteristic
5	Point of damage (see text)
5	Point of Telekinesis STR

CHARACTERISTICS

Type: Standard Power
Duration: Persistent
Range: Self Only
Costs END: Varies
Cost: Varies

Characters can purchase Characteristics as Powers, with Limitations and Advantages and in Power Frameworks. Examples include a “reflexes enhancing drug” that increases a character’s DEX for a few minutes, or extra STR only for the purposes of lifting objects. The Characteristic costs the same amount of Character Points described on pages 87-90. If using the Characteristic normally costs END, then the Characteristic bought as a Power also costs END.

CLAIRSENTIENCE

Type: Standard Power/Sensory Power
Duration: Constant
Range: 10m x Base Points
Costs END: Yes

Cost: 20 Character Points for a PER Roll with one Sense Group. For each additional Sense Group, +10 Character Points. For each x2 Range, +5 Character Points.

A character with Clairsentience can use one or more of his Sense Groups (usually Sight) at a distance. Examples of Clairsentience include mystic scrying spells, borescopes used to see through walls and around corners, and closed-circuit television systems.





When a character uses Clairsentience, it is as if he were standing some distance away from his current position, trying to perceive something. He designates a “perception point” from which his Clairsentience works. He can change this perception point from use to use, and can put it anywhere within the range of his Clairsentience, but he cannot move it once he creates it. It lets him perceive in any direction from the perception point just as if he were standing there himself. Calculate the Range Modifier for PER Rolls made via Clairsentience from the perception point, not from where the character actually is.

Clairsentience is not a Targeting Sense and cannot establish Line Of Sight for Mental Powers.

Precognition And Retrocognition

Characters can also buy forms of Clairsentience that let them perceive the future or the past.

A character with *Precognition*, which costs +20 Character Points to the cost of Clairsentience, can perceive the future (usually this involves the Sight Group and he receives “visions” of events to come). The GM must decide if what the character perceives is permanent and immutable (that is, what he sees will occur, and the GM has to contrive the adventure so the scene happens) or won't necessarily occur (which makes the visions considerably less dramatic, but gives the characters control over their own fate).

A character with *Retrocognition*, which also costs +20 Character Points to the cost of Clairsentience, can perceive events that have already happened. A classic use of this is to “watch” the ancient Egyptians hide the tomb or to “watch” a crime take place to identify the culprit. Once again, the GM must use Retrocognition to help the game, not hurt it. Showing a detective the exact events of a murder doesn't make for a good mystery.

In either case, characters often apply Limitations like *Vague And Unclear* (-½) to indicate that their Precognition or Retrocognition isn't always reliable or controllable.

CLINGING

Type: Standard Power

Duration: Constant

Range: Self Only

Costs END: No

Cost: 10 Character Points for ability to exert character's normal STR; +3 Clinging STR for +1 Character Point.

A character with Clinging may cling to walls and sheer surfaces and move on them as if they were level. Movement along a surface (like running along a wall) is the same as normal ground movement. If an opponent wants to pull a Clinging character from a surface, he must exceed the character's total Clinging STR in a STR Versus STR Contest; otherwise the character remains stuck.

DAMAGE NEGATION

Type: Standard Power/Defense Power

Duration: Persistent

Target: Self Only

Range: Self

Costs END: No

Cost: 5 Character Points per -1 Damage Class

A character with Damage Negation can reduce the damage of attacks made against him. In the MHI RPG, this Power is primarily used by the GM to build monsters that are highly resistant to injury or heal almost instantly, like vampires.

A character purchases Damage Negation separately for each class of attacks (Physical or Energy). Damage Negation for any category costs 5 Character Points per -1 Damage Class (see page 207 for more information on Damage Classes, or DCs). It's considered a form of Resistant Defense, and works against Normal Damage, AVADs, Killing Attacks, Drain STUN or Drain BODY (but not other types of Drains), and any other type of damage the GM allows it to affect in its category.

A character applies his Damage Negation to an incoming attack *before* applying his other defenses. Before the attacker makes the Effect Roll for his attack, he reduces it to account for the Damage Negation. The effect of the attack is then rolled normally and the character applies his regular defenses and any other defensive abilities. Thus, a monster with lots of Damage Negation and high defenses is *extremely* difficult to hurt — though many such monsters also have weaknesses that Hunters can exploit.

Example: *A master vampire has Damage Negation (-8 DCs Physical and Energy). This represents the fact that it's not only hard to injure, but if hurt it heals almost instantly (and thus in effect wasn't really “hurt” at all). Suppose that Julie Shackelford shoots a vampire with her STI .45 ACP handgun. That gun does RKA 2d6 damage. The GM consults the Damage Class Table on page 207 and sees that RKA 2d6 is 6 DCs. Since the vampire has -8 DC Physical Damage Negation, it reduces the attack's 6 DCs to 0 — which means the gun is totally ineffective against the bloodsucker. Visually the bullets hit it and create wounds, but those wounds heal so quickly the vampire wasn't actually “hurt” at all.*

DARKNESS

Type: Standard Power/Attack Power/Sense-Affecting Power

Duration: Constant

Range: 10m x Base Points

Costs END: Yes

Cost: See Darkness Table

A character with Darkness can create a field which is impervious to one Sense Group (usually the Sight Group). The character must choose this Sense Group when he buys Darkness, and cannot change it thereafter.

To use Darkness, a character makes an Attack Roll against a target Area (DCV 3) to place the Darkness field where he wants it. If the roll succeeds, the character has placed the center point of his Darkness field on the target point; after he does that, he can't move the field.

Darkness makes the covered area *impenetrable* by the Sense Group it affects — characters using Senses in that group cannot perceive into, out of, or through the Darkness, nor perceive sensory effects generated within the Darkness. A character in a Darkness field who cannot perceive his opponent(s) with a Targeting Sense usually suffers penalties to his DCV and OCV (see pages 193-94).



DARKNESS TABLE

Sense Group	Cost To Fill 1m Radius
Targeting	5 Character Points
Nontargeting	3 Character Points
Extra Radius	Cost per +1m Radius
Targeting Sense	+5 Character Points
Nontargeting Sense	+3 Character Points

DESOLIDIFICATION

Type: Standard Power/Body-Affecting Power

Duration: Constant

Range: Self Only

Costs END: Yes

Cost: 40 Character Points

A character with Desolidification can become intangible, allowing him to walk through walls and ignore attacks. In the MHI RPG, it's most often used by the GM to create ghosts and other intangible monsters.

A Desolidified character is immune to most physical and energy attacks. Mental Powers, Flashes, and Presence Attacks can still affect him. Additionally, he must define the special effects of a reasonably common group of attacks that can affect him while he's Desolidified. For example, Desolidification defined as "turning to mist" could still be affected by wind and heat attacks; one defined as "mystic intangibility" could still be affected by magic.

While Desolidified, a character cannot touch objects or affect the physical world in any way. His attacks against the physical world have no effect; he cannot even use Mental Powers against solid targets. If a character wants to use a power against a solid target while Desolidified, he must apply the Advantage *Affects Physical World* (+2) to that power.

DISPEL

Type: Standard Power/Attack Power

Duration: Instant

Range: 10m x Base Points

Costs END: Yes

Cost: 3 Character Points for 1d6 of Dispel

A character with Dispel can turn off another character's Power. The character must specify which Power he can Dispel when he purchases Dispel.

To use Dispel, the character must make an Attack Roll. If successful, he rolls and totals the Dispel dice and subtracts the target's Power Defense (if any). If the remaining total exceeds the Active Point total of the target Power, the target Power is Dispelled: it stops working. If the victim of the Dispel wants to restart the Power, he can, but he must start from scratch — he must perform any preparations again. Obviously, Dispel is most effective against Powers which are difficult to turn on or take a long time to activate (like many spells) or against objects (which must be repaired or rebuilt). Dispel is all-or-nothing: it either completely turns off a Power or it has no effect.

To create a Dispel that can affect more than one type of Power at once, apply the *Expanded Effect* and/or *Variable Effect* Advantages (page 109).

DRAIN

Type: Adjustment Power/Attack Power

Duration: Instant

Range: 10m x Base Points

Costs END: Yes

Cost: 10 Character Points for 1d6 of Drain

A character with Drain can temporarily lower the value of one of an opponent's Characteristics or Powers. The character must specify which Power or Characteristic he can Drain when he purchases Drain.

To use Drain, a character must make an Attack Roll. If successful, he rolls and totals the Drain dice, then subtracts the target's Power Defense (if any). The total remaining is the number of Active Points lost from the affected Power or Characteristic.

Drained Character Points return at the rate of 5 Active Points per Turn (see page 110).

Suppress

As an option for Drain, GMs can allow characters to buy a slightly different form of the Power known as *Suppress*. *Suppress* is Drain with the Limitation *Costs Endurance* (to maintain; -½). This means the character has to continue to pay END every Phase to keep the Suppressed Characteristic or Power at its Suppressed level (doing this is an Action that takes no time).

Suppress remains in effect as long as the attacker pays END — it doesn't fade at the usual rate of 5 Character Points per Turn. When the character stops paying END, all points that have been Suppressed immediately "return" to the affected character. If a power is completely Suppressed (it has no Active Points left), then the power has been "turned off"; the victim has to restart it when the *Suppress* is removed.

ENHANCED SENSES

Type: Special Power/Sensory Power

Duration: Persistent

Range: Self Only

Costs END: No

Cost: Varies (see text)

These Sensory Powers allow a character to sense things beyond the capacity of normal human Senses. Characters may buy several Enhanced Senses to reflect a wide array of sensory abilities.

The *HERO System* organizes senses into six *Sense Groups*: Hearing; Mental; Radio; Sight; Smell/Taste; and Touch. All Enhanced Senses fall into one of these *Sense Groups*, though one, Detect, has no set Group (it falls into whichever one you define it as belonging to when you buy it). Additionally, there are *Sense Modifiers* which you can buy for any Sense or *Sense Group*.

See page 193 for more information about Senses in the *HERO System*.



Hearing Sense Group

In addition to Normal Hearing, which every character has for free, the Hearing Group includes:

Active Sonar: A character with Active Sonar can sense nearby objects by emitting high-frequency sound which bounces off those objects and returns to him. Active Sonar cannot perceive fine detail (such as colors, print on paper, or fine textures). Ultrasonic Hearing or Active Sonar can detect the use of Active Sonar.

Active Sonar is a Targeting Sense. It can only perceive objects in front of the character.

Cost: 15 Character Points

Enhanced Hearing: The character can hear better than normal.

Cost: +1 to Hearing Group PER Rolls for 2 Character Points

Ultrasonic Hearing: The character can perceive very high and very low frequency sounds, such as dog whistles or Active Sonar.

Cost: 3 Character Points

Mental Sense Group

Mental Awareness: The character can perceive the use of Mental Powers within his Line Of Sight. He can perceive the user and target of a Mental Power, but not the type of Mental Power (that requires Discriminatory).

Cost: 5 Character Points

Radio Sense Group

All Radio Sense Group Senses except for Radar have a 360 Degree arc of perception — a character can use them to perceive radio signals coming from any direction.

Enhanced Radio: The character can perceive radio signals better than normal.

Cost: +1 to Radio Group PER Rolls for 2 Character Points

Radar: A character with Radar can sense nearby objects by emitting radio waves which bounce off those objects and return to him. Radar cannot perceive fine detail (such as colors, print on paper, or fine textures). HRRP or Radar can detect the use of Radar.

Cost: 15 Character Points

Radio Perception/Transmission: The character can perceive and transmit local AM, FM, and police-band radio signals.

Cost: 10 Character Points

High Range Radio Perception (“HRRP”): The character can perceive and transmit along the entire broadcast spectrum, from radio to television to cellular telephone transmissions. Characters with HRRP may locate a specific frequency or channel by making an INT Roll.

Cost: 12 Character Points

Sight Sense Group

The Sight Group senses are the ones most commonly used by humans and most other characters. Normal Sight is the only Targeting Sense humans naturally possess. In addition to Normal Sight, which every character has for free, the Sight Group includes:

Enhanced Sight: The character can see better than normal.

Cost: +1 to Sight Group PER Rolls for 2 Character Points

Infrared Vision: The character can see heat patterns and traces, but can only perceive the outlines of people and objects (unless there is a source of infrared light available). Cold objects are perceived as “dark,” while hot objects may be blindingly “bright.”

Cost: 5 Character Points

Microscopic Vision: The character can see objects in quantities so small Normal Sight cannot perceive them. Microscopic Vision allows a character to see objects at 10x magnification. A character can buy it multiple times, increasing the magnification by 10x for each +5 Character Points (x100 for +5 points, x1,000 for +10 points, and so forth).

Cost: 5 Character Points per level of magnification for the Sight Group

Nightvision: The character can see in total darkness (not including the Power *Darkness*, but including some forms of Change Environment which obscure vision) as though it were normal daylight.

Cost: 5 Character Points

Ultraviolet Vision: The character can see ultraviolet (UV) light. He perceives as well at night as he can during the day, provided there is a source of UV light such as the moon or stars.

Cost: 5 Character Points

X-Ray Vision: The character can make normal PER Rolls through materials which block ordinary sight (such as walls). However, he cannot perceive through force-fields, lead, or gold.

Cost: 15 Character Points

Smell/Taste Sense Group

In addition to Normal Smell and Normal Taste, which every character has for free, the Smell/Taste Group includes:

Tracking Smell: The character can use his sense of smell to identify and track a person or object if the character makes a PER Roll. Modifiers for time and circumstances can affect the PER Roll tremendously.

Cost: 10 Character Points

Touch Group

The Touch Group includes Normal Touch. No Enhanced Senses belong to it, but characters can buy Sense Modifiers for Normal Touch if they wish.

Detect

Detect allows the character to perceive whatever he defines as its subject — Detect Gold, Detect Minds, Detect Aliens, whatever he can think of and the GM allows. The basic cost of a Detect depends upon how broad a category of things the Power can detect (see accompanying table).

A basic Detect requires a Half Phase to use and has no Range. The PER Roll with the Detect can be increased by +1 for every +1 Character Point. Characters may apply Sense Modifiers like *Sense* or *Discriminatory* to make a Detect better or easier to use.

If the character succeeds with a PER Roll, a Detect provides two basic types of information. The first is that the object or phenomenon exists, or does not exist, at the character’s current location. Second, it tells the character what the perceived object or phenomena’s “intensity” is.





When a character buys a Detect, he must assign it to one of the Sense Groups described above. It gains all the benefits of that Sense Group (it functions as a Targeting Sense if that group does, it has the same Range as that Sense Group does), but is affected by Sense-Affecting Powers used versus that group. A character may define his Detect as belonging to “no Sense Group,” but then he must buy Sense Modifiers like Range and Targeting for it individually, making it quite expensive.

DETECT TABLE

Cost	Detect Category
3	A single thing (an uncommon object or phenomena, one which has little or no effect on combat; examples include Necromantic Magic, Elves, or Gold).
5	A class of things (a common object or phenomena, or any object or phenomena which significantly affects combat; examples include Magic, Monstrous Humanoids, Metals, or Minds)
10	A large class of things (very common or abstract objects or phenomena; examples include Life Energy, Physical Objects, or Enemies)
+5	Each extra thing or class of things

Sense Modifiers

Characters can apply Sense Modifiers to any Sense or Sense Group, as appropriate.

Enhanced Perception: The character has better perception than normal.

Cost: +1 to PER Roll for all Sense Groups for 3 Character Points

Discriminatory: Discriminatory allows a Sense to perceive a greater range of information about an object or phenomena. A Sense with Discriminatory can identify, distinguish, and analyze an object if the character makes a PER Roll. Normal humans have this Sense Modifier for Normal Sight and Normal Hearing automatically, but not for other Senses.

Cost: 5 Character Points for a single Sense; 10 Character Points for an entire Sense Group.

Increased Arc Of Perception: Most Senses function in a 120-degree arc in front of the user. This Sense Modifier allows them to function in a 360-degree arc. A Sense with 360-Degree Perception operates all around the character, making it much more difficult to surprise him.

Cost: 5 Character Points for a single Sense; 10 Character Points for a single Sense Group; 25 Character Points for all of the character's Sense Groups at once.

Range: A nonranged Sense (such as Touch or Detect) with this Sense Modifier can perceive at Range in a 120-degree arc with the usual Range Modifier (just like, for example, Normal Sight).

Cost: 5 Character Points for a single Sense; 10 Character Points for a single Sense Group.

Sense: A Detect (or other Enhanced Senses, at the GM's option) may be turned into a *Sense* for 2 Character Points. Characters can use a Sense without a Half Phase Action; it can be set off by contact at any time.

Cost: 2 Character Points.

Targeting Sense: A Nontargeting Sense (such as Normal Hearing) with this Sense Modifier can be used as a Targeting Sense to locate targets in combat. See pages 193-94.

Cost: 10 Character Points for a single Sense; 20 Character Points for one Sense Group.

Telescopic: A Sense with this Sense Modifier works more accurately over longer distances than an ordinary Sense — it provides PER Roll bonuses that only counteract the Range Modifier (page 199).

Cost: 3 Character Points for +2 PER, only to offset the Range Modifier with a single Sense Group.

ENTANGLE

Type: Standard Power/Attack Power

Duration: Instant

Range: 10m x Base Points

Costs END: Yes

Cost: 10 Character Points for 1d6 BODY, 1 PD/1 ED of Entangle

A character with Entangle can restrain, immobilize, or paralyze another character. To use Entangle, a character must make an Attack Roll. If successful, he rolls his Entangle dice and counts the Normal Damage BODY. The BODY of the Entangle is the BODY rolled; the Entangle has 1 PD and 1 ED (Resistant) for each 1d6 of Entangle. When a character is Entangled, his arms and legs are restrained, giving him a DCV of 0. An Entangle completely immobilizes a character, making it impossible for him to move.

To escape an Entangle, an Entangled character must either do sufficient BODY damage to exceed the Entangle's PD/ED and destroy its BODY, use a Power which allows him to overcome the Entangle's effects (such as Desolidification or Teleportation), or find some other appropriate method of escape based on the special effect of the Entangle (like using Contortionist). No Attack Roll is necessary for an Entangled character to hit or do damage to the Entangle restraining him. When the Entangle's BODY is reduced to 0, he is free.

Characters with abilities that cause BODY damage and are innate or bought through Inaccessible Foci can use those powers to try to break free. Characters with abilities bought through Accessible Foci normally cannot use those powers to break free from an Entangle.

If an Entangled character is attacked, the Entangle takes damage from the attack first. After the attack does damage equal to the Entangle's defense + BODY, the Entangle is destroyed and the Entangled character takes the remaining damage (if any) normally. Attacks which do not cause BODY damage (such as most NNDs or Drains) are not affected by an Entangle in this way; the damage injures the Entangled character directly.

Characters other than the Entangled character can try to attack and damage the Entangle without hurting the person trapped inside it. They must make their Attack Roll at a -3 OCV penalty. If they succeed, they damage the Entangle but not the victim; if they fail, they may attack the Entangle normally (see above), or just miss altogether. For a +1 Advantage, *Takes No Damage From Attacks*, a character may create an Entangle that's “transparent” to damage — attacks against the victim don't hurt the Entangle at all, just the victim (only the victim himself can damage the Entangle).





EXTRA-DIMENSIONAL MOVEMENT

Type: Movement Power

Duration: Constant

Range: Self Only

Costs END: Yes

Cost: See Extra-Dimensional Movement Table

A character with this Movement Power can travel from one dimension to another, or travel through time. The cost of Extra-Dimensional Movement depends on how many different dimensions a character can travel to, as indicated on the accompanying table. Using Extra-Dimensional Movement takes a Full Phase.

EXTRA-DIMENSIONAL MOVEMENT TABLE

Cost	Effect
20	Travel to a single location in a single dimension
25	Travel to any location in a single dimension
30	Travel to any location in a related group of dimensions
40	Travel to any location in any dimension
Time Travel	
40	Travel to a single point in time (past or future)
50	Travel to a related group of points in time (e.g., any date in the past)
60	Travel to any point in time
Weight Carried	
+0	Character himself, plus clothing, personal equipment, and Foci (100 kg)
+5	x2 weight (200 kg)
+10	x4 weight (400 kg)
	...and so on (+5 points per x2 weight)

EXTRA LIMBS

Type: Special Power/Body-Affecting Power

Duration: Persistent

Range: Self Only

Costs END: Yes

Cost: 5 Character Points to have any number of Extra Limbs

A character with Extra Limbs has one or more usable extra limbs. Some examples of Extra Limbs include a prehensile tail, extra arms, or a group of tentacles. For 5 Character Points, the character can have as many Extra Limbs as he wants, be it 1 or 100. Extra Limbs provide no OCV bonus, and don't allow a character to make any extra attacks, but characters can use them to perform maneuvers not possible to bipedal humans (like holding someone with both hands and then punching him, or hanging from the ceiling by a tail).

FLASH

Type: Standard Power/Attack Power/Sense-Affecting Power

Duration: Instant

Range: 10m x Base Points

Costs END: Yes

Cost: See Flash Table

A character with Flash can temporarily disable or "blind" one of an opponent's Sense Groups — typically his Sight Group. The character must choose this Sense Group when he buys Flash, and cannot change it thereafter. The cost of the power depends on whether the Sense Group the Flash affects is a Targeting or Nontargeting Sense Group.

To use Flash, a character must make an Attack Roll. If successful, he rolls the Flash dice and counts the Normal Damage BODY. The total number of BODY rolled, minus the target's Flash Defense (if any), is the number of Segments (beginning in the Segment in which the character uses the attack) which the target's Sense(s) is (are) disabled. A Flashed character who cannot perceive his opponent(s) with a Targeting Sense suffers penalties to his DCV and OCV (see pages 193-94).

FLASH TABLE

Sense Group	Cost per 1d6
Targeting	5 Character Points
Nontargeting	3 Character Points

FLASH DEFENSE

Type: Special Power/Defense Power

Duration: Persistent

Range: Self Only

Costs END: No

Cost: 1 Character Point for 1 point of Flash Defense to protect a single Sense Group

A character with Flash Defense suffers less effect from Flashes. Each point of Flash Defense reduces the length of a Flash attack by 1 Segment. The character must choose which Sense Group his Flash Defense protects when he buys the Power, and cannot change it thereafter.

FLIGHT

Type: Movement Power

Duration: Constant

Range: Self Only

Costs END: Yes

Cost: 1 Character Point for every 1m of Flight

A character with Flight can fly through the air. When using Flight, a character can move, hover in place, gain altitude, and so forth.

HAND-TO-HAND ATTACK

Type: Standard Power/Attack Power

Duration: Instant

Range: No Range

Costs END: Yes

Cost: +1d6 Hand-To-Hand Combat damage for 5 Active Points with a mandatory -¼ Limitation

A character with Hand-To-Hand Attack (HA) does increased damage in HTH combat. Each die of HA adds directly to a character's dice of Normal Damage from his STR (see page 87). To buy an HA, a character spends 5 Active Points per 1d6, and applies any Advantages to derive an Active Point total. He then applies a mandatory -¼





Limitation, *Hand-To-Hand Attack* (plus any other Limitations taken for the Power) to derive a Real Cost. This Limitation signifies that the HA damage only works if it adds to a character's damage dice based on STR. It cannot function on its own, does not add to any other attacks, and does not add to a character's STR in any other way.

HEALING

Type: Adjustment Power

Duration: Instant

Range: No Range

Costs END: Yes

Cost: 10 Character Points for 1d6 of Healing

A character with Healing can heal the injuries suffered by himself or another character. To use Healing, roll the dice and count the STUN and BODY rolled. The character to whom Healing was applied regains that much BODY and STUN. However, Healing can only restore BODY and STUN lost to an injury; it can't give a character "extra" STUN or BODY beyond that, no matter how high the roll is.

Healing can only be applied to a given injury or wound once per day. If a second character tries to apply Healing to the same wound, he must exceed the amount rolled by the first application to have any effect, and the second application of Healing only affects the subject to the extent it exceeds the first use.

Typically Healing cannot replace lost limbs (though it may allow a character to re-attach a severed limb).

Example: *Trip suffers a wound in combat that does 21 STUN, 7 BODY. Gretchen uses her Spell Of Curing (Healing 4d6) to heal the injury. She rolls 15 STUN, 4 BODY on her Healing dice, so now Trip's only down 6 STUN, 3 BODY. Another orc shaman decides to apply her own Spell Of Curing to Trip's wound. She rolls 17 STUN, 5 BODY. Her Healing only helps Trip to the extent that it exceeds the first Healing — 2 STUN, 1 BODY. So, Trip still has a total of 4 STUN, 2 BODY damage. In a day, both Gretchen and the other shaman can try their Healing spells on Trip's wound again.*

IMAGES

Type: Standard Power/Attack Power/Sense-Affecting Power

Duration: Constant

Range: 10m x Base Points

Costs END: Yes

Cost: See Images Table

A character with Images can create images which other characters can perceive with their appropriate Sense Group (usually the Sight Sense Group). When a character purchases Images, he pays for two things: the Sense Group the Images can affect; and, if desired, penalties to onlookers' PER Rolls (making it harder to discover the Images aren't real).



At its base level, Images can only create an Image no larger than one cubic meter. Characters can buy the *Area Of Effect (Radius) Advantage* (page 132) for Images to create large illusions and similar effects. An Image that has Area Of Effect doesn't have to fill the entire space available; it can fill however much of its maximum space its creator wants it to.

To project an Image, the character decides what Image to produce, where to produce it, and what actions (if any) the Image performs. He makes an Attack Roll (against DCV 3) to place the center of the Image in the target Area. If he succeeds, all characters with Line Of Sight notice the Image and may make a PER Roll (with the modifiers listed on the Images Table and Perception Modifiers Table). The more complex the Image, the easier it is to recognize as a fake.

If an observer misses his modified PER Roll, he believes the Image is real. If an observer makes his modified PER Roll, he perceives the Image but knows it's not real.

Images cannot cause any physical effects, are intangible (unless they affect the Touch Sense Group), and can never cause damage or hold objects off the ground.

IMAGES SUMMARY TABLE

Cost	Sense Group
10	Targeting
5	Nontargeting
Cost	Extra Senses
+10	Targeting Sense Group
+5	Targeting Sense (single)
+5	Nontargeting Sense Group
+3	Nontargeting Sense (single)
Cost	Decreased PER Roll
+3	Per -1 to the target's PER Rolls

Characters often apply the *Area Of Effect (Radius) Advantage* to make large Images.

PERCEPTION MODIFIERS TABLE

PER Roll Bonus	Image
+0	Very Simple Image: an unmoving object; a single odor or musical note
+2	Simple Image: a ball rolling, a simple melody
+4	Complex Image: a man walking, a conversation, the smells of a hamburger
+6	Multiple Complex Images: a football team in action, an orchestral symphony, the smells of Thanksgiving dinner

INVISIBILITY

Type: Standard Power/Sense-Affecting Power

Duration: Constant

Range: Self Only

Costs END: Yes

Cost: See Invisibility Table

A character with Invisibility can become invisible to one Sense Group (usually the Sight Sense Group). Some examples of Invisibility include a "stealth plane" that's Invisible to radar or a magic ring that lets the wearer fade from sight.

An Invisible character has a "fringe" around himself. Others may perceive the fringe with a normal PER Roll at a range of 2m or less. The character can pay +10 Character Points to have no fringe.

In combat, Invisibility often makes the character harder to hit, and can make it much easier for him to obtain bonuses for Surprise attacks (see page 201). However, Invisibility does not automatically make a character's attacks or other Powers Invisible as well (that requires the Advantage *Invisible Power Effects*; see page 134).

INVISIBILITY SUMMARY TABLE

Sense Group	Cost
Targeting	20 Character Points
Nontargeting	10 Character Points
Modifiers	Cost
No Fringe	+10 Character Points

KILLING ATTACK

Type: Standard Power/Attack Power

Duration: Instant

Range: Choose Standard Range or No Range (see text)

Costs END: Yes

Cost: 15 Character Points for every 1d6 Killing Attack, either HTH or Ranged (see text)

A character with Killing Attack ("KA") can make an attack that causes Killing Damage (see page 207). Each 1d6 of Killing Attack costs 15 Character Points (adding a single point of Killing Damage to a KA costs 5 points; adding a half die costs 10 points).

When a character purchases a die of Killing Attack, he must define it as working in HTH Combat (an "HKA") or Ranged Combat (an "RKA"). Claws, fangs, and bladed weapons (like knives) are HKAs; firearms, arrows, flamethrowers, and throwing knives are RKAs. A character must define his KA as Physical or Energy damage (*i.e.*, whether it works against Resistant PD or Resistant ED) when he buys it, and cannot change this thereafter.

An RKA has a Range of 10m x Base Points and is subject to other standard rules for Ranged attacks. An HKA only works in HTH Combat, but the character may add +1d6 to his HKA for every 15 points of STR used with it. He must pay END for the STR used to improve his HKA, at the standard cost.

To use a KA, a character chooses a target and makes an Attack Roll. If he succeeds, he rolls his KA dice. The total on the dice is the BODY damage done. Then he rolls another ½d6 and multiplies the BODY by that number — the *STUN Multiplier* — to determine the amount of STUN done.



KNOCKBACK RESISTANCE

Type: Special Power/Defense Power

Cost: Persistent

Range: Self Only

Costs END: No

Cost: 1 Character Point for every -1m of Knockback

A character with Knockback Resistance reduces the Knockback he takes from attacks. Each -1m of Knockback Resistance costs 2 Character Points, and reduces both the meters traveled and the amount of damage done by Knockback (see page 208).

LEAPING

Type: Movement Power

Duration: Constant

Range: Self Only

Costs END: Yes

Cost: 1 Character Point for every +2m Leap

A character with Leaping can leap great distances. Purchased meters of Leaping add to a character's standard 4m of Leaping. In combat, leaps are identical to Flight, except the character must indicate the target point for his leap when he begins his leap, and he cannot change direction in mid-leap.

LIFE SUPPORT

Type: Standard Power

Duration: Persistent

Range: Self Only

Costs END: No

Cost: See Life Support Table

A character with Life Support can operate in unfriendly or deadly environments without harm, and/or needs reduced resources to maintain his health and life. The Life Support Table shows the Character Point cost for various types of Life Support.

A character with a *Safe Environment* Life Support does not take damage from that type of environmental condition, or from a Change Environment which creates that condition. However, he still takes damage from attacks with that special effect, due to the sudden system shock.



LIFE SUPPORT TABLE

Cost	Effect
5	<i>Breathe Underwater:</i> The character can breathe normally underwater.
10	<i>Self-Contained Breathing:</i> The character doesn't need to breathe at all.
3	<i>Diminished Eating:</i> The character doesn't have to eat or drink.
3	<i>Diminished Sleep:</i> The character doesn't have to sleep.
1-2	<i>Safe Environment:</i> The character is safe in the following environments:

Cost	Environment
2	Character is safe in Low Pressure/Vacuum
1	Character is safe in High Pressure
2	Character is safe in High Radiation
2	Character is safe in Intense Cold
2	Character is safe in Intense Heat

1-5 *Longevity:* All characters have a base lifespan of 100 years. For every point of Longevity, double that lifespan (200 years, 400 years, and so on). For 5 points, a character is Immortal.

1, 5 *Immunity:* The character is immune to the effects of a particular drug, poison, disease, or similar substance. For 1 point, he's immune to any one poison, venom, gas, biowarfare agent, or the like. For 5 points, he's immune to *all* substances in one of the following categories: terrestrial diseases and biowarfare agents; terrestrial poisons and chemical warfare agents.

A character can buy whichever forms of Life Support he wants; he doesn't have to purchase some as a condition for purchasing others.

LUCK

Type: Special Power

Duration: Persistent

Range: Self Only

Costs END: No

Cost: 5 Character Points per 1d6 of Luck

This Power represents a quality of fate which helps events turn out in a character's favor. The GM indicates when a character with Luck should make a Luck Roll. Each "6" rolled on the Luck dice counts as 1 point of Luck. The GM then decides what (if any) lucky event happens to a character. The more points of Luck the character rolled, the luckier he should be. One point of Luck means something minor but helpful (like finding a previously-overlooked clue); three or more points of Luck could lead to incredible coincidences and nigh-miraculous defiance of probability.



MENTAL BLAST

Type: Mental Power/Attack Power

Duration: Instant

Range: Line Of Sight

Costs END: Yes

Cost: 10 Character Points for 1d6 of Mental Blast

A character with Mental Blast can directly attack another character's mind to cause STUN damage. To use Mental Blast, the character makes an MCV Attack Roll. If successful, he rolls his Mental Blast dice. The target subtracts his Mental Defense (if any) and takes the remaining damage as STUN. Mental Blasts only do STUN damage, have no effect on inanimate objects, and do no Knockback.

MENTAL DEFENSE

Type: Special Power/Defense Power

Duration: Persistent

Range: Self Only

Costs END: No

Cost: 1 Character Point for 1 point of Mental Defense (the character may also add a number of points equal to his EGO/5 to those purchased) A character with Mental Defense is resistant to mental attacks — he can withstand some of the effects of Mental Powers (such as Mental Blast and Mind Control). Each point of Mental Defense is subtracted from the total rolled on the Effect Roll for Mental Powers before those Powers are applied to the character.

MENTAL ILLUSIONS

Type: Mental Power/Attack Power

Duration: Instant

Range: Line Of Sight

Costs END: Yes

Cost: 5 Character Points for 1d6 Mental Illusions

A character with this Mental Power can project illusions directly into an opponent's mind. To use Mental Illusions, the character makes an MCV Attack Roll. If successful, he defines the illusion he wants the target to perceive, and the GM determines what level of effect he needs on the Mental Illusions Effects Table to create that illusion. The character then makes a standard Effect Roll (page 111), subtracts the target's Mental Defense (if any), and compares the result to the Mental Illusions Effects Table. If the Effect Roll is not sufficient to reach the desired level, the attack has no effect, but it does alert the target. If the Effect Roll is high enough to achieve the desired effect, the illusion is established in the target's mind; the target won't know he's experiencing an illusion until he succeeds with a Breakout Roll.

On the target's first Phase after a Mental Illusion is established, he may attempt to see through or "disbelieve" the illusion by making a Breakout Roll (page 111). The target remains under the influence of the illusion (at the given level) until he succeeds with a Breakout Roll — but since he gets a Breakout Roll on his first Phase after being affected, he always gets one attempt to shake off the Illusion's effects before he can take any actions based on it.

The target of a Mental Illusion receives a chance to make another Breakout Roll (with a bonus to the roll) if the illusion performs in a way which does not meet his expectations (for example, if an illusory loved one does not recognize him). At the GM's discretion, he receives additional bonuses to his roll if other persons try to "snap him out of it."

MENTAL ILLUSIONS EFFECTS TABLE

Total rolled on Mental Illusion dice

Mental DEF is:	Effect
Greater than EGO	Cosmetic changes to setting
EGO + 10	Major changes to setting
EGO + 20	Completely alters setting
EGO + 30	Character no longer interacts with real environment

Modifiers (can be applied at any level)

-10	Illusion matches target's Psychological Complications
+10	Illusion contradicts target's Psychological Complications

MIND CONTROL

Type: Mental Power/Attack Power

Duration: Instant

Range: Line Of Sight

Costs END: Yes

Cost: 5 Character Points for 1d6 Mind Control

A character with this Mental Power can take control of another character's mind, and thus of his actions. To use Mind Control, the character makes an MCV Attack Roll. If successful, he gives the target an order (the character must have some way to communicate the order to his target, such as his voice or Telepathy; otherwise, he cannot establish Mind Control). The GM determines what level of effect the character needs on the Mind Control Effects Table to establish that control, based on how agreeable the target is to the command. The character then makes a standard Effect Roll (page 111), subtracts the target's Mental Defense (if any), and compares the result to the Mind Control Effects Table. If the Effect Roll is insufficient to reach the desired level, the attack has no effect, but it does alert the target. If the Effect Roll is sufficient to achieve the desired effect, the character establishes control over the target's mind; the target will not be aware that he is experiencing Mind Control until he succeeds with a Breakout Roll.

On the target's first Phase after Mind Control is established, he may attempt to break free from the control by making a Breakout Roll (page 111). He remains under the influence of the control (at the given level) until he succeeds with a Breakout Roll. However, since he gets a Breakout Roll on his first Phase after being affected, he always gets one attempt to shake off the Mind Control's effects before he can take any actions based on it.

If a character is put under Mind Control at a given level, and the situation later changes to require a higher level of Mind Control, then he gets to make another Breakout Roll with a +2 bonus to his EGO Roll per level of change on the table. Thus, if a character was given an EGO +10 command, and the situation changes to require an EGO+30 effect, the character receives a +4 bonus to his EGO Roll.





MIND CONTROL EFFECTS TABLE

Total rolled on Mind Control dice

Mental Defense:	Effect
Greater than EGO	Target will perform actions he is inclined to perform anyway
EGO +10	Target will perform actions he wouldn't mind doing
EGO +20	Target will perform actions he is normally against doing
EGO +30	Target will perform actions he is violently opposed to doing

Modifiers (can be applied at any level)

-5	Order is worded in an exceptionally convincing manner
+5	Order is poorly conceived or contradictory
-10	Order matches target's Psychological Complications
+10	Order contradicts target's Psychological Complications
+10	Target will not remember actions
+20	Target will remember actions and think they were natural

MIND LINK TABLE

Cost	Number Of Minds
5	Character can Link with a single mind, defined when he buys the power
10	Character can Link with any one mind in a group of minds, defined when he buys the power (e.g., everyone in a family; everyone on a superteam)
15	Character can Link with any one mind

Cost	Number Of Minds In Link At Once
+5	Character can Link with two minds at once
+10	Character can Link with four minds at once
+15	Character can Link with eight minds at once
	...and so forth (+5 points per x2 minds)

Cost	Modifiers
+0	Mind Link has a planetary range
+5	Mind Link has unlimited range in this dimension
+10	Mind Link can reach into other dimensions
+10	Character can establish Mind Link without Line Of Sight

MIND LINK

Type: Mental Power

Duration: Persistent

Range: Line Of Sight

Costs END: No

Cost: See Mind Link Table

A character with Mind Link, a variation of Telepathy, can set up a specific link with a willing mind for instant mental communication. The cost of Mind Link depends on three factors: the group of minds within which the character's Mind Link works; the number of minds the character can Link to at one time; and miscellaneous modifiers pertaining to range and related factors (see accompanying table).

To establish a Mind Link, the character must have Line Of Sight to the target and must make an MCV Attack Roll to set up the Link. The target must be completely willing (MCV 0), otherwise the Link fails. Once established, Mind Link does not require Line Of Sight, and only ends when either party wants to "hang up." Characters can use Mental Powers through a Mind Link; such attacks hit automatically (they don't require an MCV Attack Roll).

MIND SCAN

Type: Mental Power/Sensory Power

Duration: Constant

Range: Planetary (can be used to find a mind anywhere on the same planet)

Costs END: Yes

Cost: 5 Character Points for 1d6 Mind Scan; +1 MCV with Mind Scan for +2 Character Points

A character with this Mental Power can mentally search an area to find another mind. To use Mind Scan, the character defines the area (of any size) he wishes to scan. He makes an MCV Attack Roll versus the DMCV of the target mind. However, his OMCV suffers a penalty based on the number of minds in the search area, as indicated on the Mind Scan Modifiers Table.

If the MCV Attack Roll fails, the character cannot make contact with the target. If the roll succeeds, he determines the general location and presence of the target.

After a successful MCV Attack Roll, the character declares the desired Mind Scan level and makes a standard Effect Roll (page 111) using the Mind Scan Effects Table. If the Effect Roll is not enough to reach the desired level, the Mind Scan has no effect — the target cannot be contacted mentally, and no "lock-on" is established, but the target knows someone is mentally scanning for him. If the Effect Roll is enough to achieve the desired effect, the character has "locked on" to the target with Mind Scan. The target can make Breakout Rolls (page 111) in the usual manner. Whether the Breakout Roll succeeds, the target knows someone is searching for him with Mind Scan.

Once established, a Mind Scan lock-on is a two-way circuit. If the character can mentally attack his target, then his target can mentally attack him; if he knows where his target is, his target knows where he is. Two characters can carry on a long-distance mental duel through Mind Scan.





MIND SCAN MODIFIERS TABLE

Number Of People	Modifier
1 (Freelance Game Designer)	0
10 (Small Gaming Company)	-2
100 (Theater)	-4
1,000 (Apartment Building)	-6
10,000 (Small Town)	-8
100,000 (Large Town; Super Bowl)	-10
1,000,000 (Major Metropolis)	-12
10,000,000 (State)	-14
100,000,000 (Large Country)	-16
1,000,000,000 (Continent)	-18
10,000,000,000 (Large Planet)	-20
...and so forth	
Nature Of Minds	
Familiar mind	+1 to +5
Unfamiliar mind	-1 to -5
Strange, unique, or powerful mind	+1 or more

MIND SCAN EFFECTS TABLE

Total rolled on Mind Scan dice

Mental DEF is:	Effect
Greater than EGO	Mentalist can establish Mind Link or use first level of Telepathy (communication). He also knows in which direction the target is located.
EGO +10	Mentalist can use all Mental Powers on target, and can estimate the general distance to the target.
EGO +20	Mentalist knows the exact location of the target. He can attack with all attacks. If he wishes to attack the target with a non-Mental Power, the attack must be able to reach the target.

Modifiers (can be applied at any level)

+20	Mind Scan is undetectable by target
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MULTIFORM

Type: Standard Power/Body-Affecting Power

Duration: Persistent

Range: Self Only

Costs END: No

Cost: 1 Character Point for every 5 Character Points in the most expensive form; 2x the number of forms for +5 Character Points

A character with this Standard Power can change his original form into one or more other forms, each with its own abilities, personality, and Characteristics. The classic example in the MHI RPG is a werewolf's power to switch between human and wolf-man forms.

The player must choose one of the character's forms to be the "true form." The true form can be any of the character's forms, depending upon character conception. The cost for Multiform, which only the true form pays for, is 1 Character Point for every 5 Character Points the most expensive form is built with (including points from Complications), +5 Character Points for every 2x the number of forms of equal or lesser cost.

Each form a character can change into is as free-willed as the original character. The player must have a complete character sheet for each form. Forms may have different abilities, personalities, or Complications than the true form or each other, if the player so desires. A character's forms are built on the same Base Points as the true form (or fewer points, if the player so desires). Each form must take sufficient Complications to balance out its cost (just like building any other character).

Changing from one form to another requires a Half Phase. When a character shifts forms, the STUN and BODY damage he has taken and the END he has used do not disappear — they carry over to the next form.

SHAPE SHIFT

At the GM's option, a character can buy a special version of Multiform called *Shape Shift*. Shape Shift allows a character to change his form — the way he looks, feels, sounds, smells, and so forth — but not change his powers, Characteristics, or the like.

Shape Shift costs 20 Character Points for the ability to shift shape into a single alternate form, defined when the character purchases the power. For +10 Character Points, the character can shift shape into up to four forms, defined when the character purchases the power. For +20 Character Points (a total cost of 40 points), the character can shift shape into any form. In all cases, forms must be no more than +/-10% of the character's height and mass.

Shape Shift does not allow characters to imitate other persons or objects unless the character pays an additional +10 Character Points.

POWER DEFENSE

Type: Special Power/Defense Power

Duration: Persistent

Range: Self Only

Costs END: No

Cost: 1 point of Power Defense for 1 Character Point

A character with Power Defense is especially resistant to Drains, Transforms, and related attacks. When an attack against which Power Defense applies is used on the character, he subtracts his Power Defense from the attack. Any remaining points of effect in the attack apply normally to him.



REGENERATION

Type: Special Power

Duration: Persistent

Range: Self

Costs END: No

Cost: See the Regeneration Table

This Special Power allows a character to regain BODY lost to injuries and other effects at a much faster rate than normal. In the MHI RPG it's used primarily by the GM to represent the rapid healing powers of monsters like vampires, werewolves, and trolls.

The cost of Regeneration depends on how quickly the character wants to be able to Recover lost BODY (see accompanying table). All characters Recover lost BODY at the rate of their REC in BODY per Month, but a character with Regeneration gets to Recover BODY much more often.

Characters cannot buy Regeneration to Recover BODY more frequently than once per Turn. However, if a character has Regeneration at a faster rate than 1 BODY per Turn (as werewolves and vampires do), the GM may allow him to divide that Regeneration equally among the Segments of the Turn. For example, a character with Regeneration (3 BODY per Turn) might regain 1 BODY each in Segments 4, 8, and 12.

Typically Regeneration cannot regrow lost limbs. However, the GM may allow some exceptions (for example, trolls' Regeneration *can* replace a lost limb).

REGENERATION TABLE

Cost	1 BODY Regeneration Per...
2	Week
4	Day
6	6 Hours
8	1 Hour
10	20 Minutes
12	5 Minutes
14	1 Minute
16	1 Turn (Post-Segment 12)

RESISTANT PROTECTION

Type: Standard Power/Defense Power

Duration: Persistent

Range: Self

Costs END: No

Cost: 3 Character Points for every 2 points of Resistant defense
Resistant Protection provides a character with points of Resistant Defense. In the MHI RPG you use this Power for such things as the resilience of many monsters and body armor. Each 2 points of Resistant Defense (PD or ED) costs 3 Character Points.

RUNNING

Type: Movement Power

Duration: Constant

Range: Self Only

Costs END: Yes

Cost: 1 Character Point for every +1m of Running

A character with Running can run faster than normal. Each +1m of Running purchased adds to the character's normal 12m of Running.

SKILLS

Type: Special Power

Duration: Constant

Range: Self Only

Costs END: No

Cost: As per the Skill

With GM's permission, a character can purchase Skills as Powers, with Power Modifiers. The cost is computed as if the Skill were a Power.

If a character buys a Characteristic-Based Skill through a Focus, then the appropriate Characteristic is assumed to be 0. Thus an enchanted glove with the Skill *Sleight Of Hand* would have a 0 DEX, and the base Skill Roll would be $9 + \text{CHAR}/5 = 9-$.

STRETCHING

Type: Standard Power/Body-Affecting Power

Duration: Constant

Range: Self Only

Costs END: Yes

Cost: 1 Character Point for every 1m of Stretching; +5 Character Points to up to double one dimension of the character's body while halving another dimension

A character with Stretching can stretch his body, make HTH attacks at a distance from himself, and reach for things which are a long distance away from him. HTH attacks made at Range with Stretching suffer no Range Modifier — the character is always considered to be in HTH Combat. Stretching allows a character to reach around walls or obstacles, reach over or around a target to hit it from behind even though the character is standing in front of him, and so forth.

A character who buys 2m or more of Stretching can also buy the ability to alter the dimensions of his body. For every +5 Character Points a character with Stretching can increase one of the dimensions of his body (height, width, or thickness) by up to x2 (or reduce it by half), *but* must at the same time alter one of the other dimensions proportionately to compensate — for every doubling he has to halve something else (and vice-versa). For example, he could double his height, but would have to become half as wide or thick at the same time. Depending on how small a character can get in one dimension, he may be able to squeeze through tiny spaces.

Characters with unusually long limbs can buy Stretching as extra *Reach*. Each +1m of Reach costs 1 Character Point, is always active, and doesn't require END to use.



SUMMON

Type: Standard Power

Duration: Instant

Range: No Range

Costs END: Yes

Cost: 1 Character Point for every 5 Character Points in Summoned being; 2x number of Summoned beings for +5 Character Points

A character with Summon can summon a being from another location or plane of existence, or create certain types of beings or objects. In the MHI RPG it's most commonly used for Spells that create undead beings or conjure demons.

Summon costs 1 Character Point per 5 Character Points in the Summoned being's Total Points (plus any Experience Points it has). A character can double the number of beings he Summons for every +5 Character Points spent. Summon normally allows a character to Summon a specific type of creature — a wolf, for example, but not a dog, fox, or lion. To Summon beings from broader groups (such as any animal, any demon, or any type of corporeal undead) requires an Advantage, *Expanded Class* (+½).

Summon requires a Full Phase to use. A Summoned being isn't necessarily obedient (or even friendly) toward the character who Summons it — it regards the Summoner neutrally (at best). To exert control over a Summoned being, the Summoner must either somehow persuade it to do what he wants (a great opportunity for roleplaying) or defeat it in an EGO Roll Versus EGO Roll Contest. The Summoner's EGO Roll suffers a penalty of -1 per 10 Active Points in Summon. If the Summoner wins the contest, the Summoned being must obey him for a number of tasks equal to the Summoner's EGO/5. Alternately the character can buy his Summon with the Advantage *Slavishly Loyal* (+1). This means the creature is automatically obedient and will perform a number of tasks equal to the Summoner's EGO before being freed. In either case the GM determines what constitutes a "task."

SWIMMING

Type: Movement Power

Duration: Constant

Range: Self Only

Costs END: Yes

Cost: 1 Character Point for every +2m of Swimming

A character with Swimming can swim on or through water and other liquids. Each +2m of Swimming purchased adds to the character's normal 4m of Swimming.

SWINGING

Type: Movement Power

Duration: Constant

Range: Self Only

Costs END: Yes

Cost: 1 Character Point for 2m of Swinging

A character with Swinging can swing great distances from a line (assuming he has an appropriately tall structure or object to attach his swingline to). The character can also move upwards by climbing or pulling himself up a swingline.

TELEKINESIS

Type: Standard Power/Attack Power

Duration: Constant

Range: 10m x Base Points

Costs END: Yes

Cost: 3 Character Points for 2 points of Telekinetic STR

A character with Telekinesis ("TK") can manipulate objects at a distance. A character can use Telekinetic STR any way which normal STR can — it can pick things up, Grab characters, "squeeze" something, throw things, or "punch" an opponent. (Normal rules for these actions, including the Range Modifier, apply unless the GM rules otherwise.) Telekinesis can move an object a number of meters per Phase equal to the number of meters which the Telekinetic could throw the object (see page 88). However, a character can't pick himself up with Telekinesis or grab a flying character and be dragged along.

The GM may require a character with Telekinesis to make a DEX Roll to perform fine work (such as typing, threading a needle, or using Lockpicking), or may forbid it entirely unless the character pays +10 Character Points for "Fine Manipulation" for his Telekinesis.

TELEPATHY

Type: Mental Power

Duration: Instant

Range: Line Of Sight

Costs END: Yes

Cost: 5 Character Points for 1d6 of Telepathy

A character with Telepathy can read or send thoughts. To use Telepathy, the character makes an MCV Attack Roll. If successful, he declares the desired Telepathy level, makes a standard Effect Roll (page 111), subtracts the target's Mental Defense (if any), and compares the result to the Telepathy Effects Table. If the Effect Roll isn't sufficient to reach the desired level, the attack has no effect, but it does alert the target. If the Effect Roll is sufficient to achieve the desired effect, mental contact has been established with the target, who may make a standard Breakout Roll (page 111). If the Breakout Roll succeeds, the Telepathy fails, but the target is aware of the attempt to read his mind. If the Breakout Roll fails, each Phase thereafter the telepath can search for one fact, or get the answer to one question; the target will be aware of the fact that his mind is being read with Telepathy.

Telepathy cannot be used to alter or remove another character's memories or Psychological Complications. Doing that requires Mind Control (for short-term effects) or Transform (for long-term or permanent effects).

TELEPATHY TABLE

Total rolled on Telepathy dice

Mental DEF is:	Effect
Greater than EGO	The telepath can read or send surface thoughts
EGO +10	The telepath can read deep, hidden thoughts
EGO +20	The telepath can read into the target's memory
EGO +30	The telepath can read into the target's subconscious

Modifiers (can be applied at any level)

+20	Telepathy cannot be detected by target
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TELEPORTATION

Type: Movement Power

Duration: Instant

Range: Self Only

Costs END: Yes

Cost: 1 Character Point for every 1m Teleportation; 2x mass for +5 Character Points

A character with this Movement Power can move from one point to another without physically traveling through the space in between the two points (typically the character “disappears” at the first point and “reappears” at his desired destination).

Normally a character can only Teleport himself, his clothes, and his personal effects (including Foci). This is assumed to be a total weight of 100 kilograms. For each +5 Character Points, the character can double the amount of weight he can carry (200 kg, 400 kg, and so forth), thus allowing him to take his friends along when he Teleports.

Teleportation has a Noncombat Movement mode like all other Movement Powers; Noncombat Teleportation takes one extra Phase, regardless of how far the character Teleports. Characters cannot use Teleportation to perform Move Throughs or Move Bys.

TRANSFORM

Type: Standard Power/Attack Power

Duration: Instant

Range: 10m x Base Points

Costs END: Yes

Cost: 3 Character Points for every 1d6 Cosmetic Transform; 5 Character Points for every 1d6 Minor Transform; 10 Character Points

for every 1d6 Major Transform; 15 Character Points for every 1d6 Severe Transform.

A character with Transform can change a target into something else or impose a lasting change on it. You can use Transform to simulate any attack which has a long-term or permanent effect (other than injury or death) on the target, or to create objects out of thin air. The cost of Transform depends on how radical the Transformation is (see accompanying table).

To use Transform, the character makes an Attack Roll. If successful, he rolls the Transform dice, counts the total, and subtracts the target’s Power Defense (if any). If the remaining total is equal to or greater than twice the target’s normal full BODY, the target is Transformed. If the total is less than twice the target’s normal full BODY, he suffers no ill effects from the Transform (though his appearance may alter slightly, which alerts him to what’s happening to him). However, the target must keep track of the “damage” he has taken from that Transform. If he is later attacked with the same Transform, the additional Transform “damage” is added to the previous “damage” to determine whether a Transformation has occurred. When the accumulated Transform damage equals twice the target’s normal full BODY, the Transformation takes place. Transform “damage” from different Transforms is not added together; you must keep track of “damage” from each Transform separately.

Transform ordinarily only affects a character’s body, not his mind. To Transform his mind — for example, to implant or remove memories, or make someone a willing slave — the Transform must have the Advantages *Alternate Combat Value* (uses OMCV against DMCV) and *Attack Versus Alternate Defense* (works against Mental Defense, not Power Defense). In this case the Transform works against EGO, not BODY.



When a character buys Transform, he must define a way for the target to regain its normal form; he may not change this method later. A Transform could heal as if it were BODY damage, through a second application of the same or similar power, or when some special action is taken (such as getting a princess to kiss the victim, or taking the victim to a particular location).

TRANSFORM

Type	Cost per 1d6	Examples
Cosmetic	3 Character Points	Changes object's appearance only, not its function: changing someone's hair color, making passable food into better fare
Minor	5 Character Points	Minor changes in the target's functions: rendering inedible food edible, turning a dagger into a sword
Major	10 Character Points	Major changes in the target's functions: granting abilities he doesn't have, or removing ones he does; creating objects out of thin air
Severe	15 Character Points	Total, fundamental changes to the target: turning base metals into gold, transforming a living being into a stone statue, rendering a person blind or permanently paralyzed, turning a handsome prince into a frog.

TUNNELING

Type: Movement Power

Duration: Constant

Range: Self Only

Costs END: Yes

Cost: 3 Character Points to Tunnel 1m through 1 PD materials, +1 Character Point for each +1m of velocity, +2 Character Points for each +1 PD character can Tunnel through

A character with Tunneling can move through the ground or other substances by creating a tunnel roughly his own size. For 3 Character Points, a character can Tunnel 1m through material with 1 PD or less. To Tunnel faster or through tougher substances, the character must buy up his speed and penetrability separately. For each +1 Character Point he can Tunnel +1m faster; for each +2 Character Points he can Tunnel through materials of +1 PD.

Characters cannot use Tunneling on living creatures to cause damage. A character trapped in an Entangle cannot use Tunneling to escape from it.

ADVANTAGES

Sometimes you want to make a power or ability better than what you can create with just Powers. In that case, you should consider applying an *Advantage* to a Power.

Advantages modify ordinary Powers to make them more useful and effective — but since they make a Power better, they also increase its Active Point cost. For example, to build a grenade, you might buy a Ranged Killing Attack 2d6 with the *Area Of Effect (10m Radius Explosion)* Advantage. But while you'd only pay 30 Character Points for an ordinary RKA 2d6, one with that type of Explosion costs 37 Character Points.

Buying Advantages

Each Advantage has a multiplier value which you use to figure the Active Cost of a Power plus Advantage. The Active Point cost of a Power with Advantages equals:

$$\text{Active Cost} = \text{Base Cost} \times (1 + \text{Advantages})$$

Example: *Lucinda Hood wants to buy a Blast 8d6 with the +¼ Advantage Armor Piercing. Lucinda's Blast has an Active Cost of 40 x (1 + ¼) = 50 Points.*

You apply Advantages to Powers after applying any other modifier that increases the Power's cost. For example, suppose a character has Teleportation 20m and can carry x4 mass (which costs +10 Character Points). Now he wants to make the Power *Reduced Endurance* (0 END; +½). You apply the Advantage *after* adding the +10 points, so the final cost is: $((20 + 10) \times 1\frac{1}{2}) = 45$ Character Points.

CALCULATING ADVANTAGES AND LIMITATIONS

Don't have a calculator handy? You can still determine the effect of Advantages and/or Limitations on the cost of a power by using the reference tables on page 135. The Advantages Quick-Reference Table tells you the Active Points in a power; the Limitations Quick-Reference Table tells you the Real Points in a power.

Using Advantages

If a character buys an Advantage for a Power, he must always use that Advantage when using that Power. He can't "turn off" the Advantage.

Adding an Advantage increases a Power's END cost, since it increases the Power's Active Points. In the example above about Lucinda's Blast, ordinarily a Blast 8d6 would cost 4 END ($40/10 = 4$). But a Blast 8d6, Armor Piercing (+¼) costs 5 END ($50/10 = 5$).





ADVANTAGE SUMMARY TABLE

Advantage Name	Description
Affects Desolidified	Power can affect Desolidified characters
Alternate Combat Value	Changes the type of CV used for attack and/or defense
Area Of Effect	Power affects everyone within a defined area, targets DCV 3
Armor Piercing	Only half of target's defenses apply against the attack
Attack Versus Alternate Defense	Changes the type of defense the Power works against, but Power only does STUN damage
Autofire	Power can fire up to 5 shots
Charges	Power has a large number of uses per day
Duration Advantages	Improve power's duration
Invisible Power Effects	Power cannot be perceived, or is harder to perceive
MegaScale	Increases power to worldwide scale
Personal Immunity	Power doesn't affect character who uses it
Range Advantages	Improve power's range, or make it work better at range
Ranged	Makes non-ranged power work at range
Reduced Endurance	Power costs less (or no) END
Uncontrolled	Power can maintain itself without conscious thought or effort from character

instead of the usual OCV and DCV for Drain. If a character buys it twice for a power, add the two values together to determine a final value (for example, Drain STR, uses OMCV against DMCV, would have a final value of (+0 + +¼ =) +¼ Advantage.

ALTERNATE COMBAT VALUE

Value	Effect
+¼	Mental Power uses OCV instead of OMCV
-¼	Mental Power attacks against DCV instead of DMCV
+0	Non-Mental Power uses OMCV instead of OCV
+¼	Non-Mental Power attacks against DMCV instead of DCV

AREA OF EFFECT

Value: Varies

Powers with Area Of Effect affect all targets in an area. Areas Of Effect come in different sizes and shapes; a character must choose which shape Area Of Effect his power has when he buys it, and cannot change it thereafter.

Radius: An Area Of Effect (Radius) is a sphere. The size of the Radius depends on the value of the Advantage, as indicated by the Area Of Effect Table.

Cone: An Area Of Effect (Cone) is triangular. The length of the triangle's sides depends on the value of the Advantage, as indicated by the Area Of Effect Table.

Line: An Area Of Effect (Line) is a 2m wide line with a length that depends on the value of the Advantage, as indicated by the Area Of Effect Table.

AREA OF EFFECT TABLE

Value	Radius	Cone	Line	Surface
+¼	Up to 4m	Up to 8m side	Up to 16m	Up to 2m
+½	5-8m	9-16m	17-32m	3-4m
+¾	9-16m	17-32m	33-64m	5-8m
+1	17-32m	33-64m	65-125m	9-16m
...and so on				

Surface

The fourth form of Area Of Effect is *Surface*. This allows a character to apply a power to a surface (starting at a human-sized or smaller surface for +¼, or a 2m radius on surfaces like floors and walls). This doesn't affect the surface at all, but any character who comes into contact with that Surface suffers the Power's effects immediately. Area Of Effect (Surface) powers are often made Constant so their effects last as long as the character keeps paying END.

A Constant Area Of Effect (Surface) power that a character applies to himself is known as a *Damage Shield*. If a Damage Shield involves a Ranged power, it must take the *No Range* (-½) Limitation.

ADVANTAGE DESCRIPTIONS

AFFECTS DESOLIDIFIED

Value: +½

A Power with Affects Desolidified can affect a character or object who is Desolidified just as if he were solid.

ALTERNATE COMBAT VALUE ⚠

Value: Varies (see accompanying table)

Alternate Combat Value ("ACV") lets you change the type of Combat Value a power uses (and/or is targeted against). For example, a character could buy a Drain STR that uses OMCV against DMCV,





A Damage Shield moves with the character as he moves. A character doesn't have to use an Attack Action to "hit himself" with his Damage Shield; he only has to use a Zero Phase Action to activate it. A Damage Shield inflicts damage on anyone who makes a successful Attack Roll in HTH Combat to hit or Grab the character. It also inflicts damage on anyone whom the character Grabs, but not on someone he simply hits. The Damage Shield does *not* prevent the character from taking damage when hit or Grabbed (it's not a defense).

Explosion

Explosion is a modifier for Area Of Effect (usually Radius) that means the Power loses effectiveness as it spreads out from the center — it has an "explosive" effect, in other words. It's worth $\frac{1}{2}$ less Advantage (but with a minimum cost of $+\frac{1}{4}$ for Area Of Effect). For example, an Area Of Effect (20m Radius Explosion) is only worth $+\frac{1}{2}$, not $+1$ like usual for a 20m Radius.

If an Explosion attack hits the target Area (see below), the full damage applies at the target point and 2m beyond that within the Area. The damage done by or effect of the power decreases by one Damage Class (see page 207) or 5 Active Points in the power for every 2m distance beyond the target 2m radius Area. You always subtract the largest die rolled first, followed by the next largest, and so on until you've subtracted all the dice.

Example: Lucinda Hood has a Blast 8d6, Area Of Effect (16m Radius Explosion) (50 Active Points). She attacks with this Power and hits her target point. For damage she rolls 1, 2, 3, 3, 4, 5, 6, 6. The target point and everything within a 2m radius around it takes $1+2+3+3+4+5+6+6 = 30$ STUN and $0+1+1+1+1+1+2+2 = 9$ BODY. Someone 6m away from the target point would take the same damage, less the two sixes: $1+2+3+3+4+5 = 18$ STUN and $0+1+1+1+1+1 = 5$ BODY.

Using An Area Of Effect Attack

When a character uses an Area Of Effect attack, he chooses an Area to target. He makes an Attack Roll against that Area, which has DCV 3. The DCVs of the characters caught in the Area Of Effect don't matter — if the character's Attack Roll hits DCV 3, he hits everyone covered by the Area Of Effect.

If the Area Of Effect attack succeeds, you have to place the Area over the target zone properly. For a Radius, place the *center point* of the Radius on the target point that was hit. For a Cone, place the *target point is the triangle "point" that points toward the character*. For a Line, place the *first short edge of the Line* on the target point that was hit, with the rest of the Line projecting away from the character.

An Area Of Effect affects everyone within the "footprint" of the Area Of Effect takes damage from the attack (roll damage once and apply it in full to everyone in the Area). Targets in the area cannot Dodge or Block the attack. If an Area Of Effect attack misses, it misses entirely and has no effect on anyone.

If an Area Of Effect attack has No Range (see pages 109, 140), then the target point is automatically where the character stands (he takes the damage unless the attack also has *Personal Immunity*). However, for a Cone or Line, the character may define the target point as the point immediately in front of him (this is a good way to build abilities like a flamethrower).

ARMOR PIERCING

Value: $+\frac{1}{4}$

Armor Piercing ("AP") allows an attack to cut through defenses more easily: it reduces the target's defenses by *half*. For example, if a character takes 28 STUN from an AP attack, and he has 20 points of defense, he only applies half his defenses — 10 — to the attack, so he takes 18 STUN.

To counteract Armor Piercing, characters can buy defenses with the *Hardened* Advantage (page 110).

ATTACK VERSUS ALTERNATE DEFENSE

Value: Varies (see accompanying table)

A power with Attack Versus Alternate Defense ("AVAD") is affected by a defense other than the one that's standard for it. Examples include a Blast that applies against Power Defense or Flash Defense or a Transform that applies against Mental Defense instead of Power Defense. The character must choose the defense when he purchases the power, and cannot change it thereafter. AVAD attacks only do STUN damage (even if in their ordinary form they do BODY), and the specified defense reduces their effect as usual.

The value of AVAD depends on how common the new defense is compared to the type of defense the attack usually applies against. The AVAD Table organizes defenses into a "ladder" of four categories: Very Common (such as PD and ED); Common (such as Resistant PD and ED); Uncommon (such as Power Defense); and Rare (such as Touch Group Flash Defense). The GM determines which category any given defense belongs to (the listed examples are for a typical campaign). The minimum value of AVAD is $+0$.

For every step *down* the table (*i.e.*, making the defense less common), AVAD is a cumulative $+\frac{1}{2}$ Advantage. Thus, to switch a power from working against PD to working against Power Defense would be a $+1$ Advantage, because that's two steps down the table. For every step *up* the table (*i.e.*, making the defense more common), AVAD is a cumulative $-\frac{1}{2}$ Limitation. For example, making a Drain BODY apply against Resistant PD is a $-\frac{1}{2}$ Limitation. If a character wants to buy an attack that works against a different defense in the same category (*i.e.*, he's not going up or down the table), that's a $+0$ Advantage.

No Normal Defense (NND) Attacks

One form of AVAD is known as *No Normal Defense*, or "NND." An NND is like an AVAD, except for two differences. First, an NND often specifies unusual forms of defense, rather than common defensive powers. When a character purchases an NND attack, he must define a reasonably common power or circumstance, or a set of uncommon powers or circumstances, as the defense. Second, if the target has the defense, he totally ignores the attack; it does no damage to him at all. Some examples of NNDs include knockout poisons and drugs (defense is Life Support (Immunity)) and some types of sonic attacks (defense is Hearing Group Flash Defense, covering one's ears, or being deaf).



ATTACK VERSUS ALTERNATE DEFENSE TABLE

Defense Is...	Example*
Very Common	PD, ED (the Characteristics)
Common	Resistant PD or ED (any type)
Uncommon	Flash Defense (Sight or Hearing), Mental Defense, Power Defense
Rare	Flash Defense (any other Sense Group), Life Support, a specified defense not listed here (see text)

Damage Modifiers	Value
All Or Nothing ("NND")	Additional -½ Limitation (see text)

AUTOFIRE

Value: +½

A character can use a Power with Autofire to hit a target more than once in a single Phase, or to hit multiple targets with the same attack. He can fire up to five shots. See page 199 for Autofire rules. This Advantage is crucial for creating automatic fire weapons like submachine guns and assault rifles.

A character using an Autofire attack must pay END for each separate shot (if he applies the *Reduced Endurance* Advantage to an Autofire attack, the value of Reduced Endurance is *doubled*), or expend one Charge (see page 137) for each separate shot. Each hit from a Autofire attack applies separately against the target's defenses.

If a character buys Autofire for an attack that doesn't require a normal Attack Roll or isn't applied against standard defenses (PD and ED) — including all Mental Powers, Darkness, Drain, Transform, or attacks with the Advantages *Area Of Effect*, *Explosion*, or *Attack Versus Alternate Defense* — then he must pay an additional +1 for Autofire.

CHARGES

Value: Varies

Because a Power with Charges uses no END, a Power with a lot of Charges is actually better than a normal Power, and must be bought with an Advantage. See *Charges*, page 137.

DURATION ADVANTAGES

These Advantages improve a Power's duration.

Constant

Value: +½

This Advantage converts an Instant Power into a Constant Power (see page 108).

Persistent

Value: +¼

This Advantage converts a Constant Power into a Persistent Power (see page 108). The Power must cost 0 END, either inherently or because the character applies the Advantage *Reduced Endurance* (0 END; +½) to it.

INVISIBLE POWER EFFECTS

Value: Varies

Most Powers and/or their sources can be perceived (see page 109). This Advantage makes them invisible. To make an Obvious Power invisible to one Sense Group is a +½ Advantage; to make it invisible to two Sense Groups is a +1 Advantage. To make an Inobvious Power invisible to one Sense Group is a +¼ Advantage; to make it invisible to two Sense Groups is a +½ Advantage.

MEGASCALE

Value: +2

A power with this Advantage works on a worldwide scale. If it's an attack, it can (in conjunction with Area Of Effect) affect the target no matter where he is on Earth; if it's a movement ability, it can take the user anywhere on the planet. In the MHI RPG it's used to build certain types of spells, such as Portal Rope and Voodoo Curse (see the *Example Spells* section beginning on page 173).

PERSONAL IMMUNITY

Value: +¼

This Advantage prevents the character from being affected by his own power. If bought for an attack (such as an Area Of Effect attack with No Range), that attack can't harm the character; if bought for Darkness, the character can perceive through it normally. This has no effect on other characters' similar powers, however.

RANGE ADVANTAGES

These Advantages affect how a Power works at range.

Increased Maximum Range

Value: +¼

This Advantage increases a Power's maximum range. For every +¼ Advantage, double the maximum range of the Power. The Power still suffers the standard Range Modifier, however.

No Range Modifier

Value: +½

A character using a Power with this +½ Advantage ignores the Range Modifier (page 199). The Power has as good a chance to hit at its maximum range as at point blank range.

RANGED

Value: +½

Powers which ordinarily have No Range (such as Aid) can be used at Range if a character purchases this Advantage for them. The Power gains a range of 10m x Base Points and suffers the standard Range Modifier.



REDUCED ENDURANCE

Value: +¼ or +½

This Advantage reduces the normal END cost of a Power. For a +¼ Advantage, reduce the Power's END cost by half; for a +½ Advantage, reduce the Power's END cost to 0. Do not include the Character Points added by this Advantage when calculating a Power's END cost.

UNCONTROLLED

Value: +½

A Constant Power with this Advantage can maintain itself without conscious thought from its user.

To set up an Uncontrolled power, the character must activate and use the Power as normal (including succeeding with an Attack Roll, if necessary). If he succeeds, he feeds as much END as he desires into the power to create a pool of END to fuel it. The Uncontrolled power runs for as long as there is END to power it. However, any power bought with this Advantage must have a reasonably common and obvious set of circumstances which turns it off.

Once a character has set up an Uncontrolled power, he's not restricted in any way. He can, for example, make more attacks or move away from the Uncontrolled power without affecting it at all. Even if he's Stunned or Knocked Out, the Uncontrolled power keeps working until it runs out of END.



ADVANTAGES CALCULATION TABLE

Val	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
+¼	6	12	19	25	31	37	44	50	56	62	69	75	81	87	94	100	106	112	119	125
+½	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120	127	135	142	150
+¾	9	17	26	35	44	52	61	70	79	87	96	105	114	122	131	140	149	157	166	175
+1	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
+1¼	11	22	34	45	56	67	79	90	101	112	124	135	146	157	169	180	191	202	214	225
+1½	12	25	37	50	62	75	87	100	112	125	137	150	162	175	187	200	212	225	237	250
+1¾	14	27	41	55	69	82	96	110	124	137	151	165	179	192	206	220	234	247	261	275
+2	15	30	45	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300
+2¼	16	32	49	65	81	97	114	130	146	162	179	195	211	227	244	260	276	292	309	325
+2½	17	35	52	70	87	105	122	140	157	175	192	210	227	245	262	280	297	315	332	350
+2¾	19	37	56	75	94	112	131	150	169	187	206	225	244	262	281	300	319	337	356	375
+3	20	40	60	80	100	120	140	160	180	200	220	240	260	280	300	320	340	360	380	400

LIMITATIONS CALCULATION TABLE

Val	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
-¼	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
-½	3	7	10	13	17	20	23	27	30	33	37	40	43	47	50	53	57	60	63	67
-¾	3	6	9	11	14	17	20	23	26	29	31	34	37	40	43	46	48	51	54	57
-1	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
-1¼	2	4	7	9	11	13	16	18	20	22	24	27	29	31	33	36	38	40	42	44
-1½	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
-1¾	2	4	5	7	9	11	13	15	16	18	20	22	24	25	27	29	31	33	34	36
-2	2	3	5	7	8	10	12	13	15	17	18	20	22	23	25	27	28	30	32	33
-2¼	1	3	5	6	8	9	11	12	14	15	17	18	20	22	23	25	26	28	29	31
-2½	1	3	4	6	7	9	10	11	13	14	16	17	19	20	21	23	24	26	27	28
-2¾	1	3	4	5	7	8	9	11	12	13	15	16	17	19	20	21	23	24	25	27
-3	1	2	4	5	6	7	9	10	11	12	14	15	16	17	19	20	21	22	24	25



LIMITATIONS

Sometimes you have an idea for a power or ability that's not quite as good as normal. Maybe it only works a few times a day, or it takes a long time to turn on, or it doesn't always work. In *HERO System*, you represent this by applying a *Limitation* to the power.

A Limitation describes situations or conditions in which a Power does not function, functions less effectively, or suffers some other restriction. Because they make a Power less useful, Limitations lower its cost. Most importantly, though, Limitations help you develop your character's conception and background. Many backgrounds automatically suggest particular Limitations, and vice versa. Be careful not to take too many Limitations on a single power, though — the GM will use those weaknesses against your character.

THE UNIVERSAL RULE OF LIMITATIONS

A very simple rule governs all Limitations:

A Limitation which doesn't limit the character isn't worth any bonus!

A Limitation has to actually restrict, hinder, or otherwise cause problems for a character, or it's not legitimate. For example, in an MHI RPG campaign the Limitation *Does Not Work Against Magic* is valid, because magic exists. But the Limitation *Does Not Work Against Laser Pistols* is invalid, because there are no laser pistols or other Science Fiction-style weapons in the setting — the Limitation doesn't restrict the character because he's never going to encounter laser guns. The GM must approve all Limitations before allowing them in play.

Taking Limitations

Each Limitation has a divisor value that you use to determine the Real Cost of the power. Add up the total value of all Limitations on a power (treat them as positive numbers even though they're listed with a minus sign), and then use this formula:

Real Cost = Active Cost / (1 + Total Bonus from all Limitations)

The Real Cost is the number of Character Points the character must spend to buy the power. The Active Cost is the number of Character Points the power has when figuring its effect and END cost — the power plus all Advantages (page 131). The Total Bonus is the total of the listed values for the Limitations the power has.

Example: *Holly Newcastle buys 15 Character Points in HKA with the Limitation Obvious Inaccessible Focus (Clawed Glove). This Limitation is worth -½. That means the Real Cost is $(15 / (1 + ½)) = 10$. She pays 10 Character Points for 15 Active Points of HKA.*

Example: *Lucinda Hood wants to build a spell which does Blast 8d6, No Range Modifier damage; that's $(40 \times (1 + ½)) = 60$ Active Points. The spell can only be cast twelve times per day (12 Charges; -¼) and requires an Obvious Accessible Focus (a wand; -1). Thus, the Real Cost is $(60 / (1 + ¼ + 1)) = 26.67$, which rounds to 27 Character Points. Lucinda pays 27 Character Points for her 60 Active Point spell.*

APPLYING ADVANTAGES AND LIMITATIONS TO THE SAME POWER

Although Advantages and Limitations are listed with a plus and a minus, do not add the Advantages and subtract the Limitations to get a total. Apply the total Advantages and total Limitations separately to the cost of a power.

Example: *Lisa creates a throwing knife for her Hunter. She wants to buy an HKA 1d6 with the Advantage Ranged (+½) and the Limitation Obvious Accessible Focus (-1). She cannot subtract the Advantage from the Limitation to get a total -½ Limitation (which would make the knife cost 10 points). Instead, she must first apply the Advantage (for an Active Point cost of 22) and then the Limitation (for a Real Point cost of 11).*

LIMITATIONS SUMMARY TABLE

Limitation Name	Description
Always On	Power cannot be turned off
Charges	Power can only be used a few times per day
Concentration	Character has reduced DCV and PER Rolls when activating or using power
Duration Limitations	Power has a worse than normal duration
Endurance Limitations	Power costs END, or more END than normal
Extra Time	Power takes longer than normal to activate or use
Focus	Power works through an object or device
Gestures	Character must make special, distinctive gestures to use power
Incantations	Character must speak special, distinctive words to use power
Limited Power	Power is restricted in some way defined by character
Linked	Power can only be used when another power is used
No Conscious Control	Character has no control over activation/use of power
Perceivable	A normally invisible power is perceivable
Range Limitations	Power has no range, or less range than normal, or functions less effectively at range
Requires A Roll	Character must make a roll of some sort to use power
Side Effects	If power fails to work, character suffers harm



LIMITATION DESCRIPTIONS

ALWAYS ON

Value: $-\frac{1}{2}$

If a character can never turn off a power, and this restricts and hinders him, he may take the Limitation *Always On* for that power. Before a power can take *Always On*, it must first have the Advantages *Reduced Endurance* (0 END) and *Persistent* (unless it is naturally Persistent).

CHARGES

Value: Varies (see table)

A character can only use a Power with this Limitation a limited number of times per day. The most common example in the MHI RPG is firearms, which can only hold so much ammunition and then have to be reloaded. The number of uses determines the value of the Limitation.

A power which has Charges does not cost END to use. Since that is useful in some ways, if a power has a lot of Charges (more than 16), Charges becomes an *Advantage* instead. However, as an Advantage it can never be worth more than +1, no matter how many Charges the power has.

CHARGES TABLE

Number Of Uses	Charges Value	Recoverable Charges Value
1	-2	$-1\frac{1}{4}$
2	$-1\frac{1}{2}$	-1
3	$-1\frac{3}{4}$	$-\frac{3}{4}$
4	-1	$-\frac{1}{2}$
5-6	$-\frac{3}{4}$	$-\frac{1}{4}$
7-8	$-\frac{1}{2}$	-0
9-12	$-\frac{1}{4}$	$+\frac{1}{4}$
13-16	-0	$+\frac{1}{2}$
17-32	$+\frac{1}{4}$	$+\frac{3}{4}$
33-64	$+\frac{1}{2}$	+1
65-125	$+\frac{3}{4}$	$+1\frac{1}{4}$
126-250	+1	$+1\frac{1}{2}$
251-500	+1	$+1\frac{3}{4}$
...and so forth.		



Charges Options

Here are a few ways to change or increase the effectiveness of Charges: **Clips:** A character can split a power's Charges up into *Clips* having fewer Charges than his overall total. (This is how you create magazines of ammunition for guns, for example.) If a character takes a Limitation value one step down the Charges Table, he can have two times the number of Clips of those Charges.

For example, normally a character who has 8 Charges gets a $-\frac{1}{2}$ value for the Limitation. If he reduces the value one step down the table (to $-\frac{1}{4}$), he can have two Clips, each with 8 Charges. Thus, he's got 16 Charges overall, but they're split into two Clips of 8.

Changing Clips takes a Full Phase (but see Fast Draw, see page 98).

Continuing Charges: Charges normally last for, at most, a character's Phase, which means they're not efficient for Constant Powers like Change Environment or Darkness. Characters can make Charges last longer by converting them into *Continuing Charges*.

Continuing Charges only apply to Constant or Persistent Powers. A Continuing Charge functions like a Constant Power (page 108) in terms of when and how it affects targets. However, all powers bought with Continuing Charges must include a reasonably common way to turn the power off. If the power turns off for any reason, the Charge is consumed; the character must use another Charge to reactivate the power.

Converting a Charge into a Continuing Charge reduces the value of the Limitation (and may even turn it into an Advantage). See the Continuing Charges Table.

CONTINUING CHARGES TABLE

Change in Duration	Charge Limitation
Full Phase	No change
Extra Phase	-1 level on Charges table
1 Turn	-2 levels on Charges table
1 Minute	-3 levels on Charges table
5 Minutes	-4 levels on Charges table
20 Minutes	-5 levels on Charges table
...and so forth	

Example: Milo Anderson wants to buy four smoke grenades. He wants to convert the 4 Charges into Continuing Charges, because a cloud of smoke that only lasts for a Phase doesn't help him much. He decides he wants the smoke cloud to last for 1 Turn (12 seconds). The Continuing Charges Table says that for a 1 Turn duration, the value of the Limitation goes down two levels on the Charges Table. Counting down two levels from 4 Charges (-1), the Verdict comes to 7-8 Charges ($-\frac{1}{2}$). So, his 4 Continuing Charges lasting 1 Turn each are worth a $-\frac{1}{2}$ Limitation.

Recoverable Charges: Sometimes characters can quickly recover a Charge after using it. Examples include a knife the character throws, or arrows he shoots — after the battle's over, he can recover them and use them again. These are called *Recoverable Charges*, and they have a value listed on the Charges Table.

Charges Never Recover: Charges which Never Recover — such as a magic wand with a limited supply of arcane “energy” — are worth an additional -2 Limitation.

CONCENTRATION

Value: Varies (see table)

This Limitation requires the character to concentrate while activating or using a Power, making him less able to defend himself or take notice of events occurring around him.

If a Concentrating character is at $\frac{1}{2}$ DCV and -3 to PER Rolls while activating and using a power, this Limitation is worth $-\frac{1}{4}$.

If a Concentrating character is at 0 DCV and -3 to PER Rolls while activating and using a power, this Limitation is worth $-\frac{1}{2}$.

If a character applies Concentration to a Constant Power and has to Concentrate as long as the power remains in effect (instead of just in the Phase when he activates it), double the value of Concentration.

A character can only use one power requiring Concentration at a time.

ENDURANCE LIMITATIONS

These Limitations affect the END cost of a power.

Costs Endurance

Value: $-\frac{1}{4}$ or $-\frac{1}{2}$

This Limitation makes a Power that doesn't ordinarily cost END (like Resistant Protection or FTL Travel) cost END at the normal rate (Active Points/10 per Phase) and turn off if the character is Stunned or Knocked Out.

If the Power only costs END to activate, this Limitation is worth $-\frac{1}{4}$. If the Power costs END every Phase the character uses it, the value is $-\frac{1}{2}$.

Increased Endurance Cost

Value: Varies (see table)

A Power with this Limitation costs a character more END than normal (see accompanying table).

INCREASED ENDURANCE TABLE

Endurance Multiple	Limitation
x 2	$-\frac{1}{2}$
x 3	-1
x 4	$-1\frac{1}{2}$
x 5	-2
x 6	$-2\frac{1}{2}$
x 7	-3
x 8, x9	$-3\frac{1}{2}$
x 10	-4



EXTRA TIME

Value: Varies (see table)

A Power with this Limitation takes longer than usual to activate and/or use. Normally it requires a Zero Phase Action to activate a Power, and for attacks, a minimum of a Half Phase Action to use the Power. A character must take longer than that to activate and/or use a Power with this Limitation. See the Extra Time Table for times and values.

While a character activates a Power with Extra Time, he may take other actions. However, the Power only activates once the proper amount of time passes. Attacks are an exception: if the character takes this Limitation for a Power requiring an Attack Roll, he cannot make another attack until the Power has been used (unless the GM gives permission otherwise).

A character can stop activating his Power at any time simply by stopping his preparations. At the GM's discretion, if the character is interrupted while activating the Power — for example, if he takes damage — it may stop activating. A character must pay the full END cost for a Power with this Limitation when he begins activating it, so he loses the END even if he stops activating it or is interrupted.

EXTRA TIME TABLE

Time Period/Duration	Value
Full Phase	-½
1 Turn (Post-Segment 12)	-1¼
1 Minute	-1½
5 Minutes	-2
20 Minutes	-2½
1 Hour	-3
6 Hours	-3 ½
1 Day	-4
1 Week	-4 ½
1 Month	-5
...and so forth	

If a Constant or Persistent Power only requires Extra Time to activate (but not to maintain every Phase), halve the value of Extra Time.

FOCUS

Value: Varies (see table)

A Power with this Limitation works through some sort of object or device. This is a very common Limitation; for example, guns, knives, magic artifacts, and body armor are all Foci (plural of Focus).

There are four types of Focus Limitation:

Obvious, Accessible Focus (-1): Anyone looking at the character knows the power comes from the Focus, and it can easily be taken away from the character (another character can Grab it, or attack it). Examples include guns (and most other weapons) and magic wands.

Obvious, Inaccessible Focus (-½): Anyone looking at the character knows the power comes from the Focus, but taking it away from him requires 1 Turn out of combat. Examples include body armor, rings, and clothing.

Inobvious, Accessible Focus (-½): It's not immediately clear where the Power comes from, but another character can easily take it away from the character (another character can Grab it, or attack it) once he figures out what it is. Examples include disguised weapons (such as cane-swords) or a magic amulet that gives no indication it's the source of the character's spells.

Inobvious, Inaccessible Focus (-¼): It's not immediately clear where the Power comes from, and even after another character figures it out, taking the Focus away from him requires 1 Turn out of combat. Examples include magic rings that don't obviously grant powers to a character.

Most Foci are *Breakable* — they have a PD and ED equal to the (Active Points/5) of the largest power bought through the Focus (minimum of 3), and lose one power every time an attack does BODY damage to them. However, some Foci are *Unbreakable*, meaning they cannot be damaged or destroyed in any way. This is appropriate for some magical or unique items, such as the artifact the Lord Machado and Koriniha used.

Most Foci are *Universal*, meaning anyone can use them. A gun, for example, can be used not only by the character who buys it, but by anyone else. But some Foci are *Personal*, meaning only the character who buys them can use them. Enchanted items "keyed" to a single person are examples of Personal Foci.

Other Modifiers For Focus

There are two other ways to customize Focus to create specific types of objects.

Expendability: If a character uses up a Focus every time he activates the power, and must then replace the Focus before he can use the power again, it's worth an additional -¼ Limitation (or more, for particularly rare or expensive Foci). Examples include the "material components" used to cast some types of spells.

Size And Mobility: If a Focus is *Bulky* (moving or using it reduces the character to ½ DCV), it's worth an additional -½ Limitation. If it's *Immobile* (it must always remain in the same place), it's worth an additional -1 Limitation. Examples include large, difficult-to-handle weapons, magic circles, and the like.

GESTURES

Value: -¼ or -½

A character can use a Power with this Limitation only if he makes gestures that are clearly visible at a distance, obviously out of the ordinary, and not usable for anything else (such as attacking with a weapon). He must be able to move freely; if he is encumbered or in a confined space, the power doesn't work. If he is restrained or Grabbed, he cannot activate and/or use the Power.

Gestures is worth -¼ in most cases, or -½ if the character must Gesture continuously while he activates and maintains a Constant Power. While Gesturing, a character cannot activate any other powers that require Gestures.

INCANTATIONS

Value: -¼ or -½

A character can use a Power with this Limitation only if he speaks loud phrases that are clearly audible at a distance, obviously out of the ordinary, and not usable for anything else (such as communicating





with a comrade). He must be able to speak freely and clearly; if he is gagged or has his mouth full, the power doesn't work.

Incantations is worth $-\frac{1}{4}$ in most cases, or $-\frac{1}{2}$ if the character must incant continuously while he activates and maintains a Constant Power. While incanting, a character cannot activate any other powers that require incantations.

LIMITED POWER

Value: Varies (see table)

You can use this catch-all Limitation to construct your own Limitations if you can't find one that does what you want elsewhere in this book. The Limited Power Guidelines Table provides some suggestions for determining the value of a new Limitation, and the Limited Power Examples Table provides some example. The GM must approve all such Limitations, of course.

LIMITED POWER GUIDELINES TABLE

Value	Effect On Power
-0	Power loses less than a fourth of its effectiveness, or condition is Very Uncommon (character will rarely, if ever, be limited)
$-\frac{1}{4}$	Power loses about a fourth of its effectiveness, or condition is Uncommon (character will be limited about a fourth of the time)
$-\frac{1}{2}$	Power loses about a third of its effectiveness, or condition is Common (character will be limited about a third of the time)
-1	Power loses about half its effectiveness, or condition is Very Common (character will be limited about half the time)
$-1\frac{1}{2}$	Power loses about two-thirds of its effectiveness, or condition is Extremely Common (character will be limited over half the time)
-2	Power loses almost all of its effectiveness, or condition is Ubiquitous (character will almost never get to use power)

LIMITED POWER EXAMPLES TABLE

Bonus	Limitation
-1	Power Only Works On Women
$-\frac{3}{4}$	Power Does No STUN (only works for attacks which normally do STUN)
$-\frac{1}{4}$ or $-\frac{1}{2}$	Power Does Not Work On Dwarves (exact value depends upon how common dwarves are in the campaign)
$-\frac{1}{4}$	Power Only Works In Daylight
$-\frac{1}{4}$	Power Only Works While Character Is Touching The Ground
$-\frac{1}{2}$	Power Only Works In Darkness
-1	Power Only Works In Twilight
$-1\frac{1}{2}$	Power Only Works In Water
$-1\frac{1}{2}$	Power Only Works During Natural Rainstorms
-2	Power Only Works In Tornadoes
-2	Power Only Works In Intense Magnetic Fields
-2	Power Only Works Under A Full Moon
$-\frac{1}{2}$	Power Does Not Work In Darkness
$-\frac{1}{4}$	Power Does Not Work In Water
$-\frac{1}{4}$	Power Does Not Work In Intense Magnetic Fields

LINKED

Value: $-\frac{1}{2}$

A power with this Limitation may only be used with another power. If the other power (the "greater power") isn't being used, the character can't use the power with the *Linked* Limitation (the "lesser power"). The lesser power must be the one with the lower Active Point cost; if they have the same Active Point cost, pick one to be the "lesser power."

Linked only applies to and affects the lesser power. The character can use the greater power without using the lesser power if he wants; Linked doesn't restrict the greater power at all. However, he can only use the lesser power when he uses the greater power.

When a character uses Linked powers, he activates and uses both of them at the same time, as a single Action. If one of the powers would reduce the target's defenses or DCV, it applies *last*.

NO CONSCIOUS CONTROL

Value: -2 or less (see text)

A power with this Limitation isn't under the character's control — he possesses it, but can't consciously activate or use it. It lets you simulate mysterious powers — those that help a character, but which he can never rely on. Owen Pitt's ability to read memories is a perfect example.

A power with No Conscious Control only turns on when the GM chooses — usually when it furthers the adventure, or when an accidental "discharge" of the power inconveniences the character. The GM may sometimes allow the character to turn on the power, but at substantial penalties (-5 or more) to control rolls, Attack Rolls, and the like.

No Conscious Control is typically a -2 Limitation. However, characters can take it at a lesser value — -1, or even $-\frac{1}{2}$ — to represent powers over which they have a slight degree of control. For example, at the -1 level, perhaps a character can turn his power on and off at will, but can't control its effects while it's on. For example, Owen Pitt's memory-reading power initially had No Conscious Control at the -2 level, but as he's become more and more used to it he's gained greater control over it, until now, as you can see on his character sheet on page 38, the Limitation only has a value of $-\frac{1}{2}$.

PERCEIVABLE

Value: $-\frac{1}{4}$

If a Power is normally not perceivable (such as Mental Powers), applying this Limitation to it makes it an Obvious power (see page 109).

RANGE LIMITATIONS

This suite of Limitations affects how Ranged powers works at Range.

No Range

Value: $-\frac{1}{2}$

This Limitation means a Ranged Power does not work at Range. The character can only use it at HTH Combat range.





Limited Range

Value: -¼

This Limitation means a Ranged Power has less Range than normal. The GM determines the exact Range based on special effects, input from the player, and so forth.

Range Based On Strength

Value: -¼

This Limitation means the power's range depends on the STR used to throw it (see page 88). It's often used for grenades, throwing knives, and similar weapons.

REQUIRES A ROLL

Value: -½

A power with Requires A Roll ("RAR") doesn't work automatically or infallibly — it's unreliable, so the character must succeed with some sort of roll to activate and/or use it. For example, most spells in the MHI RPG have the Limitation *Requires A Magic Roll*, because a character has to succeed with a *Magic Skill Roll* to cast them successfully.

RAR comes in two forms:

Activation Roll

This form of Required Roll represents total success or failure — either the ability works or it doesn't, there's no chance for the GM to allow a partial success. The most common example is a suit of body armor that partially covers the body. The character must roll the Activation Roll number or less on 3d6 *each Phase he wants to use or maintain the power* (even if it's Constant).

An Activation Roll of 11- is worth a -1 Limitation. For each point you want to increase the roll by, reduce the Limitation by ¼ (thus, -¾ for a 12- roll, -¼ for a 14- roll, and so on). For each point you want to decrease the roll by, increase the Limitation by ¼ (thus, -1¼ for 10-, -1¾ for 8-, and so on).

Requires A [Skill] Roll

This form of Required Roll uses a specified Skill — Requires A Stealth Roll, Requires A Magic Roll, or the like. It must be a Skill that costs 3 Character Points for a Characteristic-Based Roll and +2 Character Points for each +1 to the roll. To activate the Power, the character must succeed with a Skill Roll at a penalty of -1 per 10 Active Points in the Power. Making this roll is a Zero Phase Action. Other Skill Modifiers, such as taking extra time or not having the right tools, can also affect the Required Roll.

SIDE EFFECTS

Value: Varies (see table)

This Limitation means disadvantageous or harmful things happen to the character when he fails to use his Power properly. The value depends on the strength of the Side Effect.

Side Effects is usually taken for a power which has some chance of failure — one with the Limitation *Requires A Roll* (in either form). Each time the character's attempt to activate or use the power fails, he suffers the penalty for the Side Effect. The exact nature of the Side

Effect is up to the player (with the GM's approval), but it must always be disadvantageous or harmful. Examples include the character taking half damage due to a "backlash" from the power, the character losing extra END, or the character becoming momentarily blind (Flashed).

A Side Effect automatically affects the character — no Attack Roll is necessary, and the character gets no defense against it.

SIDE EFFECTS

Value	Side Effect
-¼	Minor Side Effect: 15 Active Points, or some other minor or trivial effect
-½	Major Side Effect: 30 Active Points
-1	Extreme Side Effect: 60 Active Points
Modifiers	
x2 value	Side Effect occurs automatically whenever Power is used (or is bought for a Power which always works)

MULTIPOWERS

Characters use Multipowers to buy several powers which group together and draw from a common "reserve" of points. This makes those powers much cheaper, but restricts how and when the character can use them. The individual powers in a Multipower are usually referred to as "slots." In the MHI RPG, Multipowers are primarily used to create weapons or other pieces of equipment with multiple functions (for example, see Owen Pitt's shotgun Abomination on page 38).

A character with a Multipower has two or more powers that draw from a common pool of Character Points (known as a *Multipower reserve*). The character can only use one of the Multipower powers at a time.

BUYING A MULTIPOWER

To buy a Multipower, do the following:

1. Define the size of the Multipower reserve and pay for it in Character Points. For example, if you want a 40-point reserve, the reserve costs 40 Character Points.
2. Buy the slots.
 - a. No slot can have more Active Points than the Multipower reserve has points.
 - b. The cost of a slot is its Real Points divided by 10.

Here's an example Multipower for a monster who has fire powers:

CostPower

- 60 *Fire Powers*: Multipower, 60-point reserve
- 6 1) *Firebolt*: Blast 12d6
- 5 2) *Cutting Firebolt*: Blast 8d6, Armor Piercing (+¼)
- 3 3) *Burning Touch*: Ranged Killing Attack 3d6; No Range (-½)
- 4 4) *Fiery Shield*: Resistant Protection (20 PD/20 ED); Costs Endurance (-½)

Total cost: 78 points





As you can see, the reserve has 60 points. That means no slot in the Multipower can have more than 60 Active Points — they could have fewer than 60 Active Points (as Slot 3 does), but 60 is the maximum.

Thanks to the fact that he's bought these five powers through a Multipower, the character pays only 78 Character Points for 260 Character Points' worth of powers. However, he can only use one power at a time.

A character can never buy one Multipower in another Multipower, nor can he have a power in one Multipower add to or modify a power in another Multipower. Slots within a single Multipower cannot add together or modify each other.

Characters may not buy more than one Power in a single Multipower slot unless those Powers are Linked or the character has the GM's permission.

Characters cannot purchase Talents and Special Powers in Multipowers except with the GM's permission.

Advantages And Limitations

Advantages and Limitations apply to a slot's cost normally: Advantages increase a slot's Active Point cost, so you have to make sure it fits within the reserve amount; a Limitation reduces a slot's Real Point cost and saves points. In the example Multipower, look at Slot 2 (which has an Advantage) and Slot 3 (which has a Limitation).

Charges is an exception. If you want the whole Multipower to be usable only a certain number of times per day, apply Charges to the reserve cost. (If you want a slot to have its own specific number of uses, apply Charges to it alone.)

USING MULTIPOWERS

The only restriction on Multipowers is that a character can only use one power in a Multipower at a time. Using the example above, if the character is using his Resistant Protection, he cannot use any of his Blasts or his RKA — all he can do is protect himself. This remains true even if he uses his Resistant Protection at less than full power.

Changing the slots in a Multipower — switching from one power to another — is a Zero Phase Action (page 195), but a character can only switch slots once per Phase.

SIZE TEMPLATES

Some characters, such as ogres or pixies, are larger or smaller than the HERO System's defined norm of 2m tall and 100 kilograms in weight. The accompanying Templates, ranging from one-sixty-fourth normal human size to 64 times human size, represent the standard abilities and Physical Complication pertaining to various "size categories." The listed abilities are only *guidelines* — a character doesn't necessarily have to take every single "Enormous" ability at full power if he's four times human size. It all depends on the form of his body, what it is that makes him big, exactly how tall he is, and other factors. The GM should review and approve unusually large or small characters to make sure their abilities and Complications properly simulate their size.

SIZE TEMPLATES

Cost	Size: Insectile (character is about one-sixty-fourth human size)
60	<i>Hard To Hit:</i> +12 DCV
24	<i>Hard To Perceive:</i> +12 to Stealth
Total cost: 84 points (minus cost of reduced variables; see below)	
Complication: Physical Complication: Insectile (1.6 cm Reach, +36m Knockback) (All The Time, Greatly Impairing) (30 points)	
Cost	Size: Minute (character is about one-thirty-second human size)
50	<i>Hard To Hit:</i> +10 DCV
20	<i>Hard To Perceive:</i> +10 to Stealth
Total cost: 70 points (minus cost of reduced variables; see below)	
Complication: Physical Complication: Minute (3.2 cm Reach, +30m Knockback) (Very Frequently, Greatly Impairing) (25 points)	
Cost	Size: Minuscule (character is about one-sixteenth human size)
40	<i>Hard To Hit:</i> +8 DCV
16	<i>Hard To Perceive:</i> +8 to Stealth
Total cost: 56 points (minus cost of reduced variables; see below)	
Complication: Physical Complication: Minuscule (6.4 cm Reach, +24m Knockback) (Frequently, Greatly Impairing) (20 points)	
Cost	Size: Tiny (character is about one-eighth human size)
30	<i>Hard To Hit:</i> +6 DCV
12	<i>Hard To Perceive:</i> +6 to Stealth
Total cost: 42 points (minus cost of reduced variables; see below)	
Complication: Physical Complication: Tiny (12.5 cm Reach, +18m Knockback) (Frequently, Slightly Impairing) (15 points)	
Cost	Size: Diminutive (character is about one-quarter human size)
20	<i>Hard To Hit:</i> +4 DCV
8	<i>Hard To Perceive:</i> +4 to Stealth
Total cost: 28 points (minus cost of reduced variables; see below)	
Complication: Physical Complication: Diminutive (25 cm Reach, +12m Knockback) (Frequently, Slightly Impairing) (10 points)	
Cost	Size: Small (character is about half human size)
10	<i>Hard To Hit:</i> +2 DCV
4	<i>Hard To Perceive:</i> +2 to Stealth
Total cost: 14 points (minus cost of reduced variables; see below)	
Complication: Physical Complication: Small (.5m Reach, +6m Knockback) (Infrequently, Slightly Impairing) (10 points)	
Cost	Size: Large (character is up to twice human size)
15	<i>Greater Strength:</i> +15 STR
5	<i>Greater Toughness:</i> +5 CON
5	<i>More Impressive:</i> +5 PRE
3	<i>Tougher:</i> +3 PD
3	<i>Tougher:</i> +3 ED
3	<i>Greater Mass:</i> +3 BODY
3	<i>Greater Toughness:</i> +6 STUN
1	<i>Reach:</i> Reach +1m (total of 2m)





12	<i>Long Legs: Running +12m</i>
6	<i>Heavy: Knockback Resistance -6m</i>
Total cost: 56 points.	
Complication: Physical Complication: Large (+2 to PER Rolls to perceive character, +2 OCV to hit character) (Infrequently, Slightly Impairing) (10 points)	
Cost	Size: Enormous (character is up to four times human size)
30	<i>Greater Strength: +30 STR</i>
10	<i>Greater Toughness: +10 CON</i>
10	<i>More Impressive: +10 PRE</i>
6	<i>Tougher: +6 PD</i>
6	<i>Tougher: +6 ED</i>
6	<i>Greater Mass: +6 BODY</i>
6	<i>Greater Toughness: +12 STUN</i>
3	<i>Reach: Reach +3m (total of 4m)</i>
24	<i>Long Legs: Running +24m</i>
12	<i>Heavy: Knockback Resistance -12m</i>
Total cost: 113 points.	
Complication: Physical Complication: Enormous (+4 to PER Rolls to perceive character, +4 OCV to hit character) (Frequently, Slightly Impairing) (15 points)	
Cost	Size: Huge (character is up to eight times human size)
45	<i>Greater Strength: +45 STR</i>
15	<i>Greater Toughness: +15 CON</i>
15	<i>More Impressive: +15 PRE</i>
9	<i>Tougher: +9 PD</i>
9	<i>Tougher: +9 ED</i>
9	<i>Greater Mass: +9 BODY</i>
9	<i>Greater Toughness: +18 STUN</i>
7	<i>Reach: Reach +7m (total of 8m)</i>
36	<i>Long Legs: Running +36m</i>
18	<i>Heavy: Knockback Resistance -18m</i>
22	<i>Huge Hands And Feet: Area Of Effect (1m Radius; +¼) for up to 60 STR, Reduced Endurance (0 END; +½)</i>
Total cost: 195 points.	
Complication: Physical Complication: Huge (+6 to PER Rolls to perceive character, +6 OCV to hit character) (Frequently, Greatly Impairing) (20 points)	
Cost	Size: Gigantic (character is up to sixteen times human size)
60	<i>Greater Strength: +60 STR</i>
20	<i>Greater Toughness: +20 CON</i>
20	<i>More Impressive: +20 PRE</i>
12	<i>Tougher: +12 PD</i>
12	<i>Tougher: +12 ED</i>
12	<i>Greater Mass: +12 BODY</i>
12	<i>Greater Toughness: +24 STUN</i>
15	<i>Reach: Reach +15m (total of 16m)</i>

48	<i>Long Legs: Running +48m</i>
24	<i>Heavy: Knockback Resistance -24m</i>
30	<i>Gigantic Hands And Feet: Area Of Effect (2m Radius; +¼) for up to 80 STR, Reduced Endurance (0 END; +½)</i>
Total cost: 265 points.	
Complication: Physical Complication: Gigantic (+8 to PER Rolls to perceive character, +8 OCV to hit character) (Frequently, Greatly Impairing) (20 points)	
Cost	Size: Gargantuan (character is up to thirty-two times human size)
75	<i>Greater Strength: +75 STR</i>
25	<i>Greater Toughness: +25 CON</i>
25	<i>More Impressive: +25 PRE</i>
15	<i>Tougher: +15 PD</i>
15	<i>Tougher: +15 ED</i>
15	<i>Greater Mass: +15 BODY</i>
15	<i>Greater Toughness: +30 STUN</i>
31	<i>Reach: Reach +31m (total of 32m)</i>
60	<i>Long Legs: Running +60m</i>
30	<i>Heavy: Knockback Resistance -30m</i>
37	<i>Gargantuan Hands And Feet: Area Of Effect (4m Radius; +¼) for up to 100 STR, Reduced Endurance (0 END; +½)</i>
Total cost: 343 points.	
Complication: Physical Complication: Gargantuan (+10 to PER Rolls to perceive character, +10 OCV to hit character) (Very Frequently, Greatly Impairing) (25 points)	
Cost	Size: Colossal (character is up to sixty-four times human size)
90	<i>Greater Strength: +90 STR</i>
30	<i>Greater Toughness: +30 CON</i>
30	<i>More Impressive: +30 PRE</i>
18	<i>Tougher: +18 PD</i>
18	<i>Tougher: +18 ED</i>
18	<i>Greater Mass: +18 BODY</i>
18	<i>Greater Toughness: +36 STUN</i>
63	<i>Reach: Reach +63m (total of 64m)</i>
72	<i>Long Legs: Running +72m</i>
36	<i>Heavy: Knockback Resistance -36m</i>
90	<i>Colossal Hands And Feet: Area Of Effect (8m Radius; +½) for up to 120 STR, Reduced Endurance (0 END; +½)</i>
Total cost: 483 points.	
Complication: Physical Complication: Colossal (+12 to PER Rolls to perceive character, +12 OCV to hit character) (All The Time, Greatly Impairing) (30 points)	



EQUIPMENT

This section describes various types of personal equipment — such as weapons, body armor, and radios — that characters might want to have. As discussed on page 83, MHI RPG characters don't pay Character Points for their equipment; they pay money for it in the game, make it in a workshop or lab (if they have the proper Skills), receive it from someone, find it, or the like. However, if a character wants a unique, special, or noteworthy piece of gear (like Owen Pitt's special shotgun Abomination), the GM may require him to build it using the *HERO System* rules and pay Character Points for it.

WEAPONS

"How many guns do you have?" he asked in exasperation.
"Lots[.]"

—the master vampire Jaeger is surprised at the size of Owen Pitt's personal arsenal in *Monster Hunter International*

In most MHI RPG campaigns, the most important form of equipment for characters is the weapons they use to kill monsters...

Firearms

...and the most common weapons are firearms. The accompanying tables describe various types of guns and related weapons for use in your MHI RPG campaigns. Of course, these tables can't describe

every gun ever made, so if you can't find one you're looking for, either use a similar gun and change its name, or create it yourself using the *HERO System* rules. You can also find hundreds more guns in *The HERO System Equipment Guide*.

TABLE DESCRIPTION

Name: The name of the weapon. This may include a manufacturer and/or model number.

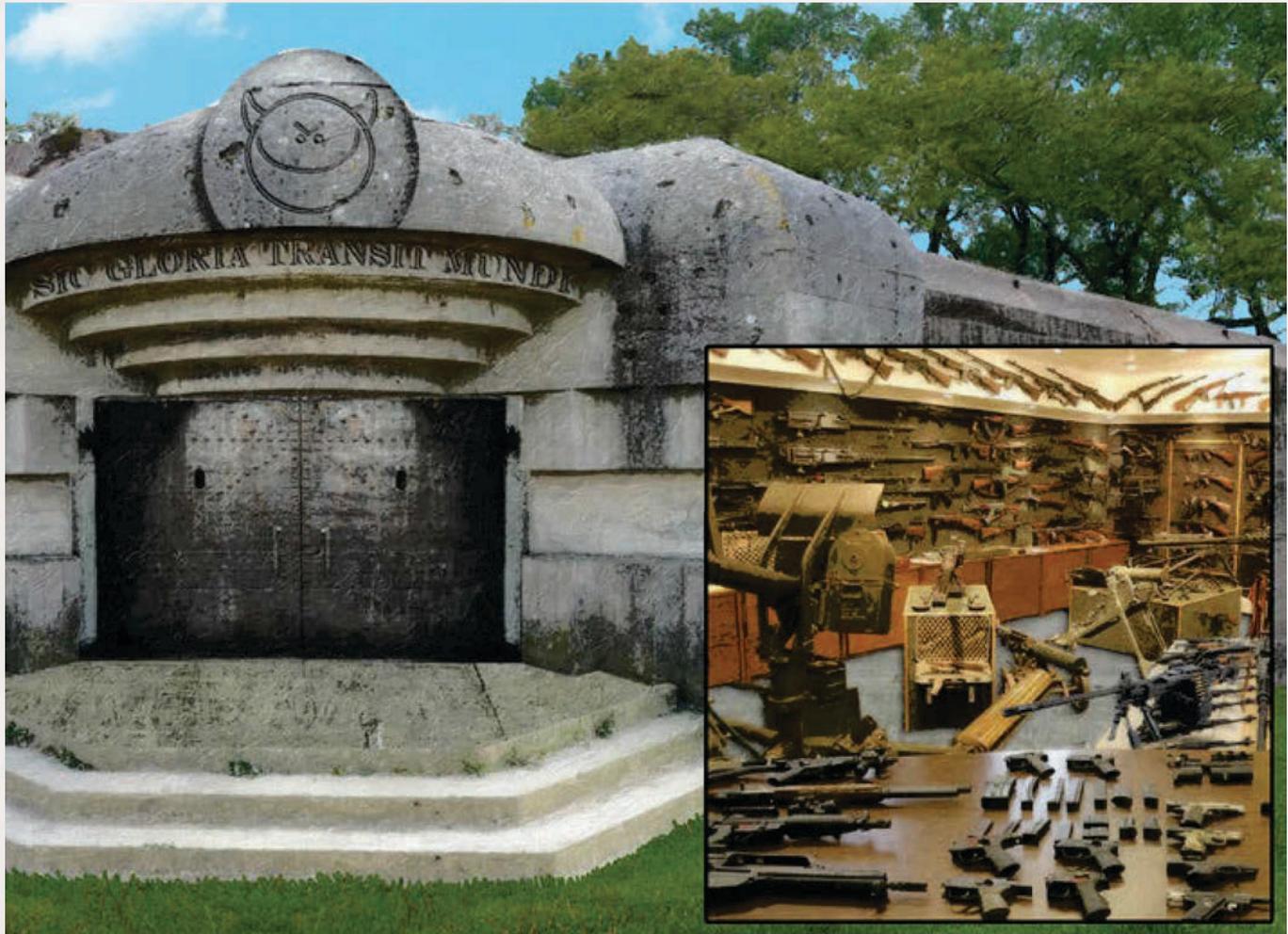
Caliber: The weapon's caliber (for shotguns, this becomes "Gauge"). This is given in fractions of an inch or in millimeters (mm).

Many models of guns comes in multiple calibers, not just the one listed (this is particularly true for semi-automatic handguns), and a gunsmith can often rechamber a weapon to accept a different size cartridge. So if you like the look of a gun but not the caliber, feel free to change it to fire the type of bullet you want. Upgrading a gun to a larger caliber may diminish the number of rounds it can hold in a magazine, while downgrading to a smaller caliber may increase the weapon's ammo capacity.

OCV: A bonus or penalty to OCV applied when using the weapon.

RMod: A bonus or penalty to the shooter's OCV to overcome the Range Modifier applied when using the weapon (thus, a positive number helps him by reducing the Range Modifier, a negative one hinders him by increasing the Range Modifier).

Damage: The damage the weapon does. An "N" indicates Normal Damage; otherwise the listed damage is Killing.





STUNx: This is the STUN Multiplier for Killing Damage weapons (a +0 means “no modification”; use the standard ½d6 STUN Multiplier). Apply the STUNx modifier to the STUN Multiplier roll (or to the STUNx for the Hit Location struck). For example, if a character with a .45 ACP caliber firearm (STUNx +1) hits an opponent in the Head, the total STUNx would be 6.

Shots: The number of shots in the gun’s cylinder or magazine (in game terms, how many Charges the gun has). Each gun comes with

one magazine of ammunition unless noted otherwise. If a gun can use more than one size magazine, the largest or most common magazine is usually the one listed. Guns with only 1 shot are single-shot guns that the user must reload after each shot.

The listed number of Charges for semi-automatic firearms doesn’t include having one round “in the pipe” (*i.e.*, chambering one round, then removing the magazine and replacing that round, so that the gun carries +1 round).

FIREARMS AND “REALISM”

Few subjects in gaming cause as much debate and discussion as how to “correctly” or “realistically” simulate firearms and other weapons in the game. Gamers with an interest in the subject argue endlessly about bullet caliber, muzzle velocity, the relationship of barrel length to accuracy, which rounds have the greatest “stopping power,” and a thousand other topics — and how they all relate to, or “should” work within, the *HERO System*.

As if this mixture of highly technical and potentially complex topics weren’t enough, gun experts (be they gamers or not) often don’t agree on particular facts regarding the use and effects of firearms. People who carry guns every day in their jobs, and whose lives often depend on them, argue vociferously and endlessly about these exact same subjects — and often reach very different conclusions. In the process they keep an entire publishing industry of gun magazines and books alive and active.

All of this discussion and debate can be both fascinating and informative, but it’s not appropriate for this book, for several reasons. First, this is a roleplaying game, not a technical manual

on firearms. There’s a limit to how much information a roleplaying game book can and should provide on subjects such as this. Second, and perhaps more importantly, the *HERO System* is about *dramatic realism*, not true “realism” (whatever that might be). The only thing that adhering to some elaborate set of ballistics data is likely to accomplish is diminishing most gamers’ enjoyment of the game. While an MHI RPG campaign has to at least nod in the direction of “realism” to maintain verisimilitude, ultimately it focuses on the sort of dramatic realism seen in the MHI novels, not the absolute realities (whatever they are) of modern-day combat.

The information in this section is based on research, but where necessary decisions have been made in the interest of enjoyable game play, not “realism.” The goal of this section is not to offer a précis of ongoing debates about the performance of firearms and related technologies — it’s to provide fun, easily-used source material for your MHI RPG campaigns. Readers whose opinions about these topics differ from what’s presented in this book are welcome to revise the information in this chapter to suit themselves.

REVOLVERS

Name	Caliber	OCV	RMod	Damage	STUNx	Shots	STR Min	Mass	Max Range	Notes
ADC Derringer	10mm	-1	-2	1½d6	+0	2	6	0.45	250m	
Casull Fieldgrade	.454	+1	+0	2d6+1	+1	5	7	1.46	350m	
Colt Anaconda	.44 M	+0	+0	2d6	+1	6	7	1.67	300m	
Colt Detective	.38	+0	+0	1d6	+0	6	6	0.59	150m	
Colt King Cobra	.357 M	+0	+0	1½d6	+0	6	6	1.30	250m	
Freedom Arms M83	.50 AE	+0	+0	2d6+1	+1	6	6	1.53	350m	
Linebaugh 475	.475	+0	+0	2d6+1	+1	5	6	1.12	350m	
Ruger GP100	.357 M	+0	+0	1½d6	+0	6	6	1.13	250m	
Ruger Redhawk	.44 M	+0	+0	2d6	+1	6	7	1.49	300m	
S&W Model 27	.357 M	+0	+0	1½d6	+0	6	6	1.29	250m	
S&W Model 57	.41 M	+0	+0	1½d6	+0	6	6	1.36	250m	
S&W 325 Nightguard	.45 ACP	+0	+0	2d6-1	+1	6	10	0.78	270m	
S&W 610	10mm	+1	+1	1½d6	+0	6	6	1.20	200m	
S&W 625	.45 ACP	+0	+0	2d6-1	+1	6	6	1.28	270m	
S&W Model 642 Airweight	.357 M	+0	+0	1½d6	+0	5	0.42	250m		
S&W 1917	.45 ACP	+0	+0	2d6-1	+1	6	6	1.10	270m	



SEMI-AUTOMATIC PISTOLS

Name	Caliber	OCV	RMod	Damage	STUNx	Shots	STR Min	Mass	Max Range	Notes
AMT Automag IV	.45 Win Mag	+0	+1	2d6	+1	7	6	1.30	300m	
Australian SAP	.223	+1	+1	2d6	+1	30	6	1.80	300m	
.44 Automag	.44 M	+0	+0	2d6	+1	7	7	1.50	300m	
Beretta Model 84F	.380	+0	+0	1d6	+0	13	7	0.69	150m	
Beretta Model 92/92FS	9x19mm	+0	+0	1d6+1	+0	15	7	1.00	200m	
Beretta 96A1	.40	+1	+1	1d6+1	+0	12	6	0.96	200m	
Beretta Px4 Storm	.45 ACP	+0	+0	2d6-1	+1	9	6	0.78	270m	
Browning High Power	9x19mm	+0	+0	1d6+1	+0	20	7	0.93	200m	
Colt M1911/M1911A1	.45 ACP	+1	+0	2d6-1	+1	7	9	1.10	270m	
CZ52	7.62x26mm R	+0	+0	1d6+1	+0	8	6	0.95	200m	
CZ 75 SP01	9x19mm	+0	+0	1d6+1	+0	18	7	1.09	200m	
CZ 97B	.45 ACP	+1	+0	2d6-1	+1	10	6	1.15	270m	
Desert Eagle .50	.50 AE	+1	+0	2d6+1	+1	9	7	1.90	350m	
FN FNP-45	.45 ACP	+1	+0	2d6-1	+1	14	6	1.10	270m	
FN Five SeveN	5.7x28mm	+1	+0	1d6	+0	20	5	0.62	150m	
Glock 20	10mm	+0	+0	1½d6	+0	15	6	0.64	270m	
Glock 21	.45 ACP	+0	+0	2d6-1	+1	13	6	0.83	300m	
Glock 27	.40	+1	+0	1d6+1	+0	9	6	0.62	230m	
Glock 34	9x19mm	+1	+1	1d6+1	+0	19	6	0.66	230m	
H&K MK 23 SOCOM	.45	+1	+1	2d6-2	+1	7	7	1.20	270m	Supp (-3), FS, Laser, 1
H&K 45C	.45	+1	+1	2d6-1	+1	10	6	0.78	270m	
H&K P7K3	.380	+1	+0	1d6	+0	13	6	0.75	200m	
H&K P2000	9x19mm	+1	+0	1d6+1	+0	13	6	0.68	230m	
H&K USP Compact	.45	+1	+0	2d6-1	+1	8	6	0.79	300m	
Kimber/BUL	.45 ACP	+1	+0	2d6-1	+1	14	6	1.10	270m	
L.A.R. Grizzly	.45 Win Mag	+1	+0	2d6	+1	7	7	1.49	300m	
L.A.R. Grizzly	10mm	+1	+0	1½d6	+1	7	7	1.49	250m	
Ruger Model P90DC	.45 ACP	+1	+0	2d6-1	+1	7	6	0.90	270m	
Ruger P94	9x19mm	+0	+0	1d6+1	+0	15	5	0.93	200m	Laser
SIG P210-6	7.65x17mm	+1	-1	1d6	+0	8	5	0.98	150m	
SIG/SAUER P226	9x19mm	+1	+0	1d6+1	+0	15	5	0.70	200m	
SIG/SAUER P229	.40	+0	-1	1d6+1	+0	12	5	0.83	200m	
S&W M&P	.45 ACP	+0	+0	2d6-1	+0	10	5	0.53	200m	
S&W Model 1006	10mm	+1	+0	1½d6	+0	9	5	0.80	250m	
S&W Model 4506	.45 ACP	+1	+0	2d6-1	+1	8	5	1.15	270m	
S&W Model 5904/5906	9x19mm	+1	+0	1d6+1	+0	15	6	1.06	200m	
Springfield XD9611	.45 ACP	+1	+1	2d6-1	+1	13	6	0.85	270m	
Steyr M40	.40	+1	+0	1d6+1	+0	10	6	0.78	200m	
STI Ranger II	.45 ACP	+1	+1	2d6-1	+1	8	6	0.95	260m	
STI Tactical 4.0	.40	+1	+1	1d6+1	+0	14	6	0.96	200m	
STI Tactical 5.0	.45 ACP	+1	+1	2d6-1	+1	11	6	1.00	270m	
Tokarev TT-33	7.62x26mm R	+0	+0	1d6+1	+0	8	6	0.80	200m	
Walther P99	9x19mm	+1	+0	1d6+1	+0	16	6	0.72	200m	
Walther PPK/S	.380 Auto	+1	-1	1d6	+0	7	5	0.59	150m	



STR Min: The minimum STR required to *use a weapon effectively* — to hold it steady, cock it, and so forth (not to just pick it up). For every 5 points (or fraction thereof) of STR a character is *below* a weapon's STR Min, he suffers a -1 OCV and -1 Damage Class penalty when using the weapon.

Mass: The weight of the gun, in kilograms. Typically this is the unloaded weight; inserting a magazine of ammunition adds a few grams.

Max Range: The weapon's maximum Range in meters according to the *HERO System* rules. (Of course, its effective range — the range over which it's likely to hit a target — is much less, thanks to the Range Modifier.) Typically this means Base Points x 10 meters, but Advantages or Limitations may change that. "NR" means No Range; "RBS" means Range Based On STR.

Notes: This catch-all category includes any information not listed elsewhere. All notes and abbreviations are explained at the end of the tables.

KEY

2H: Two-Handed (a -½ Limitation)

AE: Area Of Effect (Radius); the number following indicates the size of the Radius in meters.

AEC: Area Of Effect (16m Cone; +½)

AF: Autofire; the number after the letters indicates the maximum number of shots

ACP: Automatic Colt Pistol

AP: Armor Piercing

BMG: Browning Machine Gun

Bulky: The weapon is a Bulky OAF (see page 139).

CE: Change Environment (the number afterward indicates a radius in meters; the notes describe the combat effects)

Crew: Requires Multiple Users (number indicates standard size of crew)

Cz: Czech

SUBMACHINE GUNS

Name	Caliber	OCV	RMod	Damage	STUNx	Shots	STR Min	Mass	Max Range	Notes
Beretta Model 93R	9x19mm	+0	+0	1d6+1	+0	20	10	1.12	200m	AF3
Colt CAR-15	9x19mm	+0	+0	1d6+1	+0	30	10	2.78	200m	AF5, FS
Colt M635 Commando	9x19mm	+1	+0	1d6+1	+0	32	10	2.59	200m	AF5, FS
CZ Model 61 Skorpion	.32 Cz	+1	-1	1d6	+0	20	9	1.59	150m	AF5
FN P90	5.7x28mm	+1	+0	2d6	+0	50	10	2.50	300m	AF5, clear magazine
Glock 18C	9x19mm	+1	+1	1d6+1	+0	19	9	0.59	230m	AF3
H&K MP5 or 54	9x19mm	+1	+0	1d6+1	+0	30	10	2.60	200m	AF5
H&K MP5/10A3	10mm	+1	+0	1½d6	+0	30	10	2.67	250m	AF5, clear magazine
H&K MP5SD3	9x19mm	+1	+0	1d6	+0	30	10	2.52	150m	AF5, FS, Supp (-4)
H&K MP7	4.6x30mm	+1	+1	2d6	+0	40	10	1.20	300m	AF5
H&K UMP	.45 ACP	+1	+1	2d6-1	+1	25	10	2.08	270m	AF5
Ingram MAC-10	.45 ACP	+1	+0	2d6-1	+1	32	10	2.84	270m	AF5
Ingram MAC-11	.380 Auto	+1	+0	1d6	+0	32	10	1.59	150m	AF5
KRISS Vector SBR	.45 ACP	+1	+1	2d6-1	+1	30	10	2.50	270m	AF5, Supp (-5)
PP-19 Bizon	9x19mm	+0	+0	1d6+1	+0	64	10	2.10	200m	AF5
SIG MPX	.357SIG	+0	+0	1½d6	+0	30	10	2.10	250m	AF5
Steyr TMP	.41	+1	+0	1½d6	+0	30	10	1.30	250m	AF5
Thompson M1-A1	.45 ACP	+0	+0	2d6-1	+1	50	12	4.70	270m	AF5
Uzi	9x19mm	+1	+0	1d6+1	+0	40	10	3.60	200m	AF5
Mini-Uzi	9x19mm	+0	+0	1d6+1	+0	20	10	2.65	200m	AF5
Micro-Uzi	9x19mm	+0	-1	1d6+1	+0	15	10	1.95	200m	AF5
Walther MPK/MPL	9x19mm	+1	+1	1d6+1	+0	32	10	2.80	200m	AF5





DB: Double-barrelled

ET: Extra Time (1T means 1 Turn; EP means Extra Phase, FP means Full Phase)

FS: Flash Suppressor (see page 155)

H&K: Heckler & Koch, a German gun manufacturer

IMR: Increased Maximum Range (the number indicates the multiplier)

Laser: weapon has a laser sight (see page 155)

LAW: Light Anti-tank Weapon

LR: Long Rifle

LR(Xm): Limited Range (number indicates range)

M: Magnum

mm: millimeter

MR: Minimum Range (a -¼ Limitation indicating the weapon can't affect targets nearer than the indicated distance)

N: NATO round

NR: No Range

NRM: No Range Modifier

RIFLES

Name	Caliber	OCV	RMod	Damage	STUNx	Shots	STR Min	Mass	Max Range	Notes
Armalite AR-50	.50 BMG	+1	+2	3d6	+1	1	12	15.45	450m	2H
Barrett Model 82A1	.50 BMG	+1	+4	3d6	+1	11	12	12.9	450m	2H
Barrett M468	6.8x43mm	+1	+2	2d6	+1	28	10	3.31	300m	2H
Barrett M99-1	.50 BMG	+1	+3	3d6	+1	1	11	9.54	450m	2H
Crusader Broadsword	7.62x51mm N	+1	+2	2d6+1	+1	20	10	4.00	350m	2H
Daewoo DR 200	.223	+1	+1	2d6	+1	20	10	4.10	300m	2H
Galil Sniper	7.62x51mm N	+1	+1	2d6+1	+1	25	10	6.40	350m	2H
Galil SASR	.308	+1	+1	2d6	+1	25	11	6.40	300m	2H
H&K G3SG/1	7.62x51mm N	+1	+1	2d6+1	+1	20	10	5.54	350m	2H, FS
H&K PSG-1	7.62x51mm N	+1	+2	2d6+1	+1	20	11	8.10	350m	2H
Knights SR25	7.62x51mm N	+1	+1	2d6+1	+1	20	10	5.54	350m	2H, FS
L96A1	.300 Win Mag	+1	+2	2½d6	+1	10	11	6.00	400m	2H
Lahti L-39	20x138mm	+1	+1	4d6	+1	10	16	49.5	600m	Bulky
M-1 Garand	.30-06	+0	+1	2d6+1	+1	8	11	4.40	350m	2H
M21 Sniper	7.62x51mm N	+1	+2	2d6+1	+1	20	10	5.04	350m	2H
M40A3	7.62x51mm N	+1	+2	2d6+1	+1	5	10	4.10	350m	2H
Marlin M1895	.45-70	+1	+0	2d6	+1	4	9	3.40	300m	2H
McMillan M-87	.50 BMG	+1	+3	3d6	+1	5	11	9.52	450m	2H
McMillan M-89	.308	+1	+3	2d6+1	+1	20	11	7.00	350m	2H, Supp (-5)
McMillan M-93	12.7x99mm	+1	+3	3d6	+1	20	11	9.52	450m	2H
Remington M24	7.62x51mm N	+1	+2	2d6+1	+1	10	10	4.00	350m	2H
Ruger Mini-14	5.56x45mm N	+1	+1	2d6	+1	30	10	3.10	300m	2H
Springfield SAR-8	.308 Win	+1	+0	2d6+1	+1	20	11	4.00	350m	2H
Steyr SSG-69/69 PII	7.62x51mm N	+1	+3	2d6+1	+1	10	11	4.37	350m	2H
SVD Dragunov	7.62x54mm R	+1	+2	2d6+1	+1	10	11	4.30	350m	2H, FS
Technika Destroyer	14.5x114mm R	+1	+2	3d6+1	+1	5	14	26.00	500m	2H
Ultramag 50	.50 BMG	+1	+2	3d6	+1	3	11	5.90	450m	2H, FS
VSS Silent Sniper	9x39mm R	+1	+1	1d6+1	+0	20	9	2.60	200m	2H, AP, Supp (-4)
Walther WA-2000	7.62x66mm	+1	+4	2½d6	+1	6	11	7.91	400m	2H, FS
Winchester Model 70	.300 Win Mag	+1	+2	2½d6	+1	3	10	3.90	400m	2H





Only: Autofire only, no single shots (a -0 Limitation)

R: Russian

RBS: Range Based On STR

RP: Reduced Penetration (a Limitation used to build shotguns; see page 154)

RR: Reduced By Range (a Limitation used to build shotguns; see page 154)

SAM: Surface-to-Air Missile

S&W: Smith & Wesson (an American gun manufacturer)

Supp: A weapon with a sound suppressor (see page 157; the number in parentheses indicates the penalty to Hearing PER Rolls)

Underslung: A grenade launcher meant to be attached underneath the barrel of an assault rifle or like weapon; it can't be used if not so attached.

WinMag: Winchester Magnum

X: Area Of Effect (Radius Explosion, assumed to be of a size to give the Advantage a final value of +½)

ASSAULT RIFLES

Name	Caliber	OCV	RMod	Damage	STUNx	Shots	STR Min	Mass	Max Range	Notes
AK-47/AKM-47	7.62x39mm R	+1	+1	2d6	+1	30	12	4.30	300m	2H, AF5
AK-74/AKS-74 Krinkov	5.45x39mm R	+1	+1	2d6	+1	30	12	3.60	300m	2H, AF5
AR-10	7.62x51mm N	+1	+0	2d6+1	+1	20	12	4.00	350m	2H, AF5, FS
AR-15	5.56x45mm N	+2	+1	2d6	+1	30	12	3.90	300m	2H, AF5, FS
AS Val	9x39mm	+1	+1	1½d6	+0	20	11	2.50	250m	2H, AF5, AP, FS
Colt M4/M4A1 Carbine	5.56x45mm N	+1	+1	2d6	+1	30	11	2.54	300m	2H, AF5, FS
Colt M16/M16A1	5.56x45mm N	+1	+1	2d6	+1	30	12	3.18	300m	2H, AF5, FS
Colt M16A2/A4	5.56x45mm N	+2	+1	2d6	+1	30	12	5.78	300m	2H, AF5, FS
Colt M733 Commando	5.56x45mm N	+1	+0	2d6	+1	30	12	3.20	300m	AF5, FS
Enfield L85A1/SA80	5.56x45mm N	+1	+0	2d6	+1	30	12	4.60	300m	2H, AF5, FS
FAMAS	5.56x45mm N	+1	+2	2d6	+1	25	12	3.70	300m	2H, AF5, FS
FN-CAL	5.56x45mm N	+1	+1	2d6	+1	30	12	3.00	300m	2H, AF5, FS
FN-F2000	5.56x45mm N	+1	+2	2d6	+1	30	12	3.60	300m	2H, AF5, FS
FN-FAL	7.62x51mm N	+1	+2	2d6+1	+1	20	13	4.25	350m	2H, AF5, FS
FN-FNC	5.56x45mm N	+1	+1	2d6	+1	30	12	3.80	300m	2H, AF5, FS
FN-SCAR-H	7.62x51mm N	+1	+2	2d6+1	+1	20	12	3.58	350m	2H, AF5, FS
Galil MAR	5.56x45mm N	+1	+1	2d6	+1	35	11	2.98	300m	2H, AF5, FS
Galil SAR	5.56x45mm N	+1	+2	2d6+1	+1	25	12	4.30	350m	2H, AF5, FS
H&K 33A2	5.56x45mm N	+1	+1	2d6	+1	40	12	3.65	300m	2H, AF5, FS
H&K 416	5.56x45mm N	+1	+1	2d6	+1	100	12	2.95	300m	2H, AF5, FS
H&K G3	7.62x51mm N	+1	+3	2d6+1	+1	30	13	4.25	350m	2H, AF5
H&K G33E/G41E	5.56x45mm N	+1	+2	2d6	+1	25	12	3.65	300m	2H, AF5, FS
H&K G36	5.56x45mm N	+1	+1	2d6	+1	30	12	3.43	300m	2H, AF5, FS
H&K MP53	5.56x45mm N	+1	+0	2d6	+1	25	12	3.05	300m	AF5
IWI Tavor	5.56x45mm N	+1	+1	2d6	+1	30	12	3.27	300m	2H, AF5, FS
KelTec RFB	7.62x51mm N	+1	+1	2d6+1	+1	20	12	3.70	350m	2H, AF5, FS
M-14/M-14A1	7.62x51mm N	+1	+2	2d6+1	+1	20	12	4.12	350m	2H, AF5
Remington ACR	5.56x45mm N	+1	+1	2d6	+1	30	12	3.60	300m	2H, AF5, FS
SIG 550/551	5.56x45mm N	+1	+1	2d6	+1	30	13	4.10	300m	2H, AF5, FS, clear magazine
Springfield M1A SOCOM 16	7.62x51mm N	+1	+1	2d6	+1	10	12	4.00	300m	2H, AF5
Steyr AUG	5.56x45mm N	+1	+2	2d6	+1	30	12	3.60	300m	2H, AF5, FS
Vepr	7.62x51mm N	+1	+0	2d6+1	+1	20	12	3.45	350m	2H, AF5



GRENADES

Name	Caliber	OCV	RMod	Damage	STUNx	Shots	STR Min	Mass	Max Range	Notes
Grenade Launchers										
H&K 69A1/79	40mm	+0	+0	110 STR	—	1	—	1.80	—	MR(14m)
M32	40mm	+0	+1	100 STR	—	6	—	5.30	—	MR(30m)
M79	40mm	+0	+1	100 STR	—	1	—	2.70	—	MR(20m)
M203/PIM203	40mm	+0	+1	110 STR	—	1	—	1.40	—	MR(30m), underslung
Tula	40mm	+0	+1	110 STR	—	1	—	1.50	—	MR(30m), underslung
Grenade Rounds										
40mm Fragmentation	40mm	—	—	2½d6X	+1	1	—	0.40	RBS	
40mm Concussive	40mm	—	—	8d6 NX	—	1	—	0.40	RBS	
Rubber Impact	40mm	—	—	8d6 N	—	1	—	0.40	RBS	
Tear Gas	40mm	—	—	See text	—	1	—	0.25	RBS	4
Hand Grenades										
Flashbang	—	+0	+0	See text	—	1	—	0.40	RBS	5
Fragmentation	—	+0	+0	2d6X	+0	1	—	0.40	RBS	
Concussive	—	+0	+0	8d6 NX	—	1	—	0.40	RBS	
Smoke	—	+0	+0	CE 8m	—	1	—	0.25	RBS	-3 Sight PER for 3 Turns
Stun Grenade	—	+0	+0	See text	—	1	—	0.40	RBS	6
White Phosphorus	—	+0	+0	See text	—	1	—	0.25	RBS	7

MACHINE GUNS

Name	Caliber	OCV	RMod	Damage	STUNx	Shots	STR Min	Mass	Max Range	Notes
Light Machine Guns										
H&K Model 13	5.56x45mm N	+1	+1	2d6	+1	100	14	5.40	300m	AF5, Bulky
H&K Model 21	7.62x51mm N	+1	+2	2d6+1	+1	250	15	7.30	350m	AF10, Bulky
IMI Negev	5.56x45mm N	+1	+1	2d6	+1	250	14	7.60	300m	AF10, Bulky
L7A2	7.62x51mm N	+1	+2	2d6+1	+1	250	15	10.90	350m	AF10, Bulky
M60	7.62x51mm N	+1	+1	2d6+1	+1	250	16	10.51	350m	AF10, Bulky, FS
M60E3	7.62x51mm N	+1	+2	2d6+1	+1	250	15	8.60	350m	AF10, Bulky, FS
M249 SAW/FN Minimi	5.56x45mm N	+1	+1	2d6	+1	200	15	6.85	300m	AF10, Bulky
PK/PKM	7.62x39mm R	+1	+2	2d6	+1	250	15	10.00	300m	AF10, Bulky
Heavy Machine Guns										
FN-MAG/MAG-58/M240	7.62x51mm N	+1	+1	2d6+1	+1	250	16	11.00	350m	AF10, Bulky, Crew3
GAU 19/A	.50 BMG	+1	+1	3d6	+1	1000	18	33.60	450m	AF10, Bulky, Crew3
KPV	14.5x114mm	+1	+4	3d6+1	+1	1000	20	49.25	500m	AF10, Bulky, Crew3
M2HB Heavy Barrel	.50 BMG	+1	+4	3d6	+1	110	19	38.00	450m	AF10, Bulky, Crew3
M134 Minigun	7.62x51mm N	+1	+4	2d6+1	+1	1500	17	16.30	350m	AF20, Bulky, Crew3
XM-214 Six-Pac Minigun	5.56x45mm N	+1	+4	2d6	+1	1000	17	15.00	300m	AF20, Bulky, Crew3



HEAVY WEAPONS

Name	Caliber	OCV	RMod	Damage	STUNx	Shots	STR		Max Range	Notes
							Min	Mass		
Carl Gustav Recoilless Rifle	84mm	+0	+0	7d6+1X	+1	1	14	14.2	1100m	2H, ET(1T), 8
FIM-92A Stinger SAM	—	+2	+0	5d6X	+1	1	10	15.7	750m	2H, Crew2, ET(1T), IMR2, NRM
Kovrov RPG-7V	85mm	+0	+0	7d6+1X	+1	1	10	9.25	1100m	2H, ET(EP), MR(10m), 7
M18 Recoilless Rifle	57mm	-1	+3	6d6+1	+1	1	15	21.0	950m	2H, AP, Crew2, 8
M47 Dragon	140mm	-1	+0	9d6	+1	1	10	17.0	1350m	2H, AP, Crew2, ET(1T), MR(70m)
M67 Recoilless Rifle	90mm	+0	+3	6d6+1	+1	1	14	15.9	1100m	AP, Crew2, 8
M72A3 LAW Rocket	66mm	+0	+1	6½d6X	+1	1	10	2.13	1000m	2H, AP, ET(EP)
MDHC Mk 153 SMAW	83mm	+0	+0	7d6+1X	+1	1	12	16.6	1100m	2H, AP, Crew2, ET(1T)
SA-7B Grail	70mm	+1	+0	7d6X	+1	1	10	4.71	1050m	2H, ET(1T), IMR2, MR(500m), NRM, 7
SPG-9 "Spig" Recoilless Rifle	73mm	+0	+0	6½d6X	+1	1	Spec	59.5	1000m	2H, ET(1T), Crew2, 8, 9

SHOTGUNS

Name	Gauge	OCV	RMod	Damage	STUNx	Shots	STR		Max Range	Notes
							Min	Mass		
Generic Shotguns										
20 Shot	20	+0	+0	2d6+1	+1	5	8	3.00	40m	2H, AE1, LR(40m), RR, RP
20 Shot, DB	20	+0	+0	2d6+1	+1	2	8	3.00	40m	2H, AE1, AF2, LR(40m), RR, RP
20 Shot, Sawed-Off	20	+0	+0	2d6+1	+1	2	8	2.25	NR	AEC, AF2, NR, RR, RP
20 Slug	20	+0	+0	2d6+1	+1	5	8	3.00	100m	2H, LR(100m)
12 Shot	12	+0	+0	2½d6	+1	5	9	3.00	40m	2H, AE1, LR(40m), RR, RP
12 Shot, DB	12	+0	+0	2½d6	+1	2	9	3.00	40m	2H, AE1, AF2, LR(40m), RR, RP
12 Shot, Sawed-Off	12	+0	+0	2½d6	+1	2	9	2.25	NR	AEC, AF2, NR, RR, RP
12 Slug	12	+0	+0	2½d6	+1	5	9	3.00	100m	2H, LR(100m)
10 Shot	10	+0	+0	3d6	+1	5	9	3.00	40m	2H, AE1, LR(40m), RR, RP
10 Shot, DB	10	+0	+0	3d6	+1	2	9	3.00	40m	2H, AE1, AF2, LR(40m), RR, RP
10 Shot, Sawed-Off	10	+0	+0	3d6	+1	2	9	2.25	NR	AEC, AF2, NR, RR, RP
10 Slug	10	+0	+0	3d6	+1	5	9	3.00	100m	2H, LR(100m)
Specific Shotguns										
Akdal MKA 1919	12	+0	+0	2½d6	+1	5	10	3.25	40m	2H, AE1, LR(40m), RR, RP
Benelli M4	12	+0	+0	2½d6	+1	5	10	3.54	40m	2H, AE1, LR(40m), RR, RP
Browning BPS	10	+0	+0	3d6	+1	4	10	3.20	40m	2H, AE1, LR(40m), RR, RP
Daewoo USAS-12	12	+0	+0	2½d6	+1	28	13	5.50	100m	2H, AF5, LR(100m)
Entry Team Striker	12	+0	+0	2½d6	+1	12	10	4.20	40m	2H, AE1, AF3, LR(40m), RR, RP
Franchi SPAS-12	12	+0	+0	2½d6	+1	8	10	4.35	40m	2H, AE1, LR(40m), RR, RP
Franchi SPAS-15	12	+0	+0	2½d6	+1	6	10	3.80	40m	2H, AE1, LR(40m), RR, RP
KelTec KSG	12	+0	+0	2½d6	+1	12	10	3.14	40m	2H, AE1, LR(40m), RR, RP
Ithaca Stakeout	20	+1	+0	2d6+1	+1	4	8	1.59	40m	2H, AE1, LR(40m), RR, RP
Mossberg 590	12	+0	+0	2½d6	+1	9	10	3.10	40m	2H, AE1, LR(40m), RR, RP
Remington 870 P	12	+0	+0	2½d6	+1	8	10	3.40	40m	2H, AE1, LR(40m), RR, RP
Remington 1100	12	+0	+0	2½d6	+1	10	10	3.60	40m	2H, AE1, LR(40m), RR, RP
Saiga-12	12	+0	+0	2½d6	+1	30	10	3.60	40m	2H, AE1, LR(40m), RR, RP
UTS 15	12	+0	+0	2½d6	+1	14	10	3.14	40m	2H, AE1, LR(40m), RR, RP, 2
Winchester 1300	12	+0	+0	2½d6	+1	7	10	3.10	40m	2H, AE1, LR(40m), RR, RP



NOTES

1. The H&K MK23 SOCOM (more formally, the Mark 23 Mod 0) was developed by the U.S. Special Operations Command for America's special forces soldiers. It comes with a Small, High-Quality suppressor that also functions as a flash suppressor, and an underbarrel laser sight. It typically fires Subsonic ammunition (this is accounted for in its damage).

Author's Note: Larry Correia asked me to say that he thinks this pistol is bulky and overpriced. But clearly dozens of Hollywood directors and props guys can't be wrong giving it to action heroes, can they?

2. The UTS 15 has two 7-round magazines that the firer can choose between with a selector switch. Thus, he could load half shot and half slugs, half MHI Silver shot and half regular shot, or the like.

3. Grenade launchers are devices used to launch grenade rounds. They're bought as extra STR that's only used to throw grenades (see the Throwing Table on page 88). The STR does *not* add to the character's STR for throwing purposes, it substitutes for his STR. A launcher may also provide a RMod bonus or penalty.

Grenade rounds are the grenades fired from a grenade launcher. They can't be thrown like hand grenades. Their Maximum Range is listed as "RBS" because it depends on the STR of the launcher used to fire them.

Hand grenades are hand-thrown explosive weapons; they can't be launched from grenade launchers. The character pulls the pin and throws the grenade, which detonates after a short amount of time. In game terms, it's usually easiest to assume that grenades explode in the Phase in which they're thrown; if the GM wants to emphasize "realism," he should delay the explosion by 1-3 Segments.

4. The tear gas grenade has the following effect: Sight Group Flash 8d6, covers an 8m radius area for 1 Turn, and is NND (the defense is solid, sealed coverings over the eyes or appropriate Life Support [Immunity]). Each BODY rolled on the Flash represents 1 Turn of effect, not 1 Segment as usual.

5. The flashbang grenade has the following effect: Sight and Hearing Group Flash 6d6 in an 8m radius area.

6. The stun grenade has the following effect: Blast 3d6, NND (defense is any type of Resistant PD), Area Of Effect (8m Radius Explosion) Sight and Hearing Group Flash 3d6, Area Of Effect (8m Radius Explosion).

7. The white phosphorus grenade has the following effect: RKA 3d6, Armor Piercing that burns a 2m radius area and anyone caught in the initial burst for 1 Turn (this also generates a cloud of smoke that imposes a -3 on Sight Group PER Rolls over a 4m radius around the affected area and victims).

8. These weapons all generate a dangerous backblast when fired. This is a Side Effect that does RKA 1d6 in an Area Of Effect (8m Cone) behind the weapon.

9. The SPG-9 Recoilless Rifle must be mounted on a vehicle or fixed position; it cannot be held and fired from the shoulder.

HIDING GUNS

Sometimes characters want to conceal firearms on their person. Locating a concealed gun involves a Skill Versus Skill Contest involving the hider's *Concealment* Skill (which is an Everyman Skill if he hasn't paid Character Points for it) versus the searcher's *Concealment* (or his PER Roll, if he prefers). The size of the gun provides a bonus to the searcher's *Concealment*/PER Roll — it's a lot harder to hide a submachine gun or assault rifle on one's person than a derringer). Here are the modifiers for different types of guns:

Gun	PER Modifier
Handgun	+1 to +3
Submachine gun	+3 to +5
Rifle	+4 to +7
Assault rifle	+5 to +7
Shotgun (regular)	+4 to +6
Shotgun (sawed off)	+2 to +4
Grenade	+1

Of course, accessories such as sights and suppressors may increase these bonuses. On the other hand, depending on the type of clothing he wears, the character trying to hide the gun may get a bonus, too:

Clothing	PER Modifier
Overcoat, trenchcoat	+5
Sportsjacket	+2 to +3
Windbreaker	+2 to +3
Skirt, dress	+1

Ammunition

"The ball in front is pure silver. It penetrates well, and as the silver is forced back it expands the traditional lead slug around it. Usually the silver fragments off after a few inches and leaves a separate wound cavity. Best of both worlds. Still works like a regular bullet, shoots like a regular bullet, but enough silver to do a number on evil. We have them made for us specifically."

—Julie Shackleford describes MHI's special ammo in *Monster Hunter International*

Standard firearms fire bullets — lead projectiles contained in a casing (usually made of brass or steel) that also holds an explosive propellant. When a shooter pulls the trigger, the trigger draws back the hammer of the gun and then releases it. When the hammer causes the firing pin to strike the primer in the back of the case, it ignites the primer, which propels the lead projectile down the barrel and toward the target at tremendous velocity. In an automatic or semi-automatic firearm, the gun channels the force of the shot to eject the empty bullet casing and feed a new round into the chamber; in a revolver, the empty casing remains in the cylinder until the cylinder's emptied by hand.



STANDARD AMMUNITION DAMAGE TABLE

CALIBER, ENGLISH	CALIBER, METRIC	DAMAGE	
.177		½d6	
	4.6x30mm	2d6	
	4.73x33mm Caseless	2d6	
	4.85mm	1½d6	
.22	5.56x29mm	1d6-1	
	5mm	2d6	
.22 LR	5.7x17mm R, 5.7x28mm	1d6	
.221		1½d6	
.223 Remington	5.56x45mm N, 5.45x39mm R	2d6	+1 STUN Multiplier
.25 ACP	6.35mm	1d6	
.270	6.8x43mm	2d6	
.30	7.62x25mm R, 7.62x33mm	1d6+1	
.30-06	7.62x63mm	2d6+1	+1 STUN Multiplier
.308 Winchester	7.62x51mm N, 7.62x54mm R	2d6+1	+1 STUN Multiplier
.300 Winchester Magnum, .300 Remington SAUM	7.62x66mm	2½d6	+1 STUN Multiplier
.310	7.62x39mm R, 7.62x36mm	2d6	+1 STUN Multiplier
.32 ACP, .32 S&W	7.65x17mm	1d6	
.303 British	7.7x58mm	2½d6	+1 STUN Multiplier
	7.92x57mm	2½d6	+1 STUN Multiplier
.350		1½d6	
.357 Magnum, .350 Magnum	9x33mm R	1½d6	
.38, .380 Automatic	9x17mm, 9x29mm R	1d6	
	9x19mm N P (Luger), 9x18mmR	1d6+1	
.40, .41, .42	10.11x21.6mm	1d6+1	
.41 Magnum, .41 Action Express	10.41x32.76mm, 10.41x22mm, 10x25mm	1½d6	
.44		2d6-1	+1 STUN Multiplier
.44 Magnum, .44-40	10.97x33mm R	2d6	+1 STUN Multiplier
	11mm	2d6-1	+1 STUN Multiplier
.45 ACP, .458	11.43x23mm, 11.56x33mm	2d6-1	+1 STUN Multiplier
.45 Winchester Magnum, .45-47, .45-70, .46		2d6	+1 STUN Multiplier
.454 Casull, .475 Linebaugh		2d6+1	+1 STUN Multiplier
.50 Action Express, .52	12.7x32.64mm	2d6+1	+1 STUN Multiplier
.50 Browning	12.7x99mm, 12.7x107mm R	3d6	+1 STUN Multiplier
	13x64mm	3d6	+1 STUN Multiplier
.56, .57, .58	14.5x114mm	3d6+1	+1 STUN Multiplier
.60	15.2mm	3½d6	+1 STUN Multiplier
.69, .70, .75		4d6-1	+1 STUN Multiplier
*	20x80mm, 20x99mm, 20x128mm	4d6	+1 STUN Multiplier
*	25x184mm	4d6+1	+1 STUN Multiplier
*	30x113mm, 30x170mm	4½d6	+1 STUN Multiplier
*	35x228mm	5d6	+1 STUN Multiplier
*	40mm	5d6+1	+1 STUN Multiplier
*	45mm	5½d6	+1 STUN Multiplier
*	50x330mm	6d6	+1 STUN Multiplier
*	57mm	6d6+1	+1 STUN Multiplier
*	60mm, 66mm, 67mm	6½d6	+1 STUN Multiplier
*	76mm	7d6	+1 STUN Multiplier
*	83mm, 85mm, 88mm, 90mm	7d6+1	+1 STUN Multiplier
*	105mm	7½d6	+1 STUN Multiplier
*	120mm	8d6	+1 STUN Multiplier
*	127mm	8d6+1	+1 STUN Multiplier
*	140mm, 155mm	9d6	+1 STUN Multiplier

KEY

ACP: Automatic Colt Pistol

LR: Long Rifle

N: NATOP: Parabellum

R: Russian

SAUM: Short Action Ultra Magnum

S&W: Smith & Wesson

*: Cannon rounds and larger ammunition; generally cannot be fired from small arms



In game terms, the amount of damage done by a bullet depends first and foremost on the bullet's size (defined primarily by *caliber*, or roughly speaking the bullet's "width," and the bullet's length). The Standard Ammunition Damage Table lists the damage for various calibers of bullets (some expressed in traditional English measurements, some in metric, and some in both).

SPECIAL AMMUNITION

Not all ammunition is "standard," however. Gunsmiths have found many ways to make bullets more effective in various situations. Some of the special ammunition available to Hunters include:

Armor Piercing: Armor Piercing ("AP") bullets are designed to penetrate armor more easily than conventional rounds. The downside to this is that they may punch through targets easily, imparting less energy to them (thus possibly causing less damage); this also means they're more likely to pass through a target and cause collateral damage. In game terms, standar AP rounds do -1 DC of damage but apply the *Armor Piercing* Advantage to the gun's damage. Improved forms of AP ammo do the same damage as standard rounds but still have Armor Piercing.

Frangible: Frangible bullets either (a) contain multiple projectiles which are released upon impact, or (b) fragment upon impact with the target. Either variety causes tremendous damage to the target. However, because they "break" upon impact this way, Frangible bullets can easily be deflected by glass, windshields, wallboard, and many other substances. In game terms, Frangible bullets do +2 DCs extra damage, but cannot shoot through barriers or be used to make Ricocheted Shots.

Hollow Point: Hollow Point ("HP") bullets have the tip of the metal jacket cut away, exposing the lead core beneath. This causes the bullet to "mushroom," or expand quickly, when it hits the target, creating large wounds. In game terms, HP rounds do +1 DC damage and have a +1 Increased STUN Multiplier (in addition to any from caliber), but characters can't use them to make Ricocheted Shots.

MCB Silver: The MCB uses a special form of sintered frangible ammunition — silver powder encased in a polymer matrix. The manufacturer only sells to the government. The MCB also has silver buckshot for shotguns.

MHI Silver: MHI uses a special type of hollow point ammunition. It has a ball of silver in front with a traditional lead slug around it. The silver affects many monsters, and usually fragments off to create a separate wound channel as well. (MHI also has silver buckshot for shotguns.)

Rubber: Rubber bullets are non-lethal rounds intended for use against rioters, prisoners, and other targets the shooter wishes to disable but not kill. In game terms, Rubber bullets do Normal Damage instead of Killing Damage, with the same DCs as the RKA for their caliber.

Subsonic: This ammunition is designed to travel below the speed of sound, thus eliminating the "crack" of breaking the sound barrier. They're commonly used in conjunction with silenced firearms to further reduce the noise of a gunshot. In game terms they do -1 point of damage.

SHOTGUN AMMUNITION

Shotguns are smoothbore guns — that is, their barrels aren't rifled, so the projectiles they fire don't spin the way bullets do. Instead of bullets, they fire shells. Most shells contain shot (lead pellets). The size of the pellets varies depending on the gauge of the shotgun (the larger the gauge, the smaller the shot). Shot size is ranked from #1 to #9, #1 being the largest. Buckshot, a type of shot which is larger than normal, is ranked from BB to 000. 00 ("double-ought") buckshot in a 12-gauge shell is the most common combat shot round. Other gauges include .410 (actually a caliber measurement), 28, 20, 16, 10, and even 4 for some combat shotguns.

A 12-gauge shotgun loaded with 00 buckshot fires nine pellets, each with about the same energy as a .32 bullet. This blast of multiple projectiles makes the shotgun a devastating combat weapon at close range — the shot inflicts tremendous damage. However, the further one gets from the shotgun, the more the shot spreads (in a roughly circular pattern) and the more energy it loses, making the shotgun a relatively poor weapon at long ranges. By about 40 meters for most shotguns, the pattern has spread so much that the chance of scoring a disabling wound is comparatively slight (especially if the target has cover, wears body armor, or the like).

The spread on shot varies according to barrel length (the shorter the barrel, the faster the spread) and "choke" (the amount of restrictions reducing the barrel's diameter at its end). Some chokes are "shot diverters" that can cause shot to spread in a more rectangular or oval pattern, or "shot spreaders" that create greater spread. Some chokes are adjustable, allowing the user to vary the spread from one pull of the trigger to another. Some types of shot can also affect the spread pattern.

Standard Shot

In game terms, standard shot is defined with several Advantages and Limitations. It has the Advantage *Area Of Effect (1m Radius)*. (Depending on the type of shot and choke used and the distance to the target, the spread pattern ranges from approximately five inches to 58 inches.)

Shot also has three significant Limitations. The first is *Limited Range (40m)*. The second is *Reduced Penetration*. This means you split the attack into two equal parts for the purpose of determining BODY damage and applying that damage to the target's defenses. Thus, an unprotected target takes the same damage he would if there were no Reduced Penetration, but defenses such as body armor are more effective than they are against bullets or slugs. The third is *Reduced By Range*. This means the effectiveness of shot decreases over a distance. Shot does full damage to targets within 8m. It loses 2 Damage Classes for each doubling of Range thereafter: -2 DC from 9-16m; -4 DCs from 17-32m; -6 DCs from 33-64m; and so forth.)

Standard Slug

Some shells fire not shot, but *slugs* — a single, large, roughly bullet-shaped mass of metal. Slugs don't spread out the way shot does, but their size and force make them extremely lethal. However, since they're not fired from rifled barrels, they're not nearly as accurate as rifles. They don't have any of the Advantages or Limitations of shot, but do have the Limitation *Limited Range (100m)*.



Specialized Shotgun Shells

Many types of specialized shotgun shells have also been developed. These include AP slugs (which have the *Armor Piercing Advantage*), shot designed to spread over a larger area (increase the Area Of Effect to 4m or more), and “lockbreaker” rounds (which do full damage against door hinges but only half damage against other targets). Given the size of shells, it’s also possible to turn them into miniature “grenades” that have flashbang, smoke, or tear gas effects.

Firearms Accessories

There are many accessories characters might wish to buy for their guns (or sometimes for other weapons, such as bows). Some accessories are built to attach to any firearm, or any of a group of firearms. Others attach to the integral mounting rails built into many modern firearms, such as the standardized P-rail used on NATO firearms. Some manufacturers make P-rails that attach to guns which don’t have integral ones.

BRASS CATCHER

A character who doesn’t want to leave the shells ejected from an automatic and semi-automatic firearm lying around as evidence can attach a *brass catcher* to the side of his gun. This is a small box or bag that catches and holds the now-empty casings.

CAMERAS

Some assault rifles include cameras mounted on the weapon. The camera transmits a picture back to a lens worn over the user’s eye. The shooter uses the camera to see around corners without having to expose any part of his body — he simply pokes the gun around the corner so he can see what the camera sees. The camera can also transmit pictures back to a commander or database so that rear-echelon leaders can see what the field soldiers see.

FLASHLIGHTS AND SPOTLIGHTS

This device is a small, high-powered flashlight that attaches to the gun (usually underneath the front of the barrel, or to the front of the trigger guard). In game terms, it provides +4 to Sight Group PER Rolls (which negates the usual -4 modifier for complete darkness) over a 20m range.

Rifles, assault rifles, and other large weapons can potentially carry much larger spotlights that mount underneath the weapon. These are like flashlights but have a range of 50m or more. Some spotlights only generate infrared or ultraviolet light (which can be seen with special goggles the user wears).

FLASH SUPPRESSORS

Flash suppressors hide the muzzle flash of a gun from the shooter so that he’s not blinded by it (other people can still see it). They’re usually found only on rifles. Flash suppressors can be combined with suppressors.

LANYARDS

A lanyard is a cord attached to a gun (usually on the bottom of the grip for a revolver or other guns with solid grips, other places for any gun that inserts the magazine into the grip). When looped around the shooter’s wrist, a lanyard makes it impossible for the character to drop his gun (or be disarmed), unless the cord somehow breaks.

RANGEFINDERS

These small but handy devices use a laser to measure the exact distance to the target.

SIGHTS AND SCOPES

Characters can buy sights and scopes for almost any kind of gun to improve the shooter’s aim. They range from simple iron sights to telescopic scopes to laser-based sights. In game terms they provide Combat and/or Range Skill Levels, but often require the shooter to use the *Brace* and/or *Set* Combat Maneuvers. All guns come with standard iron sights (+0 OCV, +0 RMod) for free.

Collimating And Reflex Sights

Collimating and reflex sights (*a.k.a.* red dot sights) have a lens on which the device electronically generates a dot (or other marker) that shows the weapon’s point of aim. All the shooter has to do is adjust where the weapon’s pointing until the dot overlays the target. Unlike with a laser sight, only the shooter can see the “aiming dot.” These devices let the shooter keep both eyes open, and also improve his ability to acquire the target in low-light conditions. Collimating and reflex sights have a range of about 250 meters.

Laser Sights

Also known as *targeting lasers*, laser sights work by placing a “dot” of laser light on the point where the gun is aimed, thus showing the shooter where his shot will hit. Unlike most sights, they don’t require the shooter to Brace and/or Set. (Realistically, the GM might consider imposing that restriction, but dramatically they don’t seem to require that sort of aiming.)

Laser sights that use standard light do not work well in smoke, mist, or similar conditions, or against brightly-colored backgrounds (and smoke or mist may make the entire beam visible, showing the enemy exactly where the character is). Furthermore, standard laser sights are only useful out to 125m. But because the target can see the dot of laser light on him (and thus knows exactly where he’ll get hit by the shot), a standard laser sight can improve some Presence Attacks.

Some laser sights use infrared lasers. These also only work out to a range of 125m, but don’t suffer from the other restrictions of standard laser sights. However, the shooter must have some means of perceiving IR light to use them.

The 125m range restriction for either type of laser assumes a smaller, pistol-mounted laser sight. Larger models — about the size of a conventional flashlight — are available for long arms. These have a range of about 8,000 meters (five miles) — though of course that doesn’t mean the weapon can fire that far.





FIREARMS ACCESSORIES TABLE

Standard Firearm Accessories			
Name	OCV	RMod	Notes/Effect
Brass Catcher	—	—	IPE (leaves no shell casings) (+¼)
Camera	—	—	Allows character to perceive not from where he's standing, but a point up to 1m away from himself
Flashlight	—	—	+4 Sight Group PER in darkness, LR (20m or more)
Flash Suppressor	—	—	Invisible to Normal Sight (+¼) to hide muzzle flash
Lanyard	—	—	Prevents gun from being dropped or disarmed
Rangefinder	—	—	Absolute Range Sense, OBS
Sights and Scopes			
Collimating/Reflex	+2	+10	LR (250m), OBS; also provides +2 PER versus darkness
Laser Sight			
Standard, Small	+2	+8	LR (125m), Not In Adverse Conditions
Infrared, Small	+2	+8	LR (125m), User Must Be Able To Perceive IR Light
Standard, Long Arm	+2	+14	Not In Adverse Conditions
Infrared, Long Arm	+2	+14	User Must Be Able To Perceive IR Light
Micrometer Sight	—	+14	OBS, Extra Phase to aim and shoot
Night Vision Scope			
Type I	—	—	+2 PER versus darkness, Detect Infrared Light, OBS
Type II	—	—	+3 PER versus darkness, Detect Infrared Light, OBS
Type III	—	—	+4 PER versus darkness, Detect Infrared Light, OBS
Telescopic Sight			
x2	—	+2	+2 vs. RMod for Sight Group, +1 PER vs. darkness, OBS
x3	—	+4	+4 vs. RMod for Sight Group, +1 PER vs. darkness, OBS
x4	—	+6	+6 vs. RMod for Sight Group, +1 PER vs. darkness, OBS
x6	—	+8	+8 vs. RMod for Sight Group, +1 PER vs. darkness, OBS
x8	—	+12	+12 vs. RMod for Sight Group, +1 PER vs. darkness, OBS
x10	—	+14	+14 vs. RMod for Sight Group, +1 PER vs. darkness, OBS
Thermal Sight	—	—	Infrared Perception (Sight Group), OBS
Suppressor, Cinematic, Type I	—	—	Invisible Power Effects (makes gun Imperceivable to Hearing Group; +½)
Suppressor, Cinematic, Type II	—	—	Invisible Power Effects (makes gun Inobvious to Hearing Group; +¼)
Suppressor, Realistic			
Small, Poor Quality	—	—	CE (-1 to Hearing PER Rolls), Reduces/Eliminates Firing Noise
Small, Average Quality	—	—	CE (-2 to Hearing PER Rolls), Reduces/Eliminates Firing Noise
Small, High Quality	—	—	CE (-3 to Hearing PER Rolls), Reduces/Eliminates Firing Noise
Large, Poor Quality	—	—	CE (-3 to Hearing PER Rolls), Reduces/Eliminates Firing Noise
Large, Average Quality	—	—	CE (-4 to Hearing PER Rolls), Reduces/Eliminates Firing Noise
Large, High Quality	—	—	CE (-5 to Hearing PER Rolls), Reduces/Eliminates Firing Noise
Slide Lock	—	—	CE (-1 to Hearing PER Rolls), Cancels Out Action's Noise

KEY/NOTES

OCV: The OCV modifier the accessory provides, if any.

RMod: The Range Modifier modifier the accessory provides, if any.

Notes: Pertinent notes and information about the accessory.

AEC: Area Of Effect (Cone)

CE: Change Environment

IPE: Invisible Power Effects

LR: Limited Range

NR: No Range

OBS: Only When Shooter Braces And/Or Sets (-1)

SE: Side Effects





Micrometer Sights

A micrometer sight is a precisely-calibrated sight that can be adjusted in micrometer increments for accurate distance shooting. In game terms it provides a significant number of Range Skill Levels, but requires Extra Time to prepare for use (a Full Phase, so all told aiming and shooting with a micrometer sight requires an Extra Phase). The character must take the Full Phase to adjust the sight before every shot, unless the last target he shot at is the same distance away from him as his current target.

Night Vision Scopes

Night vision scopes (sometimes referred to as “starlight scopes”) provide passive light enhancement — rather than generating any light on their own, they amplify the ambient light, thus theoretically “turning night into day” for the person looking through them (though the world seen through the scope appears in a monochrome green, not color). They also allow the user to see infrared light. They don’t function in total darkness (since then there’s no light for them to amplify), and they emit ultrasonic sound (which animals, and characters with proper equipment, can hear).

In game terms, a night vision scope provides a PER Roll bonus to overcome darkness modifiers — +2 to +4, depending on the sophistication of the device. They also allow the user to detect infrared light. However, they only work if the shooter Braces and/or Sets, and they impose an automatic Vulnerability (2 x Effect from Sight Group Flashes based on bright light).

Telescopic Sights

Telescopic sights, or *scopes*, are telescope-like devices that mount on top of a firearm. They’re rated by how much they magnify the target. For example, a x2.0 scope makes the target seem twice as large, effectively halving the range to it in terms of shooting accuracy when the shooter takes the time to aim. Additionally, telescopic sights amplify ambient light slightly, and usually have illuminated reticles, making it a little easier for the user to see at night.

Thermal Sights

Thermal sights (also referred to as a thermal-imaging weapon sights, or TWS) are passive infrared sensors — they perceive patterns of heat, such as the body heat given off by a person or animal, or the heat of a vehicle’s engine. They can “see” through light obstacles, such as most foliage, but not heavy ones like walls. (They also can’t “see” through glass.) They require two minutes to “warm up” when activated, and have a battery life of about four to five hours.

SLIDE LOCK

Silencers cannot affect the mechanical action of a gun as the action cycles, which makes a distinct noise (+1 to Hearing PER Rolls to perceive). Semi-automatic firearms can be fitted with a *slide lock* to prevent the action from cycling. The only mechanical sounds made by guns with this attachment are the trigger being pulled and the hammer falling. However, guns with slide-stops can only fire a single shot at a time; characters cannot use Autofire, Multifire, or Rapid Fire with them. Furthermore, the shooter has to cycle the action manually between shots (this requires a Half Phase Action, or a Zero Phase Action if the character succeeds with a Fast Draw roll).

SUPPRESSORS

Firearms make a lot of noise when fired. The expanding gases that propel a bullet create a loud “boom” as they leave the barrel, and the bullet itself makes a “crack” as it breaks the sound barrier. The accompanying table lists the standard Hearing PER Roll modifiers to hear various types of guns being fired.

Sound suppressors, usually referred to simply as “suppressors” (or, less accurately, as silencers), trap the expanding gases given off when a gun is fired, thus muffling the sound of the explosion which propels the bullet forward. Suppressors use baffles and/or absorbent materials to prevent the gases from escaping. This also restricts the muzzle flash, limiting it to an amount of light similar to striking a match rather than enough to blind the shooter.

Suppressors come in two types: integral and attached. An integral suppressor is built into the gun and can’t be detached. An attached suppressor can be put on or taken off a gun as desired, but the muzzle of the gun has to be specially threaded to accept a suppressor. Attaching or detaching this type of suppressor takes a Full Phase (or a Half Phase if a character succeeds with a Fast Draw roll). An attached suppressor increases a gun’s PER Mod (+1 for handguns, +2 or more for submachine guns and larger arms).

Most guns can be silenced, though submachine guns, rifles, and any gun capable of automatic fire need a suppressor larger than those required for semi-automatic handguns (in other words, suppressors aren’t universally compatible; treat them as appropriate only for a single type of firearm). Revolvers cannot be silenced, because their open cylinder allow so much gas to escape. Shotguns can be suppressed, but rarely are.

If you want suppressors to work as effectively as they do in the movies, use the “Cinematic” suppressor from the Firearms Accessories Table. If you want to be more “realistic,” use the “Realistic” version (which only provides a penalty to Hearing PER Rolls, rather than making the gun truly silent). (If a Realistic suppressor completely negates a gun’s Hearing PER Roll modifier, that doesn’t mean a character can’t hear the gun — just that he gets no bonus to do so.)

Characters can make crude homemade suppressors if they have appropriate materials and succeed with a Weaponsmith roll at -2. These function as Poor quality Realistic suppressors, and only work for one shot. A lot of objects can function as “one-time suppressors”; for example, firing through a pillow, towel, or similar object can effectively muffle a bullet.

FIREARMS NOISE

Type Of Firearm	Bonus To Hearing PER Rolls
Assault Rifle	+5
Handgun	+3
Rifle	+5
Shotgun	+5
Submachine Gun	+4
Other Situations	Bonus To Hearing PER Rolls
Cycling of the action	+1
Pulling back a gun’s hammer	+1
Pumping a pump-action shotgun	+2
Reloading a magazine	+1
Working a bolt action	+2





Other Firearm Sounds

Suppressors only muffle the sound of the explosion that launches a bullet; they don't affect the sounds of the gun's parts operating or the "crack" made by bullets as they break the sound barrier.

To eliminate the supersonic crack, a gun has to fire Subsonic ammunition (see above). Alternately, some suppressors are drilled with small holes to allow enough of the propellant gases to escape so that the bullet doesn't travel fast enough to break the sound barrier. Other suppressors use "wipes" (a type of baffle) to slow the bullet down to subsonic speeds. These can last a long time (3,000+ shots), but prevent the shooter from using any ammunition that expands on contact with the target (such as Hollow Point or Frangible rounds). This "slowing" effect reduces the damage caused by the bullet to about 75% of normal; use the damage figures for an equivalent Subsonic cartridge.

To eliminate the sound of the action cycling, a gun needs a slide lock.

Firearms Modifications And Customization

"This? ... Commander-sized 1911, Baer slide and frame, match barrel. Heinie night sights. Thin Alumagrips. Bobtail conversion on the frame. All Greider tool steel parts. Trigger and action job. It's a good shooter."

—Julie Shackelford describes her customized handgun in *Monster Hunter International*

Characters can modify, customize, or improve their guns in many different ways using the *Weaponsmith* Skill (or if they don't have it, they can hire someone who does). Listed below are several examples.

Because the *HERO System* Attack Roll rules make each +1 OCV very effective, many of the listed modifications provide less than that — a +0.5 OCV modifier. To gain any benefit from these, a character has to install two different modifications that each provide +0.5 OCV (for a total of +1).

Ambidextrous Conversion: Most guns are made to be shot by right-handed persons. This modification makes the gun easily usable by persons of either handedness.

Barrel Coating: A special microscopic coating applied to the inside of the barrel. This smooths the barrel, reduces fouling, and increases the gun's accuracy and the speed with which it can be fired.

Barrel Fluting: Fluting involves cutting radiused grooves down the length of a rifle's barrel. This allows the barrel to cool more quickly, thus extending its lifespan. In game terms, this has no effect, but reduces a rifle's weight by about 560-700 grams.

Clear Grips/Magazine: Semi-automatic rifles can be equipped with clear plastic grips and/or magazines so that the shooter can see how much ammunition is left at any time (checking ammo status is a Zero Phase Action).

Cryotreatment: Exposing a gun to controlled temperatures of -300 degrees Fahrenheit strengthens the steel in it. This decreases barrel warpage from the heat of shooting and thus improves accuracy.

Custom Grips/Stock: A custom grips or stock, specially molded to fit the user's hand and arm, can improve accuracy. This provides a +0.5 OCV bonus, but imposes a -1 OCV penalty whenever anyone else tries to use the gun.

Enlarged Magazine: You can increase the size of a semi-automatic or automatic firearm's magazine. Some modern designs, such as cylindrical magazines or some types of drum magazines, pack a

FIREARMS MODIFICATIONS AND CUSTOMIZATION TABLE

Name	OCV	RMod	Notes
Ambidextrous Conversion	—	—	
Barrel Coating	+5	+0	
Barrel Fluting	—	—	Reduces gun's weight
Clear Grips/Magazine	—	—	Shows how much ammunition is left
Cryotreatment	+5	+0	
Custom Grips/Stock	+5	+0	-1 OCV for other users
Enlarged Magazine	—	—	See text
Fine Tuning I	+5	+0	
Fine Tuning II	+1	—	
Hair Trigger	—	—	+1 Lightning Reflexes for shooting the gun
Improved Bedding	+5	+1	
Improved Firing Pin	+5	+0	
Improved Range I	+0	+1	+1 PER Mod
Improved Range II	+0	+2	+2 PER Mod
Improved Trigger	+5	+0	
Personalization	—	—	Makes gun a Personal Focus
Pistol Stock	—	+1	+2 PER Mod
Sawed-Off Shotgun	—	—	Changes shotgun to Area Of Effect (Cone) and No Range
Size Reduction I	—	—	-1 PER Mod
Size Reduction II	—	-1	-2 PER Mod
Streamlining	—	—	+1 to Fast Draw (Small Arms)
Weight Reduction	—	—	Makes gun weigh up to 25% less





surprisingly large number of rounds into a small space — some don't even change the weapon's PER modifier (though most add at least +1, if not more).

Fine Tuning: General improvements by a gunsmith can make a gun more accurate (+.5 or +1 OCV).

Hair Trigger: A hair trigger fires the gun with only the slightest pressure (most triggers require several pounds of pressure). This makes the gun quicker to fire, which can be useful in a gunfight — but can also increase the chance of an accidental firing. If a character's Unluck activates or he rolls a fumble, an accidental shooting is a definite possibility. This modification does not work in conjunction with Improved Trigger.

Improved Bedding: Rifle barrels are “bedded” to prevent excessive barrel movement, which negatively affects aim. An improved bedding makes the barrel even steadier, improving aim beyond that of ordinary rifles. Only rifles can benefit from this modification.

Improved Firing Pin: One of the factors affecting accuracy is *locktime* — the amount of time between when the trigger is squeezed and the bullet is fired. In this interval, even if it's measured in microseconds, a shooter's aim can wander. An Improved Firing Pin, usually made of titanium, decreases locktime and increases accuracy without adding to the weight of the gun.

Improved Range: A gunsmith can fine-tune a gun to improve its accuracy over long distances. Although this is most commonly done with rifles, the procedure also works with handguns.

Improved Trigger: Modifications to the trigger to make it easier and smoother to use, thus improving accuracy. This modification does not work in conjunction with Electronic Trigger or Hair Trigger.

Personalization: Some “smart” guns only work for their owners, thus making it impossible for an attacker to take the gun away and use it against its owner. A smart gun has devices in its grip which read the signal from a ring worn by the owner and only fire if the hand holding the gun is wearing the ring. (More technologically-advanced versions have fingerprint readers built into the grip, or the like.) In *HERO System* terms, smart guns are Personal Foci instead of Universal Foci.

Pistol Stock: Some handguns have detachable, rifle-like stocks that the shooter can attach to stabilize the gun for long-distance shots. Attaching or detaching the stock requires a Half Phase Action (or a Zero Phase Action if the character succeeds with a Fast Draw roll).

Sawed-Off Shotgun: A sawed-off shotgun is one that's had most of its barrel cut off for either or both of two purposes: to make it easier to conceal or to cause the shot to spread more quickly. In game terms, sawing off a shotgun's barrel changes the shotgun's Area Of Effect (1m Radius) to an Area Of Effect (16m Cone), and its Limited Range (40m) to No Range; it also removes the Limitation *Two-Handed* (-½). Additionally, the shotgun's PER Mod drops from the usual +4 to +6 for most shotguns to +2 to +4.

Typically characters only convert double-barreled shotguns into sawed-off shotguns. It's possible to saw off a pump or semi-automatic shotgun just forward of the pump, but this reduces the magazine's capacity (typically from 5 to 4 shots).

Size Reduction: Removing or trimming away unnecessary metal and parts of a gun can reduce its size (*i.e.*, the PER Roll modifier to find it when it's hidden) without significantly affecting its accuracy.

Streamlining: By trimming and smoothing the edges of a gun, a gunsmith can make it easier to draw because it's less likely to snag on holster material or clothing.

Weight Reduction: By trimming away unnecessary metal and replacing some parts of the gun with lighter-weight equivalents, a character can make his gun weigh up to 25% less.

Hand-To-Hand Weapons

Guns aren't the only weapons Hunters need. Sometimes a knife, axe, or broken bottle is just as useful as a firearm.

TABLE DESCRIPTION AND KEY

OCV: A bonus or penalty to OCV applied when using the weapon.

Damage: The amount of damage the weapon does. An “N” indicates Normal Damage; otherwise the listed damage is Killing.

STUNx: This is the STUN Multiplier for Killing Damage weapons (a +0 means “no modification”; use the standard ½d6 STUN Multiplier). Apply the STUNx modifier to the STUN Multiplier roll (or to the STUNx for the Hit Location struck).

STR Min: The STR Min necessary to use the weapon effectively. For every full 5 points of STR a character has over the STR Min, increase the damage he does with the weapon by +1 DC.

Mass: The weight of the weapon in kilograms.

Length: The weapon's length — Short (no increase to Reach), Medium (+1m Reach), or Long (+2m Reach).

Notes: This catch-all category includes any information not listed elsewhere.

2H: Two-Handed Weapon

N: Normal Damage (all other weapons do Killing Damage)

RBS: The weapon can be thrown; it has the *Range Based On STR* (+¼ Advantage).

Miscellaneous Weapons

The Miscellaneous Weapons Table includes several other weapons that Hunters might use during their careers.

TABLE DESCRIPTION AND KEY

OCV: A bonus or penalty to OCV applied when using the weapon.

RMod: A bonus or penalty to the shooter's OCV to overcome the Range Modifier applied when using the weapon (thus, a positive number helps him by reducing the Range Modifier, a negative one hinders him by increasing the Range Modifier).

Damage: The damage the weapon does. An “N” indicates Normal Damage; otherwise the listed damage is Killing.

STUNx: This is the STUN Multiplier for Killing Damage weapons (a +0 means “no modification”; use the standard ½d6 STUN Multiplier). Apply the STUNx modifier to the STUN Multiplier roll (or to the STUNx for the Hit Location struck).

Shots: The standard amount of ammunition carried by a user of the weapon. Typically a character can only fire/throw/shoot one round of ammunition in a Phase; thereafter he must reload his weapon (or ready a new one). Reloading/readying may or may not take time; see the text.

STR Min: The minimum STR required to *use a weapon effectively* — to hold it steady, cock it, and so forth (not to just pick it up). For every 5 points (or fraction thereof) of STR a character is *below* a weapon's STR Min, he suffers a -1 OCV *and* -1 Damage Class penalty when using the weapon.

Mass: The weight of the weapon, in kilograms.

Max Range: The weapon's maximum Range in meters according to the *HERO System* rules. (Of course, its effective range — the range over which it's likely to hit a target — is much less, thanks to the Range Modifier.) Typically this means Base Points x 10 meters, but Advantages or Limitations may change that.





Notes: This catch-all category includes any information not listed elsewhere. All notes and abbreviations are explained at the end of the tables.
 2H: Two-Handed Weapon
 Conc: Concentration (½ DCV “throughout” the loading and/or firing process; -½)
 N: Normal Damage (all other weapons do Killing Damage)
 RC: Recoverable Charge
 †1: Extra Time (1 Phase to reload between shots; -¾)

OTHER MISCELLANEOUS WEAPONS

Here are a few more weapons for unusual situations.

Handcuffs

Sometimes a Hunter needs to restrain a monster, cultist, or other enemy, and handcuffs are the perfect way to do it. In *HERO System* terms, treat them as an Entangle 3d6 (with the standard effect of 3

BODY), 6 PD/6 ED. They don't take damage from attacks (unless they're specifically targeted, at a -3 OCV penalty), can be escaped with a Contortionist or Lockpicking roll at -3, and don't prevent the handcuffed character from using Accessible Foci. (Some types of handcuffs enclose the entire hand, and thus cannot be escaped with Skills and do prevent the use of Accessible Foci.) They can only be put on a willing character, or a character who's been Grabbed first.

Mace/Pepper Spray

Mace and pepper spray are chemical agents designed to blind an attacker (and in the process cause some discomfort and pain). They come in small spray canisters. The spray may be liquid, or it may be a foam. In either case, it can get around glasses and other forms of eye protection that do not offer total protection; only solid eye coverings, such as goggles or a sealed helmet, offer a defense against this weapon.

HAND-TO-HAND WEAPONS TABLE

Weapon	OCV	Damage	STUNx	STR Min	Mass	Length	Notes
Axes							
Axe, Battle	+0	2d6	+0	13	1.6	M	
Axe, Great	+0	2d6+1	+0	16	2.1	M	2H
Axe, Hand (Hatchet)	+0	1d6	+0	6	0.6	S	RBS
Bladed Weapons							
Bayonet	+0	1d6-1	+0	6	0.8	S	
Combat knife	+0	1d6-1	+0	6	0.8	S	Can be thrown (RBS)
Katana	+1	1½d6	+0	12	1.4	M	
Kukri, Standard	+0	1d6-1	+0	6	0.8	S	Can be thrown (RBS)
Kukri, Long	+0	1d6	+0	10	1.1	M	
Machete	+0	1d6	+0	7	1.1	M	
Switchblade	+0	½d6	+0	4	0.3	S	Can be thrown (RBS)
Sword, Broad/Long	+0	1d6+1	+0	12	1.2	M	
Sword, Great	+1	2d6	+0	17	3.5	M	2H
Sword, Short	+0	1d6	+0	10	1.1	M	
Clubs							
Blackjack	+0	2d6 N	—	5	0.50	S	
Bottle	+0	1d6 N	—	3	1.0	S	After the first hit, a bottle no longer functions as an HA, but rather as an HKA ½d6.
Brass Knuckles	+0	2d6 N	—	5	0.5	S	
Brick	+0	2d6 N	—	8	2.0	S	
Chair/stool	+0	2-4d6 N	—	10	5.0	M	
Lead Pipe	+0	3d6 N	—	8	0.5	S	
Nightstick	+0	3d6 N	—	8	0.9	S	
Pistol butt	+0	2d6 N	—	8	Varies	S	
Rifle butt	+0	3d6 N	—	10	Varies	M	
Tire iron	+0	3d6 N	—	8	1.0	S	
Tonfa	+1	3d6 N	—	7	1.2	S	
Two-by-Four	+0	3d6 N	—	8	Varies	M	
Miscellaneous Weapons							
Quarterstaff	+1	4d6 N	—	10	1.0	L	2H
Spear, Medium	+0	1½d6	+0	12	2.0	L	RBS





MISCELLANEOUS WEAPONS TABLE

Weapon	OCV	RMod	Damage	STUNx	Shots	STR Min	Mass	Max Range	Notes
Bow, Medium	+0	+0	1d6+1	+0	10 RC	9	1.0	200m	2H, Conc
Bow, Heavy	+0	+0	1½d6	+0	10 RC	10	1.1	250m	2H, Conc
Crossbow, Heavy	+0	+1	1½d6	+0	10 RC	14	6.4	250m	2H, Conc, ‡1
Crossbow, Pistol	+0	+0	1d6-1	+0	10 RC	8	0.5	100m	‡1

In *HERO System* terms, mace/pepper spray is a Sight Group Flash 5d6 + Blast 3d6, NND (defense is solid eye covering, see text) with 12 Charges. It has No Range. Each BODY rolled on the Flash represents 1 Turn of effect, not 1 Segment as usual.

Taser

Tasers shock the victim with 2,000 or more volts of electricity — enough to cause intense pain, but not kill him (though a character could create a taser with lethal levels of voltage). They come in two varieties. The first type works over a short range (8m). It projects a small metal dart into the victim; the dart's attached to the weapon via a wire down which the electricity travels. Characters need WF: Small Arms to use this type of taser. The other type requires the character to touch the target with the device (*i.e.*, it has No Range), but it requires no Weapon Familiarity to use.

In either case, a taser does Blast 8d6, NND (the defense is insulated ED). The first type of taser has 1 Recoverable Charge; the second type has 12 Charges.

BODY ARMOR

With all the bullets, knives, clubs, explosives, and other dangers they're likely to encounter, characters want gear to defend themselves with almost as much as they want weapons. Modern science offers Hunters high-tech body armor which is as effective as any suit of metal armor worn by the knights of old.

The Body Armor Table lists some sample armors for characters to use. It provides PD and ED in amounts listed under "DEF" on the Body Armor Table. A suit of body armor also has an Activation Roll representing how much of the body it covers. An Activation Roll 14—means the armor covers Hit Locations 3-5 (the helmet), 7-14 (arms, torso, thighs), and 16-18 (lower legs and feet). An Activation Roll 11—means the armor primarily covers Hit Locations 9-13 (shoulders and torso), though some models may also cover Hit Locations 5 (throat) and 8 (upper arms).

Characters may wear sectional body armor if desired. For example, a character might have a suit of Level II body armor protecting most of his person (Activation Roll 14-), but Level IV ceramic plates around his torso (Hit Locations 10-13, Activation Roll 10-).

REALISM AND BODY ARMOR

The body armor presented here provides both Physical and Energy Resistant Protection, and it protects against all forms of injury: bullets; knives; magic spells targeting PD/ED; and so on. This makes game play easier and suits the "dramatic realism" nature of the *HERO System*. Gamemasters interested in greater "realism" may want to reduce body armor's effectiveness against some attacks (such as blades/claws), or eliminate it entirely against others (*e.g.*, have it provide no ED at all, have it provide no protection against impacts such as falls and car collisions).

Another way to make body armor to function a little more "realistically" is to make all handgun rounds have Reduced Penetration (see page 154) when used against body armor. That way heavy rifle rounds still have a good chance to get through the lighter armors, but less powerful handgun rounds do not.

BODY ARMOR TYPES

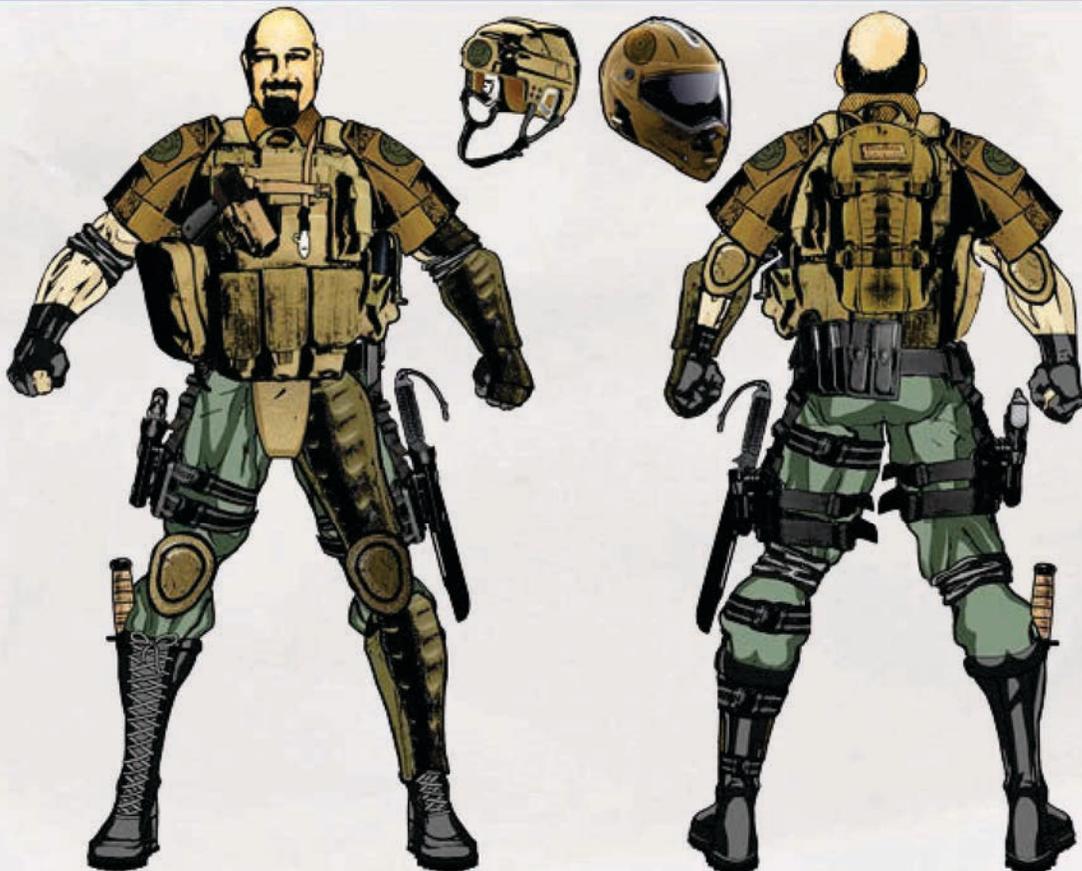
Roughly speaking, body armor comes in two types: soft and hard. Soft body armor is made of Kevlar or other substances (see below) that are tightly woven so they spread the impact of the bullet and prevent it from penetrating. Hard body armor is made of plates of ceramic, metal, or other substances, usually contained in pockets in soft armor. Soft body armor can sometimes be concealed by wearing it under bulky clothes; hard body armor cannot be concealed.

Typical soft body armor is made from Kevlar, a name trademarked by DuPont for products made with aramid fibers. Kevlar 29, the form most often used in body armor, is five times as strong as steel and does not burn (though it carbonizes at temperatures about 800° Fahrenheit). Although Kevlar body armor is less effective against bladed weapons than against bullets, it's still approximately 98% effective against such attacks (in game terms, its PD doesn't take any sort of Limitation). Kevlar deteriorates over time from exposure to ultraviolet light or human sweat. It's also less effective when wet (-1 PD and ED) unless waterproofed. It can be woven with fiberglass, graphite fibers, or metal fibers to increase its strength, or chemically treated to make it tougher.

Other materials currently used to make body armor include Spectra and Vectran. Spectra, an ultradense plastic, is about ten times as strong as steel, or approximately twice as strong as Kevlar. Vectran is an artificial fiber that's five to ten times as strong as steel, or up to twice as strong as Kevlar.

Hard body armors protect the wearer with plates made of steel, ceramic, or polyethylene. Steel loses its protective ability less quickly





after multiple hits, and is cheaper. But ceramics and polyethylene provide better protection for only a third to half the weight of steel. The plates are typically inserted into pockets in soft body armor, and thus are defined in game terms as adding PD/ED to the PD/ED of soft armor. (If a character wears a plate by itself, consider it to provide PD/ED equal to 8 + its bonus over Hit Locations 10-11.)

MHI BODY ARMOR

MHI Hunters wear a special form of body armor developed by Milo Anderson. It's a modular suit of armor that can be configured based on the types of threats a Hunter expects to face, though it's optimized for resistance to claws and fangs rather than bullets. It's rated as equivalent to Level IIIA body armor (8 PD/8 ED), and includes a neck guard that can be rolled up for protection against vampire bites (*i.e.*, it covers Hit Location 5 even without the helmet). It has pouches on the front and back of the torso for ceramic plates (+3 PD/+3 ED, protects Hit Locations 10-11) if the wearer wants to put up with the extra weight. It also has a load-bearing harness and all sorts of pouches, straps, and clips for other gear a Hunter wants to carry.

The suit includes two gloves: a shooting glove that offers protection without inhibiting dexterity much (3 PD/3 ED Resistant Protection, only covers Hit Location 6, imposes a -1 DEX modifier for use of the hands); and an armored gauntlet (6 PD/6 ED Resistant Protection, only covers Hit Location 6, imposes a -3 DEX modifier for use of the hands and makes using many guns difficult if not impossible). Clips at the end of the sleeves can hold one pair of gloves in addition to the one worn, if desired.

MHI body armor also has two helmets: a basic one similar to a modified hockey helmet (6 PD/6 ED Resistant protection, protects Hit Location 3); and a heavy, armored one with a full visor and face shield

(8 PD/8 ED Resistant Protection, protects Hit Locations 3-5). With the full suit, armored gauntlets, and helmet on, a Hunter can wade right into a pack of zombies and come out the other side unbiten.

The armor has three other features of note. The first is a carbon dioxide cartridge on the shoulder harness that the user can activate to float if he falls in deep water. (In *HERO System* terms, this is defined as Swimming 6m, Only To Carry User To The Surface And Keep Him There.) The second is a GPS unit, useful not only for navigation but for locating a lost or deceased Hunter. Third, it has a Camelbak water bladder and drinking tube so the wearer stays properly hydrated.

MHI BODY ARMOR

Here's a quick summary of what the armor provides a Hunter:

- Level IIIA protection against bullets, claws, and other attacks (Resistant Protection (8 PD/8 ED)) on Hit Locations 3-6 and 9-13 (Activation Roll 14-)
- pockets for ceramic plates on front and back (Resistant Protection (+3 PD/+3 ED), protects Hit Locations 10-11) (Activation Roll 11-)
- semi-armored shooting gloves and fully armored gauntlets (see text for details)
- basic helmet and fully armored/enclosed helmet (see text for details)
- CO2 cartridge in shoulder harness in case wearer falls into deep water
- built-in GPS unit for navigation and location
- numerous pockets, pouches, straps, and clips to help the wearer carry his gear
- Camelbak water bladder and drinking tube



MODERN BODY ARMOR

Type Of Armor	DEF	Mass	Notes
Soft Body Armor			
Kevlar (normal)			
Level I (full suit)	3	3.0	Activation Roll 14-
Level I (partial suit)	3	2.2	Activation Roll 11-
Level II-A (full suit)	6	8.75	Activation Roll 14-
Level II-A (partial suit)	6	6.25	Activation Roll 11-
Level II (full suit)	7	12.25	Activation Roll 14-
Level II (partial suit)	7	8.75	Activation Roll 11-
Level III-A (full suit)	8	17.5	Activation Roll 14-
Level III-A (partial suit)	8	12.5	Activation Roll 11-
Kevlar (enhanced), Spectra, Vectran			
Level I (full suit)	4	4.4	Activation Roll 14-
Level I (partial suit)	4	3.15	Activation Roll 11-
Level II-A (full suit)	7	12.25	Activation Roll 14-
Level II-A (partial suit)	7	8.75	Activation Roll 11-
Level II (full suit)	8	17.5	Activation Roll 14-
Level II (partial suit)	8	12.5	Activation Roll 11-
Level III-A (full suit)	9	24.5	Activation Roll 14-
Level III-A (partial suit)	9	17.5	Activation Roll 11-
Hard Body Armor			
Ceramic or polyethylene plates			
Level III			
Chest and back	+3	1.3	Hit Locations 10-11 (Activation Roll 9-)
Chest, sides, back	+3	1.75	Hit Locations 10-11, including sides (Activation Roll 10-)
Level IV			
Chest and back	+3	1.3	Hardened (+¼), Hit Locations 10-11 (Activation Roll 9-)
Chest, sides, back	+3	1.75	Hardened (+¼), Hit Locations 10-11, including sides (Activation Roll 10-)
Metal plates			
Level III			
Chest and back	+2	0.95	Hit Locations 10-11 (Activation Roll 9-)
Chest, sides, back	+2	1.25	Hit Locations 10-11, including sides (Activation Roll 10-)
Level IV			
Chest and back	+2	0.95	Hardened (+¼), Hit Locations 10-11 (Activation Roll 9-)
Chest, sides, back	+2	1.25	Hardened (+¼), Hit Locations 10-11, including sides (Activation Roll 10-)

Defense: The PD and ED the body armor provides, equivalent to Resistant Protection of the same amount.

Mass: The armor's weight in kilograms.



OTHER GEAR

The universe of possible gear that Hunters could carry is practically infinite — after all, it's a strange and dangerous occupation that often imposes some unusual needs upon the people involved in it. What follows are a few examples of common equipment MHI Hunters (and others like them) might carry in the field. If you don't find something you want for your character here, you can build the gear yourself using the rules earlier in this section of the book, or look for it in *The HERO System Equipment Guide*.

COMMUNICATIONS GEAR

Here are some gadgets characters can use to keep in touch with one another.

MHI EARPLUGS

MHI issues special electronic earplugs to its Hunters. These handy devices serve two purposes. First, they protect the wearer's hearing from loud noises (like gunshots and explosions) while allowing softer sounds (such as conversation) through. Second, they include built-in radios that allow team members to communicate with each other.

In *HERO System* terms, MHI Earplugs provide Hearing Group Flash Defense (10 points) and Radio Perception/Transmission, all in an OIF.

SATELLITE PHONE

This expensive device is a cell phone that communicates via satellites rather than cell towers, thus in theory allowing the user to make calls (and get low-level Internet access) anywhere in the world. In practice, anything that blocks contact with a satellite renders the phone useless (though such phenomena are relatively rare). In game terms, it's built as High-Range Radio Perception on an OAF.



SENSORY GEAR

Hunters often find themselves on missions in the dark of night, or in other places where it's hard to perceive things. Here's some gear they can use to overcome such difficulties.

BINOCULARS

Binoculars increase a character's ability to see over a distance by magnifying the subject viewed. They range from small versions (including monoculars) that provide only slight amplification, to larger military and hunting models that also have electronic readouts on distance, direction, and the like. In game terms, they provide Telescopic (+6 versus the Range Modifier for Sight Group) on an OAF (advanced models may provide more bonuses, along with Bump Of Direction and Detect Range).

NIGHTSIGHT DEVICES

Nightsight devices, sometimes known as night vision devices (NVDs), allow a character to see at night by amplifying ambient light (such as starlight). The user, who suffers from a slightly decreased field of vision, sees the world in a monochrome green, but he can see much more clearly in darkened conditions than someone without such enhancement. A nightsight device also allows the user to see infrared light (not heat patterns; that requires a thermal vision device [see below]), and may have a short-range infrared "flashlight" attached to improve visibility, allow him to read maps, and so forth. However, an NVD won't function in total darkness (it needs light to amplify). Nightsight devices emit ultrasonic sound (which animals, and characters with proper equipment, can hear).

Nightsight devices come in several "generations," and the higher the generation, the more sophisticated (and expensive) the device. Here's how they function in game terms. A first generation NVD provides +2 to Sight Group PER Rolls that only works to counteract penalties for darkness (typically -4 for complete darkness). For each succeeding generation up to the third, add another +1. An NVD also provides Detect Infrared Light (Sight Group) and may have an infrared "flashlight" attached to generate IR light to see by. On the downside, because an NVD amplifies light it gives the wearer a 2 x Vulnerability to Sight Group Flashes based on bright light (and just looking directly at an ordinary light may blind the wearer for a few Segments).

SURVEILLANCE SCOPE

A surveillance scope is a viewing device consisting of a flexible fiber optic cable with a miniaturized camera on one end. The other end connects to a viewing system (a device similar in size and shape to a laptop computer or portable television set, or possibly smaller). The user can insert the cable under doors, through holes in walls, around corners, or the like to see into other areas without exposing himself to attack (or, in some cases, letting the persons being viewed know they're under surveillance). A similar device, the borescope, can be drilled through a wall or door to look beyond it (characters can also use borescopes to look inside locked briefcases and other closed objects without having to open them). The user can make a Stealth roll to keep the people under surveillance from detecting the scope's presence, if appropriate.



Some surveillance scopes have first generation nightsight capabilities as well.

THERMALVISION DEVICE

Thermalvision devices allow a character to see heat patterns and traces, making it possible to see people (and many objects) in the dark based on their body heat. They also have many mundane applications, such as detecting overheating components in electronic or mechanical equipment. The most powerful thermalvision devices are sensitive enough to “see” heat patterns through walls.

In game terms, a thermalvision device provides the wearer with Infrared Vision.

MEDICAL AND SURVIVAL GEAR

It's a fact of hunting life that Hunters get hurt on the job. For that reason they usually carry first aid kits and other medical supplies, such as:

FIELD MEDICAL KIT

This item is a standard paramedic's first aid kit, well-stocked with expendable supplies (bandages, gauze, some types of drugs, Quick Clot, and so on) plus reusable supplies (small scissors, scalpel, thermometer, and the like). It provides a +2 to Paramedics rolls on an OAF (though the GM may reduce or eliminate this bonus if a kit's running low on expendables).

The MCB has field medical kits that are even better, especially for treating the victims of monster attacks; they provide a +3 bonus to Paramedics.

KNOCKOUT DRUG

This is a fast-acting drug designed to render a person unconscious, typically because he's in tremendous pain or someone needs to perform a painful medical procedure on him. In game terms it's Blast 1d6, NND, that affects the character once every three seconds for 24 seconds (2 Turns). The total of 8d6 STUN damage should be enough to knock most characters out; after that point you can assume they sleep normally unless something wakes them up.

PAINKILLER DRUG

This drug deadens a character's ability to feel pain for 20 minutes. It provides him with Damage Negation (-6 DCs Physical and Energy) that only applies to STUN damage — he still takes all the BODY damage an attack does, even though he doesn't feel it.

STIMULANT DRUG

This drug shakes off the sleepies in a major way, eliminating a character's need to sleep for the next six hours no matter how tired he is. Characters can stay awake on Stimulant Drugs for a long time, but if they keep it up *too* long eventually they'll “crash” and have to sleep no matter how powerful the drugs are. In game terms it's defined as Life Support (Diminished Sleep) with a six-hour duration.

WERECREATURE FIELD-TEST KIT

It's not always possible to send someone's blood to an MCB lab to see if they've contracted lycanthropy. If necessary an agent can use a lycanthropy field tester (these devices aren't available outside the MCB). It takes ½d6+1 hours to work and gives an inaccurate result about 5% of the time. In game terms, it's built as Detect Lycanthropy Virus 15- (no Sense Group), OAF, 1 Charge.

ZOMBIE INFECTION TESTER

This MCB device isn't available to the general public (or MHI). It consists of a small electronic monitor with an attached needle. The user takes a blood sample, which the device analyzes for the zombie virus. It's considered 100% accurate. In game terms, it's built as Detect Zombie Virus 18- (no Sense Group) on an OAF.





MAGIC

The world of MHI isn't just one of guns and action — it's also a world of magic, where spells, sorcerers, and strange powers exist. This section of the MHI RPG describes how magic works in the MHI setting, and how your character can learn and cast spells.

Caveat: just because Player Characters *can* learn to cast spells doesn't necessarily mean they *should*. Hunters in general, and MHI Hunters in particular, tend to be extremely suspicious of *any* use of magic, even for supposedly good ends. They've seen too much evil magic, and too many instances of "good" magic gone horribly wrong, for them to ever trust it. After all, the December 15, 1995 tragedy and the Martin Hood incident were both the result of Hunters thinking they could learn magic and put it to good use — and you can see how that turned out. An MHI Hunter who learns magic could easily find himself having a Negative Reputation within the company; at the very least, Earl Harbinger and other officers are going to keep an extremely close eye on him.

A person who can cast spells is usually known as a "wizard," regardless of gender. (Some people also use the generic term "spellcaster.") The term "sorcerer" usually implies a wizard who practices black magic or uses magic for evil (or selfish) purposes. Terms like "necromancer" and "shaman" refer to wizards who focus on specific types of spells and spellcasting.

THE BASICS OF MHI MAGIC

Here's the basic explanation of how magic works in the world of MHI. Naturally it's a lot more complicated than this when you get down to the details, but this explanation is sufficient for MHI RPG purposes.

The Source And Nature Of Magic

Magic is not inherent to Earth. It flows into Earth from other dimensions, or is sent to Earth by the various Outsider Factions (see page 226, *if you have your GM's permission*). It manifests in one of two ways: either as innate Gifts a person possesses; or as ambient "magical energy" a wizard can manipulate to cast Spells. (See below for more about Gifts and Spells.) The source of magic has several important implications for how magic works, and how characters can use/manipulate it.

PLACES OF POWER AND PERIL

First, because of the way it enters Earth's reality, magic is essentially an "environmental" phenomenon. This means that it can "collect" in certain places (either always or at certain times), or may "seep away" from them (temporarily or permanently). A location where magic is more prevalent is usually known as a "place of power," and may be inherently dangerous either due to the effects of the magic, because it attracts monsters, or both. For example, Natchy Bottoms and DeSoya Caverns, which both factored into the events of the Machado incident, are dangerous places of power (Natchy Bottoms in particular); so is the events venue where Raymond Shackelford IV initiated the December 15, 1995 disaster. In other cases an area is so "devoid" of magic that monsters can't exist there and Spells can't be cast there; wizards refer to these as "deserts" or "null zones."

CUTTING OFF ACCESS

Because magic isn't an inherent power of a spellcaster or Gifted person, it's possible for one wizard to "cut off" another's access to magic (similar to the way Koriniha stripped Thrall of his powers during the Machado incident). This isn't easy — it typically requires a lot of power and/or preparation — but it is possible. In fact, it's a thought that keeps more than a few wizards up at night.

EVIL SOURCE, EVIL RESULTS

The unpleasant truth is that more of the Outsider Factions and their members qualify as "evil" than as "good" in human terms — they revel in destruction and chaos, or they have goals which are inimical to human life (or at least peaceful human existence). Since there are more evil beings than good beings able and willing to dispense Gifts and magic power to humans who worship/follow them (or have goals aligned with theirs), magic is far more likely to be used for evil purposes than for good. To put it another way, necromancers and sorcerers both outnumber beneficent wizards by a considerable margin.

Furthermore, many (if not most) Outsider Factions and their members are too evil, or too "alien," for the human mind to comprehend safely. That means Gifts and magic power from them are inherently dangerous and corruptive. Sooner or later they'll drive the user insane, or even physical warp him.

Learning Magic

The source and nature of magic also has implications for how characters learn to use it.

GIFTS

Gifts are innate magical abilities granted to a human by an Outsider Faction. Typically the Faction has chosen the Gifted person to perform some mission or fulfill some destiny (whether he likes or wants this, or not). For example, Owen Pitt's ability to read memories, his precognitive dreams, and his general luckiness are all Gifts given to him by whichever Faction he's the Chosen One for.

Unlike Spells, Gifts aren't "learned" abilities and typically don't require a *Magic* Skill roll (or any other Skill Roll) to use. But that doesn't mean they're 100% reliable or always work when the Gifted wants them to. Particularly when they first manifest, they often have Limitations that restrict how well they work. As he becomes more accustomed to them, a character may spend Experience Points to buy off these Limitations, reflecting a greater degree of reliability/control.

For example, when Owen Pitt's ability to read peoples' memories first manifested, it had the Limitation *No Conscious Control* (-2), since he couldn't activate it on demand or control what he saw. As he's gotten more experience using the power, he's spent Experience Points to decrease the value of that Limitation to -1, then -½, representing his increasing (but still not absolute) control over that ability.

The most common Gift in the world of MHI is "I can learn to cast Spells more easily than ordinary humans." Many wizards have this Gift. However, even someone who has another Gift is usually able to learn to cast Spells more easily than an un-Gifted person (who has to study long and hard to learn magic, as discussed below).

See *Example Gifts*, below, for some Gifts that are appropriate for MHI RPG characters.



Selling One's Soul

"If you put something up for sale at the right price, there will always be a buyer. Souls ain't no different."

—Earl Harbinger

Not every un-Gifted person accepts that state of existence. Sometimes a deeply disturbed individual finds a way to “contact” a Faction and sell his soul. He may do this through intense negative emotions that attract a Faction’s attention, learning a little basic magic, visiting or living in a place of power, or some other method, but the end result is the same: he exchanges his soul for magical power. The best example of this in MHI’s records is the Ragman, a San Diego serial killer turned inhuman monstrosity whom Tim Green killed before joining the company — but sadly it’s not the only one.

Typically a person who sells his soul to an Outsider Faction receives one or more Gifts. But unlike regular Gifts, “bought Gifts” tend to be much more powerful than ordinary gifts, and much easier to use as well. In fact, they’re often 100% reliable. They often include monster-like abilities such as resilience to injury, regeneration, enhanced senses, claws (or other natural weapons), and the like. The downside, of course, is that the Gifted is now soulless and irredeemably evil, and in thrall to one of the Outsider Factions as well (though he may not fully understand that).

SPELLS

Spells (or *Wizardry*, to use the most common formal term for magic practiced by humans) are magical powers that a wizard wields (“casts”) by making the proper preparations, speaking special words, gesturing in the proper mystical ways, and using his willpower to “shape” the magic being channelled to him (or that “exists” in his environment) to his purposes.

“Harnessing magic is no different than harnessing electricity,” as Martin Hood put it, and while in a certain sense that’s true, there’s more to it. In theory anyone can learn to cast Spells *if he has what it takes*. And the attributes for becoming a wizard aren’t exactly common. They include:

- a sufficiently flexible mind. Just like it takes a certain mindset to fight monsters without panicking, only people with the right “attitude” can truly comprehend, and thus use, magic.
- willpower. Mastering magic and using it to alter/reshape reality in contravention of the laws of physics isn’t a job for the weak-willed. (In game terms, most characters who have a *Magic* Skill also have an EGO of at least 15, if not higher.)
- discipline and a studious/scholarly nature. Learning to cast Spells involves literally thousands of hours’ worth of time spent reading books (many of them old or written in ancient languages), practicing arcane skills, and the like. It’s like earning a Ph.D., without the benefit of interacting with other students and professors. A would-be wizard has to enjoy this sort of thing or he’ll never succeed. It’s not something most Hunters, who tend to be men and women of action, have much tolerance for.
- access to study materials. This is actually the most important thing a wizard in training needs. Without genuine magical books, scrolls, and chronicles to study, a character who wants to learn magic can never succeed, no matter how flexible his mind, how great his willpower, and how strong his discipline. And the truth is that *genuine* grimoires are *extremely* rare. MHI has a few in its

archives (which it keeps under lock and key and carefully controls access to), but usually any that it finds it destroys, and most other Hunting organizations do the same. (The MCB is more likely to save and study such things, but it approaches such pursuits very, *very* carefully.) The odds of a character stumbling across a genuine magical tome in a used bookstore or some out of the way location are about the same as his odds of winning the lottery.

The truth is that most people simply have no talent for learning/using magic. Earl Harbinger candidly admits this about himself, and he’s been around magical things all his life!

Furthermore, some forms of magic are harder to learn than others. For example, a grimoire written in medieval English by some ancient sorcerer would be comparatively easy for a character to read. One in Latin, ancient Greek, or Babylonian would require him to learn to read those languages (and perhaps all about those cultures as well) before he could even begin to study and comprehend the magic in it. And scrolls or tablets written by the Fey or by the strange, prehistoric cultures and races that once existed upon the Earth are even harder to work with (particularly since a character can’t go down to the local bookstore and pick up a textbook on how to read pre-human languages). The older a source of magic is, the more useful information it’s likely to contain and the more powerful the magics a character can learn from it — but the harder it is to learn from.

On the other hand, not every character is human. Inherently magical humanoids — elves, gnomes, orcs, minotaurs, and so on — can more easily learn and use magic than humans can. This is particularly true of elves, who have stronger innate magic than most humanoid species and often learn the fundamentals of magic (or *divination*, as they call it) in their youth the way human adolescents study history and math. Orcs all have “life gifts,” which are how Gifts manifest among them.

Using Magic In The Game

Here’s how characters learn Gifts and Spells in *HERO System* terms, and use them during the campaign.

GIFTS

As discussed above, Gifts are innate magical abilities a character might possess. They don’t involve a *Magic* Skill roll, but may have other Limitations representing how unreliable or difficult to use they are: No Conscious Control; Activation Roll; Concentration; Increased Endurance Cost; or the like.

To have a Gift, a character first has to get the GM’s permission; not all GMs will want Gifted characters in their MHI RPG campaigns, and even if your GM allows a character to be Gifted he may not approve the specific Gift you have in mind. Assuming he gives his approval, then you have to do is create the Gift using *HERO System* rules and pay the Character Point cost for it. In some cases an existing game element (such as a Talent) or one of the example Gifts described below will fit your concept just fine as-is, so you won’t even have to do any work.





SPELLS

Learning Wizardry and casting Spells is a little more complicated. To be able to cast a Spell, a character needs several things:

Knowledge Of The Spell

First, he has to have learned the Spell from some source (it's extraordinarily rare, if not impossible, in this day and age for someone to have the power and talent to create a new Spell on his own). In game terms that means the character has to select one of the Spells listed under *Example Spells*, below, and pay the full Character Point cost for it. (In some cases the GM may allow a character to create his own Spells and buy them.)

The Magic Skill

Second, the character must know the *Magic Skill* (page 99). This is a Willpower Skill that he uses to cast Spells. Every Spell in the MHI RPG, whether it's one described in this book or that you create for your character, *must* have the Limitation *Requires A Magic Roll* (-½). This means that to cast a Spell, a character must succeed with a Magic roll. If he fails, the Spell fails to work.

Furthermore, the more powerful or difficult the magical effect one tries to achieve with a Spell, the harder that Spell is to cast. In game terms, all Magic rolls incur a penalty of -1 per 10 Active Points in the Spell. Thus, more powerful Spells (ones with high Active Point totals) are harder to cast than weak Spells (ones with low Active Point totals).

Example: *Declan Urquhart casts the Rain Of Fire Spell (page 181). He has Magic 16- and that Spell has 67 Active Points. $67/10 = 7$, so he suffers a -7 penalty on his Magic roll, reducing it to 9-. If he rolls 9- or less he succeeds, a 10 or higher means he fails.*

Endurance

Although magic ultimately comes from an external source, "channeling" it through one's self by casting Spells is tiring. In game terms, Spells cost END to cast. If they're not built with a Power that already costs END, they have the *Costs Endurance* Limitation, and may also have *Increased Endurance Cost* as well.

Magical Incantations And Gestures

Most Spells require a character to incant special mystic words and phrases, and to make specific arcane gestures, or they automatically fail. In game terms, they have the Limitations *Gestures* (-¼) and *Incantations* (-¼) (see page 159). If necessary, a wizard can cast a Spell without its required Gestures or Incantations at a -3 penalty to his Magic roll (or a -6 penalty to eliminate both requirements).

Other Limitations To Consider

Gestures and Incantations aren't the only Limitations frequently used to create Spells. Magic is only useful in battle when cast by highly-trained and/or highly-experienced people (such as Martin Hood). Most Spells take a lot of time, effort, and ritual activities to prepare;



only a handful of human wizards (including Lucinda Hood) are capable of truly effective “combat magic.”

In game terms what this means is that most Spells have (or should be built with) various Limitations, such as:

- **Concentration:** casting Spells requires a character to focus his willpower, which means he can't move around a lot or do other things during that time — and that his DCV is reduced, leaving him vulnerable to attack.
- **Costs Endurance and/or Increased Endurance Cost:** casting Spells takes effort, and can be quite tiring (particularly if a wizard casts several powerful Spells in quick succession). Spells built with Powers that don't cost END take the *Costs Endurance* Limitation, and those that already cost END often have Increased Endurance Cost.
- **Extra Time:** Spells can't usually be cast in just a second or two; they take time as well as effort. Extra Time of 1 Turn (or longer) isn't uncommon.
- **Focus:** some Spells require ritual paraphernalia, either a reusable item (such as a talisman or a totem stick) or one that's expended in the casting. Shamanism Spells usually have a Focus, and elves often need “spell fixin's” for their Divination magics. If a character lacks the proper Focus, he can't cast the Spell.
- **Side Effect:** some Spells, particularly powerful ones, may have a magical “backlash” that occurs if a character doesn't cast them properly (*i.e.*, if he fails his Magic roll). Furthermore, powerful or particularly evil spells often have to draw on ambient local magical forces for the extra power they need, causing the temperature to drop noticeably for a short time (for the strongest, most evil spells, this temperature decrease may reach dangerous, even deadly levels). This qualifies as a Minor Side Effect that always occurs (ordinarily this would be a $-\frac{1}{2}$ Limitation, but since it rarely, if ever has any game effect the value's reduced to -0).

Last but not least, magic from the Old Ones or other evil Outsider Factions is inherently dangerous and corruptive. A person of strong will can resist these effects for awhile (perhaps even a long time), but eventually he *will* go insane and/or be physically changed by them. In *HERO System* terms, such Spells have a Minor Side Effect that always occurs: 1 point of Major Transform (ordinary person to person psychologically and/or physically warped by evil magic). Every time the character fails his Skill Roll, he accumulates another point of Transform. When the total reaches 2 x his BODY, he snaps. Either he goes insane, or he suffers some debilitating physical effect of the GM's choice. (If this occurs to a PC, that PC immediately becomes an NPC under the GM's control.) Once that happens, when he casts more such Spells the “count” resets to 0 and begins all over. When the character reaches the point where he's Transformed again, his condition becomes worse, or he suffers another debilitation of some sort.

Learning More Powerful Spells

Some Spells are so unusual, so difficult to understand, or so powerful that inexperienced wizards can't learn them — yet. First they have to master lesser magics and more basic Spells; then they can move on to the stronger Spells.

CASTING SPELLS IN PLACES OF POWER

Casting Spells in a place of power (see page 166) may have several unusual effects.

First, depending on the nature of the place of power and the type of Spell, casting it may be easier than normal, or the Spell may be more powerful than normal. The GM may represent this with a bonus to the caster's Magic roll, or may increase the Spell's power by 25% (or more) without increasing the Spell's standard Active Point penalty. This would be the case for Necromancy spells cast in Natchy Bottoms, for example.

On the other hand, again depending on the nature of the place of power and the type of Spell, casting it may be more difficult than normal, or the Spell may be weaker. The GM may impose a penalty to the caster's Magic roll, or may decrease the Spell's power by 25% (or more) without decreasing the Spell's standard Active Point penalty. In magic “deserts,” casting Spells may be even harder, or simply impossible.

Third, a place of power may not make a Spell stronger or weaker, but may instead warp or change it in some way. The usual outcome may differ, the Spell may hit a different target than the one intended, the Spell's Side Effect may automatically occur (perhaps at greater than usual effect), and so on. The only limit is the GM's fiendish imagination.

In game terms, what this means is that a character can't simply buy all the powerful Spells he wants and ignore the ones he doesn't think are worthwhile. There's a definite “progression” to learning magic, just like there is to science, accounting, law, or any other complex subject. Instead, a character has to buy Spells according to the following rules:

- he must buy at least three Spells with Magic roll penalties of -1 to -4 before he can buy any with Magic roll penalties of -5 or worse
 - he must buy at least three Spells with Magic roll penalties of -5 to -8 before he can buy any with Magic roll penalties of -9 or worse
- (The GM may wish to relax these rules for characters who focus on Alchemy and Shamanism, since fewer Spells are written up for them to buy.)

Enchanted Items

While many Spells require ritual items and paraphernalia (Foci; see above), those aren't “magic items.” They're simply items necessary for a particular form of magic to function. But true enchanted items — items with their own inherent magical powers, which anyone can use — do exist in the world of MHI. Most of them date from earlier (even ancient or pre-human) times, when magic was either more plentiful or easier to use. Creating a new enchanted item today, particularly a powerful one, would be *extremely* difficult, but it's not impossible. For example, when Martin Hood controlled the Condition, he created special magical amulets for its members to wear.

See *Example Enchanted Items*, below,



TYPES OF MAGIC

While the discussion above focuses on magic in the abstract, not all magic is the same. There are different types or categories of magic practiced by different people and/or species. In fact, there are four primary types of magic in the world of MHI: Wizardry; Alchemy; Divination; and Shamanism.

Wizardry

The most common type of magic, and the type practiced by humans, is Wizardry. All Wizardry is the same, regardless of the cultural filter or mystical methodology applied to it. For example, the Hermetic Theurgy of medieval and Renaissance Europe, Hebrew kabbalah and gematria, Norse rune-magic, and Chinese sorcery are all forms of Wizardry and all allow their users to learn the same types of Spells, even though those Spells may be cast a little differently or look a little different from one part of the world to the next. Unless a character is an elf, minotaur, or orc, the Spells he's casting are Wizardry Spells.

NECROMANCY

Necromancy is a "subset" of Wizardry whose Spells deal with death, undeath (and the creation of the undead), summoning and controlling demons, fear, other negative emotions, and darkness. It comes from the Old Ones and other evil Outsider Factions, and is very much evil (even if used with good intentions). A wizard who focuses on Necromancy is known as a necromancer, and because of the Transform Side Effect of many of his Spells, he's often insane or has noticeable physical changes (severe palsy, demonic horns growing from his head, warped flesh, twisted limbs, black eyes, and the like).

Voodoo

Voodoo is sort of an offshoot of Necromancy. It's a legitimate religion in Haiti and some other places, but certain disturbed persons have taken those religious teachings, crossed them with magic, and come up with a style of spellcasting all their own. Voodoo focuses on creating undead (particularly zombies) and on inflicting and removing curses.

Alchemy

Alchemy is a sort of "scientific magic" studied/used by "natural historians" such as Sir Isaac Newton and Benjamin Franklin. Practicing it, and casting its Spells, requires a laboratory, lots of materials, extremely detailed procedures/rituals, and the like. The end results are usually physical in nature — rather than evoking some sort of energy or force, Alchemy creates potions, ointments, golems, animate objects, and similar things. Despite having some similarities with Wizardry, it is very much a separate discipline.

Alchemy has been out of favor with most students of magic for well over a century; its theories and methods are not compatible with modern science. Almost no one studies it today. MHI has no facilities set up for alchemical workings, and even the MCB's alchemical resources are limited.

Divination

Divination is the formal term for elven magic, which only elves can learn and practice. For the most part it's similar to Wizardry, though elves find it much easier to use and learn than humans do Wizardry. Elven diviners and human wizards can work together relatively easily, though differences in terminology, perspectives on magic, and ease of use may cause problems.

Some forms of Divination involve drawing elf-runes on objects; this protects that object or grants it special qualities. Some scholars speculate that the various systems of runic magic found in European cultures derived from Divination rune-workings.

Shamanism

Shamanism is the magic of orcs, minotaurs, and possibly some other humanoid species. It involves speaking to/communing with/controlling the spirits that exist in the natural world and which are inherent in most objects (both natural and manufactured). This makes it extremely flexible and powerful when practiced by an experienced or talented shaman, and even a low-ranking shaman can be highly effective in the right situations.

Shamans are particularly known for their healing powers. By speaking to the right spirits and preparing remedies from various herbs, minerals, and other natural substances, they can cause even life-threatening injuries to heal much more quickly than normal. Unfortunately these Spells are most effective when prepared for a specific person; "generic" healing magic has at best a small fraction of the power of a person-specific Spell.

Learning Different Types Of Magic

Except as noted above, it's possible for a character to learn multiple types of magic, since all types of Spells are cast using the same *Magic Skill*. A human wizard could learn some Shamanism from an orc (and vice-versa), or could study Alchemy procedures from a medieval philosopher's notes, for example.

EXAMPLE GIFTS

Here are some example Gifts appropriate for MHI RPG characters (though not necessarily for *Player Characters* — some of them are dark and evil). If you don't find one here that fits what you have in mind for your character, you can use them as guidelines for creating your own Gifts using the *HERO System* rules.

DARKEST DAY

Sometimes you can gaze deep into a person's mind and soul and discover their worst memory or greatest fear about themselves — and then, of course, use that information against them as you see fit. This ability doesn't always work, but you can at least control when you try to use it.

Darkest Day: Telepathy 12d6, Reduced Endurance (½ END; +¼) (75 Active Points); Extra Time (Full Phase; -½), Must Try To Achieve EGO +20 Or Higher Result (-½), No Conscious Control (-1), Only To Learn Target's Worst Memory Or Deepest Fear About Himself (-1), Target Must Be Within 10m (-¼). Total cost: 18 points.



SPELL SUMMARY TABLE

Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
WIZARDRY								
Banishment	1C	½	FGI	I	600m	-6	6	Dispel Summon 20d6
Block Clairvoyance	Area	1	GI	C	NR	-3	3	Darkness to Clairsentience 10m radius
Blocking The Flow	1C	1	FGI	I	50m	-5	5	Drain Magic 1d6, all Spells simultaneously
Boil The Sea	32m Rad	1M	FGI		420m	-8	8	Change Environment (boil water)
Break The Tether	Spec	1T	FGI	I	NR	-4	4	RKA 3d6 versus pocket dimension tethers (see text)
Bullet Barrier	Self	½	GI	C	NR	-7	14	Barrier 12 PD/12 ED, 12 BODY, Only vs. Physical
Cause Illness (N, S)	1C	1H	FGI	I	World	-12	12	Drain CON and BODY 2d6
Clairvoyance	Self	1M	FGI	C	6400m	-4	4	Clairsentience (Sight Group)
Clairvoyant Assault (N)	1C	1	GI	I	World	-10	10	RKA 2d6, ACV, Only Against Clairsentience Viewers
Communications Blackout	50km Rad	1H	FGI	1Day	NR	-1	5	Darkness to Radio Sense Group
Control Undead (N)	1C	½	FGI	I	LOS	-6	6	Mind Control 12d6, Only Versus Undead
Create Flesh Golem (N)	Spec	1Day	FGI	I	NR	-9	9	Summon one 215-point Flesh Golem
Create Undead (N)	Spec	1H	FGI	I	NR	-17	17	Summon one undead built on up to 350 points
Demon Summoning (N)	Spec	1H	FGI	I	NR	-9	9	Summon one demon built on up to 288 points
Detect Clairvoyance	Self	1	GI	C	Self	-1	1	Detect Scrying (INT Roll)
Dimensional Call (N)	Spec	1H	FGI	I	NR	-18	18	Summon one extradimensional built on up to 600 points
Domination (N)	1C	1T	GI	I	LOS	-6	6	Mind Control 12d6
Douse The Light	4m Rad	1	GI	I	20m	-2	2	RKA 1d6, Only Versus Light Sources
Dreamspeech (S)	1C	1T	GI	I	LOS	-6	6	Mental Illusions 12d6, Only To Manipulate Dreams
Firebolt	1C	1	FGI	I	50m	-8	12	RKA 3d6
Fireshaping	Spec	1	GI	C	450m	-4	4	Telekinesis (30 "STR") to pick up up to 6 DCs of fire
Foresee The Future (S)	Self	1H	FGI	C	500m	-5	5	Clairsentience (Sight and Hearing Groups), Precognition
Hammer Of The Undead	1C	1	FGI	I	20m	-6	6	RKA 4d6, Only Versus Undead
Levitation	Self	½	GI	C	Self	-1	1	Flight 12m, only up and down
Life Draining (N)	1C	1	GI	C	10m	-2	6	Drain BODY and STUN 1d6
Living Shadows (N)	Spec	1T	FGI	I	NR	-17	17	Summon up to 4 shadow-beings built on 435 points
Mind Seeking	1C	1T	FGI	C	Spec	-6	6	Mind Scan 12d6
Mind Shifting (N)	1C	1M	FGI	I	NR	-10	20	Major Transform 8d6 (switch minds with target)
Perceive Magic (S)	Self	1	GI	C	Self	-1	1	Detect Magic (Sight Group), Discriminatory
Pocket Dimension	Self	1Day	FGI	I	Self	-10	20	Create pocket dimension
Portal Rope	Spec	½	FG	I	Spec	-3	3	Teleportation to anywhere in the world
Quench Flame (S)	Fire	1	FGI	I	100m	-6	6	Dispel RKA 12d6, Only Versus Fire RKAs



Name	Target	Cast Time	Cast Proc	Dura	Range	MR	END	Effect
Rain Of Fire	12m Rad	1T	FGI	C	300m	-7	7	RKA 2d6
Remove Curse (S)	1C	1T	FGI	I	NR	-6	6	Major Transform 6d6 (remove curse)
Runes Of Improvement (D, S)	Spec	1T	F	I	NR	-3	9	Aid Characteristics 2d6 (see text)
Runes Of Protection (D, S)	Spec	1T	F	I	NR	-6	12	Major Transform (grant Luck 3d6) (see text)
Shadow Form (N)	Self	1T	FGI	C	Self	-8	8	Damage Negation (-6 P&E), Invisibility in darkness/shadows
Spell Shattering	1C	1	FGI	I	100m	-7	7	Dispel Magic 15d6, any one Spell at a time
Summoning Circle	2m Rad	30M	FGI	C	NR	-1	1	Create circle that summoned demons can't leave
Telekinesis	1C	½	FGI	C	150m	-1	1	Telekinesis (10 STR)
Telepathic Communication	1C	1T	FGI	C	LOS	-6	6	Telepathy 12d6
Tracking Spell (D)	1C	1T	FGI	C	Self	-2	2	Detect Target Of Spell (INT Roll), Range, Sense, Tracking
Voodoo Curse (N, S)	1C	1H	FGI	I	World	-19	19	Major Transform 6d6 (grant Unluck 3d6)
Voodoo Doll (N, S)	1C	1H	FGI	C	World	-2	2	RKA 1 point
Warding	32m Rad	1T	FGI	C	50m	-1	1	RKA 1 point, only versus undead/summoned beings
Weather Control (S)	4km Rad	5M	FGI	C	NR	-11	33	Change Environment (control the weather)

ALCHEMY

Create Golem	Spec	1Week	FGI	I	NR	-18	18	Summon one golem built on up to 450 points
Elixir Of Life	1C	½	None	I	NR	-8	1Ch	Healing BODY 8d6 or Aid 4d6; see text
Potion Of Invisibility	1C	½	None	C	Self	-2	4Ch	Invisibility to Sight Group for 20 minutes

SHAMANISM

Appeal To The Spirits	1C	1T	FGI	I	NR	-1	3	Aid Characteristics 1d6
Commune With The Spirits	Area	1T	FGI	C	NR	-7	7	Clairsentience (Sight and Hearing), Retrocognition
Curative Salve	1C	1H	FGI	I	NR	-6	6	Major Transform 6d6 (remove physical ailments)
Cure Disease	1C	5M	FGI	I	NR	-4	4	Major Transform 4d6 (remove illness)
Healing Salve	1C	1H	FGI	I	NR	-4	4	Healing BODY 4d6
Totem Power	Self	½	FGI	I	Self	-4	1Ch	Aid [chosen Characteristic] 2d6

NOTES

Name: An (N) indicates a Necromancy Spell; a (D) a Divination Spell; and an (S) a Wizardry Spell that's also a Shamanism Spell.

Target: 1C (one character); Self; Area (an Area-affecting ability); or the spell's Area Of Effect (Rad(ius), Co(ne), or Li(ne)); Exp means Radius Explosion.

Casting Time: ½ (Half Phase); 1 (Full Phase); +1P (Extra Phase); 1T (one Turn); M (Minute, the accompanying number indicates how many minutes, such as 1M for 1 Minute); H (Hour, the accompanying number indicates how many hours, such as 1H for 1 Hour).

Casting Procedures: F (Focus); G (Gestures); I (Incantations).

Duration: I (Instant); C (Constant); P (Persistent)

Range: Self; NR (No Range, which may mean Touch); World (can affect target anywhere in the world); LOS (Line Of Sight); or the spell's Range in meters.

MR: The spell's Magic Roll penalty (based on Active Points); -0 means no penalty.

END: The spell's END cost. "Ch" indicates a number of Charges.

Effect: A brief description of the spell.



FAST HEALING

You heal from injuries approximately seven times as fast as an ordinary person (in game terms, 1 BODY per day).

Fast Healing: buy enough extra REC to make your REC equal 30, and to that extra REC apply the Limitation *Only To Heal BODY Damage* (-1). Total cost: varies.

MIGRAINE MANIPULATION

Occasionally, by concentrating hard, you can cause another person to briefly experience the intense pain of a migraine headache.

Migraine Manipulation: Mental Blast 3d6 (30 Active Points); Activation Roll 10- (-1¼), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Target Must Be Within 10m (-¼). Total cost: 9 points.

SIMPLE TELEKINESIS

When you properly focus your willpower you can slowly, carefully lift objects weighing up to 25 kilograms without touching them.

Simple Telekinesis: Telekinesis (3 STR) (4 Active Points); Extra Time (Full Phase; -½), Object Cannot Move More Than 1m Per Phase (-½), Requires An EGO Roll (-½). Total cost: 2 points.

SOUL FEASTING

Whenever someone dies near you (whether by your own hand or someone else's), you can "feed" on the soul as it escapes the body, thus temporarily making yourself stronger, faster, tougher, and so on.

Soul Feasting: Aid Characteristics 3d6, Variable Effect (any physical Characteristic; +½), Delayed Return Rate (points fade at the rate of 5 per Minute; +1), Reduced Endurance (0 END; +½) (54 Active Points); Only Works When Someone Dies Within 5m Of Character (-1), Only Works On Self (-1). Total cost: 18 points.

UNUSUAL INSIGHT

You have a Gift for noticing things. Your observational skills are so well-developed that it's almost uncanny; your senses of sight, smell, and hearing are more acute than normal humans'. You even subconsciously sense danger to yourself.

Cost Power

9 *Observant:* +3 to PER Rolls with all Sense Groups

15 *Subconscious Alertness:* Danger Sense

Total cost: 18 points.

VISIONS OF DISTANT PLACES

Sometimes you get flashes that allow you to see what's going on in other areas up to about six kilometers away from you. (You can't hear anything at that location, only see what's there.) You have no control over when it happens or how long it lasts. While it's going on you can't move; all you can do is stand there. If you move, you instantly lose the vision.

Visions Of Distant Places: Clairsentience (Sight Group), x32 Range (6,400m) (45 Active Points); Concentration (0 DCV throughout; -1), No Conscious Control (-2). Total cost: 11 points.

EXAMPLE SPELLS

Here are some Spells for the MHI RPG, organized into three sections: Wizardry/Divination; Alchemy; and Shamanism. Necromancy spells are designated with (N) after their names.

Wizardry/Divination Spells

These Spells are usable by human wizards and elven diviners (though each may go about casting them a little differently than the other).

Some of these spells are Divination-specific; they can only be learned and cast by elves. They're designated as such in their descriptions, and with (D) after their names.

BANISHMENT

Effect: Dispel Summon 20d6

Target: One Summoned creature

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 600m

Magic Roll Penalty: -6

END Cost: 6

Description: This Spell allows a wizard to send a Summoned demon or extradimensional creature back from whence it came. It may be cast either on the Summoned creature itself, or on the sorcerer who conjured him.

Banishment only works on spells that "conjure" or "call" a Summoned being, not on Spells that use the *Summon* Power to "create" beings (such as Create Golem or Create Undead).

Game Information: Dispel Summon 20d6 (60 Active Points); OAF (wand; -1), Gestures (-¼), Incantations (-¼), Only Works On Conjuring Summons (see text; -0), Requires A Magic Roll (-½). Total cost: 20 points.

BLOCK CLAIRVOYANCE

Effect: Darkness to Clairsentience 10m radius

Target: 10m Radius area

Casting Time: Full Phase (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -3

END Cost: 3

Description: If a wizard's concerned about being spied on via Clairvoyance or similar scrying spells, he can cast this Spell. It establishes a "shield" against all forms of Clairsentience that lasts as long as he pays the END cost to maintain it. Anyone using Clairsentience on him simply perceives a "blank," grey area (and thus knows the target is shielding himself with this Spell).

At the GM's option, this Spell also interferes with the Tracking Spell, either blocking it from working entirely or imposing significant penalties on the Detect roll (a base of -4, with an additional -1 for each point by which the caster makes his Magic roll when casting Block Clairvoyance).

Game Information: Darkness to Clairsentience 10m radius (30 Active Points); Extra Time (Full Phase to cast; -½), Gestures (-¼), Incantations (-¼), No Range (-½), Requires A Magic Roll (-½). Total cost: 10 points.





BLOCKING THE FLOW

Effect: Drain Magic 1d6

Target: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 50m

Magic Roll Penalty: -5

END Cost: 5

Description: This Spell cuts off another spellcaster's "access" to the environmental "magic force" he taps to cast Spells. It has a relatively minor effect at first, but as a Constant Spell it can build to the point where the target can't use magic at all — assuming, of course, the caster can afford to pay the END necessary to keep the Spell going.

Using this Spell is also dangerous for the caster. If he fails his Magic roll he suffers the "blockage" effect himself!

Game Information: Drain Magic 1d6, Expanded Effect + Variable Effect (all Magic Spells at once; +4), Constant (+½) (55 Active Points); OAF Expendable (carved wooden wand that's broken in two during the casting; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Side Effects (caster suffers Drain Magic 1d6 for 1d6+1 Segments; -½). Total cost: 13 points.

BOIL THE SEA

Effect: Change Environment (boil water)

Target: 32m Radius

Casting Time: 1 Minute (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 420m

Magic Roll Penalty: -8

END Cost: 8

Description: This powerful Spell allows a wizard to boil a large quantity of water instantly. He can't use it to attack living beings, but it's very effective against creatures in the water (who take 1d6 Killing Damage per Phase of exposure).

Game Information: Change Environment (boil water), Area Of Effect (32m Radius; +1) (84 Active Points); OAF (talisman; -1), Concentration (½ DCV throughout; -½), Extra Time (1 Minute; -1½), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½), Side Effects (character suffers RKA 2d6 fire damage; -½). Total cost: 14 points.

BREAK THE TETHER

Effect: RKA 3d6, Only Works Against Pocket Dimension Tethers

Target: One tether

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -4

END Cost: 4

Description: When a wizard creates a pocket dimension (see below), he has to "tether" it to Earth's dimension so he can move back and forth between them easily. This Spell breaks the tether, thus preventing passage between the two realms and causing the pocket

dimension to disintegrate over several minutes. Anyone and anything in the pocket dimension when it's untethered is trapped there (unless they have some way to travel between dimensions on their own) and will be killed/destroyed when the pocket dimension unravels.

To cast this Spell, the wizard must be within 1m of the "anchor" — the point at which the pocket dimension's tether attaches to Earth's dimension. The anchor's located within the pocket dimension itself, so the wizard has to be sure he has a way to get out of the pocket dimension and back to Earth before the dimension unravels or else he'll be hoist in his own petard.

In game terms, a pocket dimension's tether has 1d6 BODY, +1 BODY per point by which the wizard who created the pocket dimension succeeded with his Magic roll when doing so (see *Pocket Dimension*, below). Break The Tether's defined as a Killing Attack 3d6 that damages (and hopefully breaks) the tether. The character gets +1 to his damage roll for each point by which he succeeds with his Magic roll when casting this Spell.

Game Information: RKA 3d6 (see text) (45 Active Points); OAF Expendable (candles, powders, and other "spell fixings"; -¼), Extra Time (1 Turn; -¼), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Only Works Against Pocket Dimension Tethers (-2), Requires A Magic Roll (-½). Total cost: 6 points.

BULLET BARRIER

Effect: Barrier 12 PD/12 ED, 12 BODY (4m long, 2m high, ½m thick), Hardened

Target: Self

Casting Time: Half Phase

Casting Procedures: Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -7

END Cost: 14

Description: This rare, powerful Spell protects the caster (and those near him) from bullets, grenades, arrows, and other physical projectiles. Once cast it's stationary. It only works against physical projectiles; the caster (and other people) can move in and out of it freely. The caster can dismiss the Barrier as a Zero Phase Action.

Game Information: Barrier 12 PD/12 ED, 12 BODY (4m long, 2m high, ½m thick), Hardened (+¼) (69 Active Points); Costs Endurance (to maintain; -½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x2 END; -½), No Range (-½), Only Works Against Physical Projectiles (-½), Requires A Magic Roll (-½), Restricted Shape (dome surrounding caster; -¼). Total cost: 16 points.

CAUSE ILLNESS (N, S)

Effect: Drain CON and BODY 2d6

Target: One character

Casting Time: 1 Hour (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -12

END Cost: 12





Description: A necromancer uses this Spell to make someone sick. The illness is so virulent that it can kill the victim, and even if he survives it may take him days to recover his full health. The victim falls sick an hour after the Spell is cast, so he may be able to counter the evil magics before they take effect — *if* he's aware of what's happening.

You should also consider this a Shamanism Spell, though of course only evil shamans use it.

Game Information: Drain CON and BODY 2d6, Expanded Effect (two Characteristics simultaneously; +½), Delayed Return Rate (points return at the rate of 5 per Day; +2¼), Area Of Effect (1m Radius; +¼), MegaScale (+2) (120 Active Points); OAF Expendable (various necromantic paraphernalia, some of which is disgusting; -¼), Concentration (0 DCV throughout; -1), Extra Time (1 Hour to cast; -3), Extra Time (1 Hour onset time after Spell is cast; -3), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires A Magic Roll (-½), Side Effects (1 point of Major Transform as described on page 169; -½). Total cost: 10 points.

CLAIRVOYANCE

Effect: Clairsentience (Sight Group)

Target: Self

Casting Time: 1 Minute

Casting Procedures: Gestures, Incantations

Duration: Constant

Range: Up to 6,400 m

Magic Roll Penalty: -4

END Cost: 4

Description: With this Spell, a wizard can see things happening up to 6.4 km away from him.

Game Information: Clairsentience (Sight Group), x32 Range (6,400m) (45 Active Points); Concentration (0 DCV throughout; -1), Extra Time (1 Minute to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 11 points.

Options:

1) *Improved Clairvoyance:* This version of the Spell lets the caster hear as well as see. Add Hearing Group. 55 Active Points; total cost 13 points.

2) *Long-Distance Clairvoyance:* This version of the Spell lets the caster see things anywhere on Earth. Obviously this could cause significant problems in the campaign, so the GM should only let PCs learn this spell after careful consideration of the potential consequences. Replace x32 Range with MegaScale (+2). 60 Active Points; total cost 14 points.

3) *Crystal Ball:* This form of the Spell requires a crystal ball, special mirror, or other reflective surface to work. Add OAF (-1). Total cost: 9 points.

CLAIRVOYANT ASSAULT (N)

Effect: RKA 2d6, ACV, Only Works Against Person Viewing Caster Clairvoyantly

Target: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Instant

Range: Worldwide

Magic Roll Penalty: -10

END Cost: 10

Description: This Necromancy Spell gives the caster the power to attack someone who's viewing him clairvoyantly. First, of course, he has to be aware that someone's scrying him (either through the Detect Clairvoyance Spell or a Gift that provides a similar power). If the caster succeeds with his Magic roll, he then makes a Mental Combat Attack Roll against the person viewing him using his OMCV against the target's DMCV. If that succeeds, the target suffers 2d6 Killing Damage (at the GM's option, only Mental Defense, not Energy Defense, applies to resist this damage). The Spell affects the scryer regardless of where he is in the world.

Game Information: RKA 2d6, ACV (uses caster's OMCV against target's DMCV; +¼), Area Of Effect (1m Radius; +¼), MegaScale (+2) (105 Active Points) Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Works Against Person Viewing Caster Clairvoyantly (-2), Requires Successful Attack Roll (see text; -½), Requires A Magic Roll (-½), Side Effects (1 point of Major Transform as described on page 169; -½). Total cost: 19 points.

COMMUNICATIONS BLACKOUT

Effect: Darkness to Radio Sense Group

Target: Area

Casting Time: 1 Hour (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: 1 Day

Range: No Range

Magic Roll Penalty: -1

END Cost: 5 to cast

Description: This Spell allows a wizard to block all electronic communications throughout an area roughly 50 kilometers in radius around where he is when he casts the spell. Radio, television, telephone, and cell phone signals can't be transmitted from or received in the affected area. The effect lasts for 1 Day.

In game terms, this Spell uses several special Advantages and Limitations. It modifies MegaScale so that the Spell covers the defined area rather than the whole world. It only costs END to cast (not to maintain once cast), and thanks to the *Time Limit* Advantage it lasts for 1 Day regardless of what else the caster does (or even if he's Knocked Out or killed).

Game Information: Darkness to Radio Group 1m, MegaScale (effect covers a roughly 50 km radius area; +2), Costs Endurance Only To Cast (+¼), Time Limit (lasts for 1 Day; +1¼) (15 Active Points); OAF (wand; -1), Extra Time (1 Hour; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x5 END; -2), No Range (-½), Requires A Magic Roll (-½). Total cost: 2 points.

CONTROL UNDEAD (N)

Effect: Mind Control 12d6, Only Versus Undead

Target: One undead being

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS



Magic Roll Penalty: -6**END Cost:** 6**Description:** This Spell gives a necromancer the power to command the undead. It's not necessary for undead beings the necromancer creates himself (since they're automatically obedient), but comes in handy when he encounters free-willed or masterless undead beings.**Game Information:** Mind Control 12d6 (60 Active Points); OAF (miniature bronze chain-and-manacles; -1), Gestures (-¼), Incantations (-¼), Only Versus Undead Beings (-1), Requires A Magic Roll (-½), Side Effects (1 point of Major Transform as described on page 169; -½). Total cost: 13 points.

CREATE FLESH GOLEM (N)

Effect: Summon one flesh golem built on up to 215 Total Points, Slavishly Devoted**Target:** Special**Casting Time:** 1 Day**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Instant**Range:** No Range**Magic Roll Penalty:** -9**END Cost:** 9**Description:** With this Spell a necromancer can stitch together (or otherwise attach) parts from various corpses and then infuse them with dark magical energies to create a flesh golem. The golem is loyal to its creator and obeys his commands without hesitation.See the *Alchemy* section, below, for a similar Spell.**Game Information:** Summon one flesh golem built on 215 Total Points, Slavishly Loyal (+1) (86 Active Points); OAF Expendable (necromantic ritual materials, including human blood; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Day; -4), Gestures (throughout; -½), Incantations (throughout; -½), Must Have Body Parts (-1), Requires A Magic Roll (-½), Side Effects (1 point of Major Transform as described on page 169; -½). Total cost: 8 points.

CREATE UNDEAD (N)

Effect: Summon one undead creature built on up to 352 Total Points, Slavishly Devoted**Target:** N/A**Casting Time:** 1 Hour**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Instant**Range:** No Range**Magic Roll Penalty:** -17**END Cost:** 17**Description:** This Spell, the very heart of Necromancy, allows a sorcerer to raise a corpse or skeleton from death to unlife, creating an undead being to serve him. Typically it's used to create zombies or skeletons, but more powerful necromancers learn versions that can create other types of corporeal undead, such as constructs or wights. (In game terms, they increase the amount of Total Points the creature Summoned by the Spell can be built on, thus also increasing the Spell's cost.) The undead created is loyal to its creator and obeys his commands without hesitation.**Game Information:** Summon one undead creature built on 352 Total Points, Expanded Class (any type of corporeal undead; +½), Slavishly Loyal (+1) (175 Active Points); OAF Expendable (necromantic ritual materials, some of which are pretty disgusting; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Must Have Body Or Bones (-1), Requires A Magic Roll (-½), Side Effects (1 point of Major Transform as described on page 169; -½). Total cost: 19 points.

DEMON SUMMONING (N)

Effect: Summon one demon built on up to 250 Total Points**Target:** N/A**Casting Time:** 1 Hour**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Instant**Range:** No Range**Magic Roll Penalty:** -9**END Cost:** 9**Description:** One of the most powerful Spells in a necromancer's arsenal is this one, which allows him to summon forth demons from Hell. It's dangerous to cast, since infernal beings are extremely hard to control — but they offer the promise of great power to he who can master them. A smart necromancer protects himself with a Summoning Circle (see below) before casting this Spell.

More dedicated or evil necromancers can learn to Summon more powerful demons, though this of course increases the Spell's cost.

Game Information: Summon one demon built on up to 288 Total Points, Expanded Class (demons, devils, and similar infernal beings; +½) (87 Active Points); OAF Expendable (sulphur burned in a specially-worked iron brazier; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½), Side Effects (1 point of Major Transform as described on page 169; -½). Total cost: 10 points.

DETECT CLAIRVOYANCE

Effect: Detect Clairvoyance (INT Roll +5)**Target:** Self**Casting Time:** Full Phase**Casting Procedures:** Gestures, Incantations**Duration:** Constant**Range:** Self**Magic Roll Penalty:** -1**END Cost:** 1**Description:** When cast, this Spell informs the caster if he's being scryed with the *Clairvoyance* Spell (or any similar Gift or power). It doesn't tell him who's scrying him or where they are, it only lets him know whether he's under remote mystical observation or not. He can maintain the Sense as long as he pays END.**Game Information:** Detect Scrying (INT Roll +5) (no Sense Group) (8 Active Points); Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 3 points.



DIMENSIONAL CALL (N)

Effect: Summon one extradimensional being built on up to 600 Total Points

Target: N/A

Casting Time: 1 Hour

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -18

END Cost: 18

Description: Although similar to Demon Summoning, this Spell is potentially even more dangerous, for it allows a sorcerer to call forth the terrifyingly bizarre extradimensional entities that are minor servants of the Old Ones and similar Outsider Factions: shoggoths; burrowers; and creatures even less pleasant. Again, the use of a Summoning Circle is recommended, though even that's not enough to protect the caster from some of these beings.

Game Information: Summon one extradimensional being built on up to 600 Total Points, Expanded Class (extradimensional beings; +½) (180 Active Points); OAF Expendable (various unpleasant ritual materials, including human blood; -¼), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½), Side Effects (1 point of Major Transform as described on page 169; -½). Total cost: 22 points.

DOMINATION (N)

Effect: Mind Control 12d6

Target: One character

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Constant

Range: Special

Magic Roll Penalty: -6

END Cost: 6

Description: This Spell gives a necromancer the power to take over another person's mind and force the victim to do his bidding.

Game Information: Mind Control 12d6 (60 Active Points); Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Side Effects (1 point of Major Transform as described on page 169; -½). Total cost: 11 points.

DOUSE THE LIGHT

Effect: RKA 1d6, Only Works On Light Sources

Target: 4m Radius

Casting Time: Full Phase (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Instant

Range: 20m

Magic Roll Penalty: -2

END Cost: 2

Description: Since some monsters and magic powers are more effective in darkness, evil wizards often use this Spell. It destroys bulbs, candles, flashlights, and other sources of light in a 4m radius.

Game Information: RKA 1d6, Area Of Effect (4m Radius; +¼) (19 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Works On Light Sources (-1), Requires A Magic Roll (-½). Total cost: 5 points.

DREAMSPEECH (S)

Effect: Mental Illusions 12d6, Only To Manipulate Dreams

Target: One character

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -6

END Cost: 6

Description: A wizard uses this Spell to communicate with another person by altering his dreams. Depending on the wizard's intentions, he can "speak" directly (by having himself appear in the sleeper's dream and convey information) or indirectly (by altering a dream to have symbolic meaning). He doesn't have to tell the truth; he could, for example, use this Spell to convince someone that something terrible's about to happen in Atlanta — when in fact the wizard's evil scheme is about to unfold in Houston and he just wants to lure the sleeper away.

To use this Spell, the wizard either has to have Line Of Sight to the sleeper, or must use Mind Seeking (see below) to locate his mind. At the GM's option, a wizard can use it without Mind Seeking if he knows the sleeper well or has previously been inside his mind.

You should also consider this a Shamanism Spell, though a shaman needs an Expendable Focus (a small fetish made of several different types of feathers) to cast it.

Game Information: Mental Illusions 12d6 (60 Active Points); Concentration (0 DCV throughout casting and use; -1), Extra Time (1 Turn; -¼), Gestures (-¼), Incantations (-¼), Only To Manipulate Dreams (-1), Requires A Magic Roll (-½). Total cost: 11 points.

FIRE BOLT

Effect: RKA 3d6

Target: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 50m

Magic Roll Penalty: -8

END Cost: 12

Description: This Spell allows a wizard to shoot a bolt of fire at one of his enemies. It's difficult and tiring to cast, but few foes can withstand a Fire Bolt to the face.

Game Information: RKA 3d6 (45 Active Points); OAF (gold amulet; -1), Difficult To Cast (multiply Magic roll penalty by 2; -½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x3 END; -1), Requires A Magic Roll (-½), Side Effects (character suffers RKA 1d6 fire damage; -¼). Total cost: 8 points.



FIRESHAPING

Effect: Telekinesis (30 “STR”), Only Works On Fire

Target: Special

Casting Time: Full Phase (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Constant

Range: 450m

Magic Roll Penalty: -4

END Cost: 4

Description: This spell allows the caster to “pick up” masses of flame, move them, and even create crude shapes with them (such as a fiery eagle or a tower of flame). The spell can pick up a mass of fire doing up to 6 Damage Classes’ worth of damage (1 DC for every “5 STR” worth of Telekinesis). The caster can move the flame at the normal rate for Telekinesis.

If the caster touches a person with the flame, that person takes the flame’s damage; this extinguishes the flame (otherwise it does not “burn out” as long as the caster holds on to it). If the caster touches the flame to something flammable, such as a curtain, he loses control of it and it keeps burning until it uses up all the available fuel.

Game Information: Telekinesis (30 “STR”) (45 Active Points); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Works On Fire (-1), Requires A Magic Roll (-½). Total cost: 13 points.

FORESEE THE FUTURE (S)

Effect: Clairvoyance (Sight and Hearing Groups), Precognition

Target: Self

Casting Time: 1 Hour

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 500m

Magic Roll Penalty: -5

END Cost: 5

Description: This Spell gives a wizard glimpses of the future to come. He can try to see the future at a specific time (“I want to find out what’s going to happen this coming weekend”), but in fact has little, if any, control over what he sees. (If appropriate, the GM might allow the caster to make an EGO Roll to see what he wants; otherwise, or if the roll fails, he should provide the caster with information about a random future point in time.)

Unfortunately, even if the Spell shows the caster the desired time and place, it doesn’t necessarily provide a clear, easily understood vision of future events. The vision may be vague, difficult to understand, or symbolic rather than direct. It’s up to the GM to decide what information to provide, and how.

You should also consider this a Shamanism Spell, though a shaman casts it using an Expendable Focus (various herbs burned in a small fire made with special wood) rather than a talisman.

Game Information: Clairvoyance (Sight and Hearing Groups), Precognition (50 Active Points); OAF (talisman; -1), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), No Conscious Control (see text; -1), Precognition Only (-1), Requires A Magic Roll (-½), Vague And Unclear (see text; -½). Total cost: 5 points.

HAMMER OF THE UNDEAD

Effect: RKA 4d6, Only Versus Undead

Target: One undead being

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 20m

Magic Roll Penalty: -6

END Cost: 6

Description: Spellcasters both good and evil often confront hostile undead, and this Spell helps them destroy those vile beings.

At the GM’s option, a character with the *Faith* Skill can roll it as a Complementary Skill to Magic when casting Hammer Of The Undead.

Game Information: RKA 4d6 (60 Active Points); OAF (blessed talisman; -1), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (20m; -¼), Only Versus Undead Beings (-1), Requires A Magic Roll (-½). Total cost: 12 points.

LEVITATION

Effect: Flight 12m, Levitation

Target: Self

Casting Time: Half Phase

Casting Procedures: Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -1

END Cost: 1

Description: This Spell uses mystic force to levitate the caster in the air. He can move straight up or straight down, and can hover in place, but cannot move forwards, backwards, or to the side.

Game Information: Flight 12m (12 Active Points); Gestures (-¼), Incantations (-¼), Levitation (see text; -½), Requires A Magic Roll (-½). Total cost: 5 points.

LIFE DRAINING (N)

Effect: Drain BODY and STUN 1d6

Target: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Constant

Range: 10m

Magic Roll Penalty: -2

END Cost: 6

Description: This foul Spell of Necromancy gives the caster the power to leech the very soul from another being. Unfortunately for the necromancer, it only works if the target’s within 10m and he has to Concentrate, so it exposes him to counterattack if used in combat.

Game Information: Drain BODY and STUN 1d6, Expanded Effect (two Characteristics at once; +½), Constant (+½) (20 Active Points); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x3 END; -1), Limited Range (10m; -¼), Requires A Magic Roll (-½). Total cost: 5 points.



LIVING SHADOWS (N)

Effect: Summon up to four shadow-beings built on up to 435 Total Points

Target: N/A

Casting Time: 1 Turn

Casting Procedures: Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -17

END Cost: 17

Description: With this Spell a necromancer can bring the shadows near him to life and command them to serve him (typically to attack his enemies). For the shadows, use the Shade character sheet. However, they're Susceptible to sunlight (3d6 damage/Segment), so it's best only to create them at night or in well-shaded places.

Game Information: Summon up to four shadow-beings built on up to 435 Total Points, Slavishly Loyal (+1) (174 Active Points); Concentration (0 DCV throughout; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½), Requires Shadows (see text; -½), Side Effects (1 point of Major Transform as described on page 169; -½). Total cost: 30 points.

MIND SEEKING

Effect: Mind Scan 12d6

Target: One character

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Special

Magic Roll Penalty: -6

END Cost: 6

Description: This Spell allows the caster to seek and locate another person's mind. The better he knows the person, or the more mental contact he's had with him, the easier he is to find.

Game Information: Mind Scan 12d6 (60 Active Points); OAF (talismans; -1), Concentration (0 DCV throughout; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½). Total cost: 10 points.

MIND SHIFTING (N)

Effect: Major Transform 8d6 (switch minds with target)

Target: One character

Casting Time: 1 Minute (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -10

END Cost: 20

Description: This terrifying Spell allows a necromancer to switch minds with the target: his mind goes into the target's body, while the target's mind gets shifted into the necromancer's. The necromancer retains his own memories, mental Skills, ability to cast Spells, and so forth. Typically he immediately uses Domination to take control of the victim's mind, so the victim doesn't do anything to harm his own body before he's ready. The caster can switch minds back at any time.

Game Information: Major Transform 8d6 (switch minds with target; heals back normally or when caster wills it), ACV (uses OMCV versus DMCV; +¼), AVAD (Mental Defense applies; +0) (100 Active Points); OAF (wand; -1), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x2 END; -½), Limited Target (sentient humanoids; -½), No Range (-½), Requires A Magic Roll (-½), Side Effects (1 point of Major Transform as described on page 169; -½). Total cost: 14 points.

PERCEIVE MAGIC (S)

Effect: Detect Magic

Target: Self

Casting Time: Full Phase (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -1

END Cost: 1

Description: With this Spell, a wizard can perceive arcane energies in the area around him. This includes detecting whether someone is a spellcaster of some sort. If the caster's unable to see for some reason, he cannot perceive magic either.

Game Information: Detect Magic (INT Roll) (Sight Group), Discriminatory (10 Active Points); Costs Endurance (-½), Extra Time (Full Phase to cast; -½), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 3 points.

POCKET DIMENSION

Effect: Extra-Dimensional Movement (to defined pocket dimension)

Target: Self (see text)

Casting Time: 1 Day

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self (see text)

Magic Roll Penalty: -10

END Cost: 20

Description: This Spell allows the caster to create a pocket dimension (or in Alfara, an *eskarthi-dor*) for his own uses. (Some wizards claim the caster isn't creating a pocket dimension, but merely gaining access to one that already exists; regardless of the metaphysical truth, the Spell works the same.)

The caster defines what the pocket dimension is like (within reason): the landscape; the flora and fauna; and other factors. Generally the pocket dimension cannot be inhabited by sentient beings or monsters. The caster must also define an access point (which anyone can use, not just him) and the anchor point where the tether attaches the pocket dimension to Earth's reality (see *Break The Tether*, above). Once created, the access point and pocket dimension are permanent, but they can be destroyed.

Game Information: Extra-Dimensional Movement (to defined pocket dimension) (20 Active Points); OAF (enchanted silver rod; -1), Anyone Can Use Access Point (see text; -½), Concentration (0 DCV throughout casting; -1), Difficult To Cast (multiply Magic roll penalty by 5; -2), Extra Time (1 Day; -4), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x10 END; -4), Requires A Magic Roll (-½). Total cost: 1 point.





PORTAL ROPE

Effect: Teleportation 10m, MegaScale

Target: Special (see text)

Casting Time: Half Phase (see text)

Casting Procedures: Focus, Gestures

Duration: Instant

Range: Self (see text)

Magic Roll Penalty: -3

END Cost: 3

Description: This Spell, a favorite of villainous wizards and necromancers, allows the caster to instantly travel to a pre-selected location anywhere in the world. To do this the caster prepares a short length of rope in advance. He must chose the location the rope gives access to when preparing it, and cannot change it thereafter; furthermore, it must be a location he's either in when he prepares the rope, or one he's intimately familiar with.

Once the rope's prepared, the caster can carry it with him, give it to another person, or the like. When he wants to use it, he takes a Half Phase Action to put it on the ground in a circle. The rope immediately opens a portal to the pre-defined location. The portal remains open as long as the user of the rope concentrates on it (he's at -2 DCV while doing so). During this time, anyone can use it, even his enemies. Once he stops concentrating, or goes through the portal himself, the portal closes and the rope disintegrates in a flash of flame.

Some forms of Portal Rope provide access to alternate dimensions, rather than other locations on Earth. They're built and used the same way, but with the Power *Extra-Dimensional Movement* rather than Teleportation.

A wizard can only have a number of prepared Portal Ropes at one time equal to his EGO/5.

Game Information: Teleportation 10m, MegaScale (+2) (30 Active Points); OAF Expendable (specially-prepared rope; -1¼), Anyone Can Use Open Portal (see text; -½), Gestures (-¼), Prepared Rope Only Goes To Defined Location (see text; -1), Requires A Magic Roll (-½). Total cost: 7 points.

QUENCH FLAME (S)

Effect: Dispel RKA 12d6, Fire Only

Target: One fire

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 100m

Magic Roll Penalty: -6

END Cost: 6

Description: This Spell makes a wizard the envy of firefighters everywhere by allowing him to instantly snuff flames (whether mundane or magical). It works by Dispeling the RKA of the fire. Use the Fire Table on page 211 to determine how deadly the fire is (and thus how many "Active Points" it would be "built" with, applying the *Area Of Effect* Advantage for large fires).

Extinguishing a fire doesn't get rid of the smoke it generated, or reverse any effects it may already have caused (like heating an area or weakening the structure of a building).

You should also consider this a Shamanism Spell.



Game Information: Dispel RKA 20d6 (60 Active Points); OAF Expendable (a few drops of water; $-1\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Limited Range (100m; $-\frac{1}{4}$), Only Works Against Fire RKAs (-1), Requires A Magic Roll ($-\frac{1}{2}$). Total cost: 13 points.

RAIN OF FIRE

Effect: RKA 2d6

Target: 12m Radius Area

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 300m

Magic Roll Penalty: -7

END Cost: 7

Description: This powerful Spell literally causes fire to rain down, inflicting severe (and possibly deadly) burns on everyone and everything within a 12m radius area. The caster's not immune to this effect, so he has to place the Area away from himself unless he's suicidally desperate. Even worse, if he fails his Magic roll, the Spell's power feeds into him, causing him to burst into flame!

Game Information: RKA 2d6, Area Of Effect (12m Radius; $+\frac{3}{4}$), Constant ($+\frac{1}{2}$) (67 Active Points); OAF (golden fire amulet; -1), Concentration ($\frac{1}{2}$ DCV throughout casting; $-\frac{1}{2}$), Extra Time (1 Turn to cast; $-\frac{3}{4}$), Gestures (throughout casting; $-\frac{1}{2}$), Incantations (throughout casting; $-\frac{1}{2}$), Requires A Magic Roll ($-\frac{1}{2}$), Side Effects (character suffers RKA 2d6 fire damage; $-\frac{1}{2}$). Total cost: 13 points.

REMOVE CURSE (S)

Effect: Major Transform 6d6 (person with curse to person without curse)

Target: One character

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -6

END Cost: 6

Description: This Spell unravels and abjures any curse placed upon the subject (typically via black magic Spells like Voodoo Curse).

You should also consider this a Shamanism Spell, though a shaman's casting involves a lot of drum music, dancing, the shaking of fetishes, and censuring the victim with strange incenses.

Game Information: Major Transform 6d6 (person with curse to person without curse; heals back by getting cursed again) (60 Active Points); OAF Expendable (special ointment and herbal infusions; $-1\frac{1}{4}$), Concentration (0 DCV throughout; -1), Extra Time (1 Turn; $-1\frac{1}{4}$), Gestures (throughout casting; $-\frac{1}{2}$), Incantations (throughout casting; $-\frac{1}{2}$), Limited Target (humanoids; $-\frac{1}{2}$), No Range ($-\frac{1}{2}$), Requires A Magic Roll ($-\frac{1}{2}$). Total cost: 9 points.

RUNES OF IMPROVEMENT (D, S)

Effect: Aid Characteristics 2d6, Variable Effect (any one Characteristic at a time)

Target: One person or object

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus

Duration: Instant (see text)

Range: Touch

Magic Roll Penalty: -3

END Cost: 9

Description: This Divination Spell allows an elf to improve the qualities or performance of some object or being. The caster draws or paints mystic elven runes on the object or person, who then receives an Aid 2d6 to an appropriate Characteristic or ability. For example, a vehicle might receive a boost to its handling (DEX) or speed (Running or Flight); a person could become stronger, tougher, smarter, more accurate, or the like. (For inanimate objects that don't have most Characteristics, this Spell improves their PD or ED.) The Aid remains in effect, without losing any points, as long as the runes remain, but they disappear instantly if the runes are marred, smeared, covered up, or the like. An object or person can only have one set of Runes Of Improvement on it/him at a time.

You should also consider this a Shamanism Spell.

Game Information: Aid Characteristics 2d6, Variable Effect (any one Characteristic or ability at a time; $+\frac{1}{2}$), Delayed Return Rate (see text; +1) (30 Active Points); OAF Expendable (rune-paints or chalks; $-1\frac{1}{4}$), Concentration ($\frac{1}{2}$ DCV throughout casting; $-\frac{1}{2}$), Extra Time (1 Turn; $-1\frac{1}{4}$), Increased Endurance Cost (x3 END; -1), Only Aid Others ($-\frac{1}{2}$), Only One Set Of Runes At A Time (see text; $-\frac{1}{4}$), Requires A Magic Roll ($-\frac{1}{2}$). Total cost: 5 points.

RUNES OF PROTECTION (D, S)

Effect: Major Transform 6d6 (normal person into person with Luck 3d6)

Target: One person

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus

Duration: Instant (see text)

Range: Touch

Magic Roll Penalty: -6

END Cost: 12

Description: This Divination Spell allows an elf to protect a person dear to him. A person who has Runes Of Protection drawn on him is unusually lucky, and thus armored against many of the disasters, tragedies, and misfortunes that might otherwise befall him. The runes look something like unusual tattoos and must be placed on the body where they can easily be seen (usually the back of the hand or the neck).

The Transform remains in effect as long as the runes remain, but it stops working immediately if the runes are marred, cut through, covered up for more than 30 minutes, or the like. A person can only have one set of Runes Of Protection on him at a time.

You should also consider this a Shamanism Spell.

Game Information: Major Transform 6d6 (normal person into person with Luck 3d6, heals back as described in the text) (60 Active Points); OAF Expendable (rune-inks; $-1\frac{1}{4}$), Concentration ($\frac{1}{2}$ DCV throughout casting; $-\frac{1}{2}$), Extra Time (1 Turn; $-1\frac{1}{4}$), Increased Endurance Cost (x2 END; $-\frac{1}{2}$), No Range ($-\frac{1}{2}$), Only One Set Of Runes At A Time (see text; $-\frac{1}{4}$), Requires A Magic Roll ($-\frac{1}{2}$). Total cost: 10 points.



SHADOW FORM (N)

Effect: Damage Negation (-6 DCs Physical and Energy) + Invisibility to Sight Group, Only In Darkness/Shadow

Target: Self

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -8

END Cost: 8

Description: When he casts this Spell, a necromancer transforms his body into shadow. This makes it extremely difficult to hurt him and also allows him to hide in dark or shadowy areas with ease. The Spell remains in effect as long as the caster pays END for it.

Game Information: Damage Negation (-6 DCs Physical and Energy) (60 Active Points); OAF (onyx talisman; -1), Concentration (0 DCV throughout casting; -1), Costs Endurance (-½), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Side Effects (1 point of Major Transform as described on page 169; -½) (total cost: 10 points) **plus** Invisibility to Sight Group (20 Active Points); same Limitations as above plus Only In Darkness/Shadow (-½) (total cost: 3 points). Total cost: 13 points.

SPELL SHATTERING

Effect: Dispel Magic 15d6, Variable Effect (any one Magic spell or power at a time)

Target: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 100m

Magic Roll Penalty: -7

END Cost: 7

Description: This Spell unravels and scatters arcane energies, making it difficult for the targeted Spell or enchanted item to maintain its magic.

Game Information: Dispel Magic 15d6, Variable Effect (any one Magic spell or power at a time; +½) (67 Active Points); OAF Expendable (small wooden medallion incised with mystic sigils; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (100m; -¼), Requires A Magic Roll (-½). Total cost: 17 points.

SUMMONING CIRCLE

Effect: Change Environment (create area summoned beings cannot leave or enter)

Target: 2m Radius

Casting Time: 30 Minutes (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -1

END Cost: 1

Description: Long ago, wizards seeking a way to protect themselves from the dangers posed by summoned beings devised the Summoning Circle. It's a mystic ward that a summoned entity, by

the laws of magic, cannot exit or enter, and through which its attacks and inimical powers cannot extend. (Note that some of the monster character sheets in Part Three of this book, such as the shoggoth and all the demons, have the Physical Complication *Restricted By Pentagrams* to reflect this; the GM should extend this effect to other Summoned beings so that this spell functions properly.) Despite the name, Summoning Circles take many forms, not just circular.

The Circle itself is drawn on the ground or a floor by the caster in a half-hour long ritual. If it's improperly created, it has no effect; if anything breaks, mars, obscures, or covers it, it instantly ceases to have any effect (though the wizard can repair it).

Game Information: Change Environment (create area summoned beings cannot leave, enter, or affect beings outside/within depending on their position), Area Of Effect (2m Radius; +¼) (12 Active Points); OAF Fragile Expendable (magic circle or the like drawn on the ground with easily-disturbed enchanted paints, inks, powders, or the like; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (30 Minutes; -2½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Magic Roll (-½), Side Effects (summoned being can escape, attack caster, or the like; -1). Total cost: 1 point.

TELEKINESIS

Effect: Telekinesis (10 STR)

Target: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 150m

Magic Roll Penalty: -1

END Cost: 1

Description: This Spell allows a wizard to affect and move objects at a distance, without having to physically touch them. It tires him just as much as using his STR.

Game Information: Telekinesis (10 STR) (15 Active Points); OAF (hand-shaped talisman made of precious wood or stone; -1), Cannot Squeeze Or Punch Object (-¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½), Side Effect (Drain STUN 1½d6; -¼). Total cost: 4 points.

TELEPATHIC COMMUNICATION

Effect: Telepathy 12d6, Communication Only

Target: One character

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -6

END Cost: 6

Description: A wizard uses this Spell to communicate with another person mentally. He can't use it to uncover the target's memories, emotions, or desires, only to "speak" to him mind to mind.

To use this Spell, the wizard either has to have Line Of Sight to the target, or must use Mind Seeking (see above) to locate his mind. At the GM's option, a wizard can use it without Mind Seeking if he knows the target well or has previously been inside his mind.



Game Information: Telepathy 12d6 (60 Active Points); Communication Only (-¼), Concentration (0 DCV throughout casting and use; -1), Extra Time (1 Turn; -¼), Gestures (-¼), Incantations (-¼), Requires A Magic Roll (-½). Total cost: 13 points.

TRACKING SPELL (D)

Effect: Detect Target Of Spell (INT Roll), Ranged, Sense, Tracking

Target: Self

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -2

END Cost: 2

Description: Elven trackers use this Divination Spell to find their quarry with ease. When a wizard casts it, he defines the target of the spell (typically a person, but it could be an object). The Spell works best if the caster has something of the target's (clothing, a bit of hair, a treasured possession), but that's not necessary. When the caster gets close enough to the target, he instantly senses it if he succeeds with a PER Roll.

Game Information: Detect Target Of Spell (no Sense Group) (INT Roll), Ranged, Sense, Telescopic (+10 PER to overcome Range Modifier) (22 Active Points); OAF (Y-shaped wand made of ash or rowan wood; -1), Concentration (0 DCV throughout casting; -1), Costs Endurance (-½), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½). Total cost: 4 points.

VOODOO CURSE (N, S)

Effect: Major Transform 6d6 (grant Unluck)

Target: One character

Casting Time: 1 Hour (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Worldwide

Magic Roll Penalty: -19

END Cost: 19

Description: This Spell allows a necromancer to inflict bad luck on someone. If all goes well (as the necromancer sees it), the victim will end up dead or miserable as a result of his misfortune.

You should also consider this a Shamanism Spell, though of course only evil shamans use it.

Game Information: Major Transform 6d6 (normal person into victim), Area Of Effect (1m Radius; +¼), MegaScale (+2) (195 Active Points); OAF Expendable (Voodoo powders and fetishes; -1¼), Can Only Be Cast At Night (-0), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Magic Roll (-½), Side Effects (1 point of Major Transform as described on page 169; -½). Total cost: 24 points.

VOODOO DOLL (N, S)

Effect: RKA 1 point

Target: One character

Casting Time: 1 Hour (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Worldwide

Magic Roll Penalty: -2

END Cost: 2

Description: This Spell, made infamous through many lurid stories and movies, allows a necromancer to harm (or even kill) a victim by stabbing or otherwise damaging a small doll made in the victim's likeness. For best results, the doll should include bits of the victim (his hair, blood, flesh, spittle, or the like) and/or bits of cloth from clothing he's worn. (If the doll lacks this sympathetic connection to the victim, the GM should halve the damage it does.)

You should also consider this a Shamanism Spell, though of course only evil shamans use it.

Game Information: RKA 1 point, Area Of Effect (1m Radius; +¼), Constant (+½), MegaScale (+2) (19 Active Points); OAF (doll in likeness of victim, see text; -1), Concentration (½ DCV throughout use; -½), Extra Time (1 Hour; -3), Gestures (throughout use; -½), Incantations (throughout use; -½), Requires A Magic Roll (-½), Side Effects (1 point of Major Transform as described on page 169; -½). Total cost: 2 points.

WARDING

Effect: RKA 1 point, Only Affects Undead And Summoned Beings

Target: 32m Radius

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 50m

Magic Roll Penalty: -1

END Cost: 1

Description: This Spell creates an effect similar to, but much weaker than, that of a Ward Stone (see below). It invokes an area of mystic energy that's deadly to the undead and to summoned beings such as demons and shoggoths. As long as they're in the area they take RKA 1 point per Phase (and the GM should assume they're Susceptible to this Spell, so they get no defense against the damage).

Game Information: RKA 1 point, Area Of Effect (32m Radius; +1), Constant (+½) (12 Active Points); OAF (talisman of pure gold; -1), Concentration (½ DCV throughout use; -½), Extra Time (1 Turn; -1¼), Gestures (throughout use; -½), Incantations (throughout use; -½), Only Works Against Summoned Beings And Undead (-1), Requires A Magic Roll (-½). Total cost: 2 points.



WEATHER CONTROL (S)

Effect: Change Environment (control the weather)

Target: 4 km Radius

Casting Time: 5 Minutes (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -11

END Cost: 33 per hour

Description: This Spell gives a wizard the power to alter the weather over a four kilometer radius around him. The effects, being artificial, disperse fairly quickly once the caster stops paying END.

You should also consider this a Shamanism Spell, though a shaman uses a different Focus to cast it.

Game Information: Change Environment (control the weather, alter the temperature by up to 100 degrees Fahrenheit, but within a range of 0-120 degrees, and affect precipitation and other conditions as desired), Area Of Effect (4m Radius; +¼), MegaScale (see text; +2), Delayed Endurance Cost (once per Hour; +½) (112 Active Points); OAF Expendable (several small semi-precious gems; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x3 END; -1), No Range (-½), Requires A Magic Roll (-½). Total cost: 14 points.

Alchemy Spells

Alchemy Spells tend to require large amounts of time and effort to “prepare” or “create,” but once all the work’s done in the lab, the items that result are easy to use. Unfortunately, most of the secrets of Alchemy have been lost over the centuries; few wizards practice this form of magic today.

CREATE GOLEM

Effect: Summon one golem built on up to 450 Total Points, Slavishly Devoted

Target: Special

Casting Time: 1 Week

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -18

END Cost: 18

Description: Alchemists can create golems from nearly any substance. Flesh and clay are the most common types (though creating a flesh golem borders on Necromancy), but they can also make them from stone, wood, or even metal. The golem is loyal to its creator and obeys his commands without hesitation.

Game Information: Summon one golem built on 450 Total Points, Slavishly Loyal (+1) (180 Active Points); OAF Immobile (alchemical laboratory; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Week; -4½), Requires Appropriate Raw Materials (-0), Requires A Magic Roll (-½). Total cost: 20 points.

ELIXIR OF LIFE

Effect: Healing BODY 8d6; Aid STR, CON, END, and STUN 3d6

Target: One character

Quaffing Time: Half Phase

Casting Procedures: None

Duration: Instant

Range: No Range

Magic Roll Penalty: -8

Charges: 1 Charge

Description: This potion is considered the most wondrous accomplishment of Alchemy, and is also one of the discipline’s rarest formulae; even during Alchemy’s heyday very few alchemists knew enough to create it. It has one of two effects. First, if the person who drinks it (or to whom it’s applied) is injured, it instantly heals all his injuries, bringing him back to full health. Furthermore, if the subject is dead, the Elixir restores him to life! Second, if the person who drinks it is alive and healthy, it magically invigorates him, making him stronger and tougher for a short time.

Like all potions the Elixir Of Life spoils easily, and may be spilled by accident or if an enemy’s attack breaks the container holding it (*i.e.*, a potion is an OAF).

Game Information:

Cost Power

- 8 *Elixir Of Life:* Multipower, 80-point reserve; all OAF (-1), Concentration (0 DCV throughout brewing; -1), Extra Time (1 Week to brew; -4½), Requires A Magic Roll (to brew; -½); 1 Charge for entire Multipower
- 1 1) *Healing The Injured:* Healing BODY 8d6; common Limitations described above
- 1 2) *Invigorating The Living:* Aid STR, CON, END, and STUN 3d6, Expanded Effect (four Characteristics at once; +1½), Delayed Return Rate (points fade at the rate of 5 per Hour; +1¼)

Total cost: 10 points.

POTION OF INVISIBILITY

Effect: Invisibility to Sight Group

Target: One character

Quaffing Time: Half Phase

Casting Procedures: None

Duration: Constant

Range: Self

Magic Roll Penalty: -2

Charges: 4 Continuing Charges lasting 20 Minutes each

Description: This potion, whose ingredients include many different types of clear or transparent substances, causes the imbiber to become invisible for 20 minutes. A single brewing creates enough potion for four people (or for one person to use four times). Like all potions it spoils easily, and may be spilled by accident or if an enemy’s attack breaks the container holding it (*i.e.*, a potion is an OAF).

Game Information: Invisibility to Sight Group, 4 Continuing Charges lasting 20 Minutes each (+¼) (25 Active Points); OAF (-1), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires A Magic Roll (to brew; -½). Total cost: 4 points.



Shamanism Spells

Besides the Wizardry/Divination Spells which also belong to this type of magic, here are some additional Shamanism Spells.

APPEAL TO THE SPIRITS

Effect: Aid Characteristics 1d6, Variable Effect (any one Characteristic at a time)

Target: One character

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -1

END Cost: 3

Description: This Spell is similar to Runes Of Improvement (see above), but it doesn't require the drawing/painting of runes on the object or person the Spell helps. Instead the shaman performs a small prayer ritual involving special fetishes and other materials. For best results a small animal, such as a chicken, should be sacrificed. (At the GM's option, if the shaman performs a sacrifice, he gets a +1 on his Aid roll.)

A single object or character can only be the recipient of one Appeal To The Spirits Spell at a time, nor can Runes Of Improvement and Appeal To The Spirits be in effect on the same object/person at the same time.

Game Information: Aid Characteristics 1d6, Variable Effect (any one Characteristic or ability at a time; +½), Delayed Return Rate (points fade at the rate of 5 per Minute; +1) (15 Active Points); OAF Expendable (shamanic fetishes and powders, and possibly an animal sacrifice; -1¼), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Increased Endurance Cost (x3 END; -1), Only Aid Others (-½), Only One Appeal At A Time (see text; -¼), Requires A Magic Roll (-½). Total cost: 2 points.

COMMUNE WITH THE SPIRITS

Effect: Clairsentience (Sight and Hearing Groups), Retrocognition

Target: See text

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -7

END Cost: 7

Description: This Spell awakens the local spirits so that they will speak to the shaman and tell him about the surrounding area, and/or what has transpired in that area in the past. Most spirits are well-disposed toward a shaman, but because they're beings not entirely of this world they don't always pay much attention to the doings of men and other physical beings. They may have trouble remembering things accurately the further back in time the shaman asks them to remember, and sometimes have difficulty with human concepts (such as large numbers, or precisely identifying vehicles). Nevertheless, they usually provide valuable information.

Game Information: Clairsentience (Sight and Hearing Groups), x16 Range (8,000m), Retrocognition (70 Active Points); OAF (totem stick; -1), Concentration (0 DCV throughout; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½), Spirits May Provide Vague Answers (see text; -½). Total cost: 11 points.

CURATIVE SALVE

Effect: Major Transform 6d6 (person with physical ailment or handicap to person without)

Target: One character

Casting Time: 1 Hour (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -6

END Cost: 6

Description: This Spell allows a shaman to prepare a special salve that can cure many types of physical ailments and handicaps. It can't regrow limbs, but it can cure blindness, deafness, palsy, a permanent or temporary limp, and many other conditions.

A Curative Salve works best when prepared for a specific individual; it can't be made in "generic" form for use by anyone. This write-up assumes the Salve is, in fact, prepared for and used on a designated person. If that's not the case, reduce it to one-sixth effectiveness (Major Transform 1d6). Once prepared, a Curative Salve retains its efficacy for about one day; after that it becomes useless.

Game Information: Major Transform 6d6 (person with physical ailment or handicap to person without, heals back through any natural means that would cause condition to return) (60 Active Points); OAF (salve; -1), Concentration (0 DCV throughout brewing; -1), Extra Time (1 Hour to prepare; -3), Gestures (throughout; -½), Incantations (throughout; -½), Limited Target (crippled beings; -1), No Range (-½), Requires A Magic Roll (-½). Total cost: 7 points.

CURE DISEASE

Effect: Major Transform 4d6 (sick person into well person)

Target: One character

Casting Time: 5 Minutes (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -4

END Cost: 4

Description: What a necromancer (or simply an infection) can cause, a shaman can cure. A shaman who casts this Spell drives the disease-spirits out of a sick person, making him well again. The more intense the effects of the disease, the longer it may take to cure.

Game Information: Major Transform 4d6 (sick person into well person, heals back through any normal means that would cause character to contract another disease) (40 Active Points); OAF (totem stick; -1), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Target (humanoids; -½), No Range (-½), Requires A Magic Roll (-½). Total cost: 5 points.



HEALING SALVE

Effect: Healing BODY 4d6

Target: One character

Casting Time: 1 Hour (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -4

END Cost: 4

Description: Similar to Curative Salve, this Spell allows a shaman to prepare a special salve that heals most injuries.

A Healing Salve works best when prepared for a specific individual; it can't be made in "generic" form for use by anyone. This write-up assumes the Salve is, in fact, prepared for and used on a designated person. If that's not the case, reduce it to one-fourth effectiveness (Healing BODY 1d6). Once prepared, a Healing Salve retains its efficacy for about one day; after that it becomes useless.

Game Information: Healing BODY 4d6 (40 Active Points); OAF (salve; -1), Concentration (0 DCV throughout brewing; -1), Extra Time (1 Hour to prepare; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Magic Roll (-½). Total cost: 5 points.

TOTEM POWER

Effect: Aid [Characteristic] 2d6, Only Aid Self

Target: Self

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -4

Charges: 1

Description: Every shaman has a special totem animal or being that he particularly identifies with, and on whom he can call for special power. Once per day a shaman can invest himself with the power of his totem. He must define which totem he can call on when he buys this Spell (*i.e.*, which Characteristic he can Aid), and cannot change it thereafter. A shaman cannot buy two or more different versions of this Spell without the GM's permission.

Game Information: Aid [Characteristic] 2d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +1) (24 Active Points); OAF (totem stick; -1), Gestures (-¼), Incantations (-¼), Only Aid Self (-1), Requires A Magic Roll (-½), 1 Charge (-2). Total cost: 4 points.

EXAMPLE ENCHANTED ITEMS

Here are a few examples of enchanted items that exist in the world of MHI. Enchanted items are *extremely* rare; most Hunters go their entire careers without ever encountering one (much less actually getting to use one). Most were made millennia or eons ago, when magic was stronger in the world; creating them seems to be a mostly lost art. Many of them are the products of Necromancy or other evil magics; using them is dangerous for anyone whose soul isn't already dedicated to the powers of darkness.

The largest collection of enchanted items in the United States is held in a highly secure location by the MCB (which means, in effect, that the STFU can gain access to them if necessary). Whenever any government agent recovers an enchanted item, it's turned over to the MCB for analysis and safekeeping. A few (such as Ward Stones) are eventually put to government use, but for the most part the MCB doesn't want to fool around with things it can't control and leaves its enchanted items under wraps.

THE BLACK HEART OF SUFFERING

This ancient, evil weapon has a short blade (about the size of a steak knife) and a bone handle. Those who underestimate it because it's not the size of a true fighting dagger do so at their peril, though, because the Black Heart of Suffering's dark power makes it deadlier than a greatsword. It can cut through body armor and flesh with ease. A character using it almost seems to revel in bloodshed and violence; he has to succeed with an EGO Roll every three Phases or become *Berserk: in combat* (see page 190). He remains Berserk until he's Knocked Out or loses his grip on the Black Heart. Over the long term, repeated use of the Black Heart corrupts the wielder's soul, eventually leaving him nothing but a servant to the unholy blade.

The Black Heart of Suffering is currently in the possession of the MCB.

The Black Heart Of Suffering: HKA 2½d6, Armor Piercing (+¼) (50 Active Points); OAF (-1), Side Effects (see text; -¼). Total cost: 22 points.

THE EYE OF SOULS

This malignant enchanted item is a greenish-yellow oval gemstone that occasionally shows flashes of a disturbing purple color as well. It has the power to corrode a target's soul, causing him intense pain and even death. To use it, a character must either (a) pluck out one of his eyes and put the Eye in the socket in its place, or (b) drill an Eye-sized hole through his skull on his forehead between his eyes (the Eye will meld with the bone, preventing any infection of the brain). Thus, it doesn't qualify as a Focus, since surgery (or the like) is required to remove it.

Due to the nature of the Eye's power, body armor has no effect against it, though a character's natural ED (and any innate defensive abilities he has) still apply unless the GM rules otherwise.

The Eye Of Souls: RKA ½d6, Constant (+½), +2 Increased STUN Multiplier (see page 145; +½), No Range Modifier (+½) (25 Active Points); Only Works On Living Beings (-½). Total cost: 17 points.

LORD MACHADO'S AX

Lord Machado, who nearly destroyed the world during the "Machado incident," wielded a battle ax that had been in his family for centuries. Over its existence the ax has taken the lives of thousands and been used in some of the darkest magical rituals imaginable. As a result it's become imbued with evil arcane energies. It can cut through just about anything, and inflicts vicious wounds that take much longer than normal to heal. It has a STR Min of 15, so most people can't even wield it properly.

Lord Machado's Ax is currently in the possession of the MCB.

Lord Machado's Ax: HKA 3d6, Armor Piercing (x2; +½), Reduced Endurance (0 END; +½) (90 Active Points); OAF (-1). Total cost: 45 points.



THE RING OF AUGMENTATION

This item was created in pre-humanity times by the Fey to make their servants mightier when they battled for their masters' amusement. It's a large, heavy gold ring set with a single opal-like stone. It enhances the wearer's physical attributes, making him stronger, faster, and tougher.

The Ring Of Augmentation: +5 STR, DEX, and CON (20 Active Points); OIF (-½). Total cost: 13 points.

THE SKIA THANATOU

The *Skia Thanatou* is one of the most comprehensive grimoires of magic known to exist. With it, a would-be wizard of sufficient intelligence and talent can teach himself just about any Spell of Wizardry (particularly the darker ones, such as Necromancy). Unfortunately, reading it isn't easy, even if one can somehow obtain a copy. It's written in a language that resembles none ever spoken by humanity (though it bears some faint similarities to Sumerian, Ancient Egyptian, and early Greek). In game terms, a character who wants to study the *Skia Thanatou* has to spend 3 Character Points to buy complete fluency with a special language, Thanatan. A character with less than complete fluency in Thanatan can still read the book, but won't fully understand it (increase the Magic roll penalty of any Spells he learns from it by -2 or more).

The precise number of copies of the *Skia Thanatou* in existence is not known. MHI has a complete copy in its archives (which it keeps carefully secured); the MCB has one as well. Rumors claim that MI4, the Vatican, a mysterious collector in Russia, a French expatriate living in the Congo, and several other institutions or persons have a copy (not necessarily a complete one), but the truth of these rumors remains unverified.

THE VANQUISHING GLADIUS

This short sword dates from the Roman Empire. Some scholars claim it gets its magical power because it's made from the spearhead used to stab Christ in the side as he hung upon the cross; others that it was used in a massacre so pointless, violent, and ruthless that the blade was infused with necromantic magic. Whatever the cause, the result is the same: the Vanquishing Gladius almost never misses its target, and it kills at a touch by draining the soul. (If necessary the wielder can also use it as a conventional short sword to cut through physical objects.)

The Vanquishing Gladius is currently in the possession of the MCB.

The Vanquishing Gladius: Drain BODY 6d6, Area Of Effect (1m Radius but can only affect a single target within that area; +¼), Reduced Endurance (0 END; +½) (105 Active Points); OAF (-1), No Range (-½). Total cost: 42 points.

WARD STONE

A Ward Stone is a powerful defensive magic item that's used to keep the undead, extradimensional beings (like demons and shoggoths), and similar creatures away from the area surrounding the Stone. In effect it's a focal point for Earth's reality, amplifying its effects so that unnatural things can't withstand them. When it's activated, all such creatures begin to suffer intense, deadly pain (against which they get no defense — consider them Susceptible to a Ward Stone's effects). The GM should assume that weaker creatures (such as zombies and other lower-powered undead) die immediately, while more powerful creatures must either leave the affected area at once or suffer an agonizing death in just a few seconds.

A Ward Stone can also be used as a weapon against the sorts of creatures its defensive power affects, and this includes the Old Ones and other powerful extradimensional entities belonging to the various Outsider Factions. When properly activated in such a being's presence, that being immediately dies. (This isn't written up as one of a Stone's powers — assume that all such entities have this as a Physical Complication.) Doing this destroys the Stone.

The US government possesses several Ward Stones that it uses to guard key locations (the White House, Congress, Cheyenne Mountain...), and it's always on the lookout for more. Several other governments worldwide also have one or more Ward Stones that they use similarly. MHI had one that Earl Harbinger took from Adolf Hitler's bunker, but Owen Pitt and Agent Franks used it to kill the Dread Overlord (the Old One whom Martin Hood served).

Ward Stone: RKA 2d6, Area Of Effect (500m Radius; +2), Armor Piercing (x2; +½), Constant (+½), Reduced Endurance (0 END; +½) (135 Active Points); OAF (-1), Only Works Against Summoned Beings And Undead (see text; -1). Total cost: 45 points.



COMPLICATIONS

Characters have weaknesses as well as strengths; you need both to create an interesting, well-rounded individual. In the *HERO System*, you represent a character's weaknesses with *Complications*. Complications help develop a character's background and personality, and provide the GM with interesting ideas for adventures. They're as important a part of a character as his Powers or Skills.

As discussed on page 83, characters have to take 50 Character Points' worth of Complications. (You can take more points' worth of Complications for a character if you want, but that doesn't give you more Total Points to spend on that character.)

All Complications are subject to the *Basic Law of Complications*:

A Complication which isn't a Complication isn't worth any points!

None! For example, if a PC takes *Physical Complication: No Legs*, and then buys Extra Limbs (legs), he doesn't get the Complication points. Similarly, if an MHI RPG character takes *Hunted: Martians II-*, it's not worth any points because there are no Martians in the MHI setting. The GM has to approve all Complications.

You cannot reduce the value of a Complication below 0, even if it has negative modifiers.

COMPLICATION FREQUENCY

Many value of many Complications depends on how often they affect the character or come into play. The more common they are, or the more frequently they factor into the campaign, the more they're worth. The accompanying Complication Frequency Table provides some *guidelines* for the GM regarding how often a Complication of a given frequency should affect the character or become a part of game play.

COMPLICATION FREQUENCY TABLE

Frequency	Guideline
Uncommon or Infrequently	The Complication affects the character, or comes into play, about once every five game sessions or so
Common or Frequently	The Complication affects the character, or comes into play, about once every three or four game sessions
Very Common or Very Frequently	The Complication affects the character, or comes into play, about once every other game session
Extremely Common or All The Time	The Complication affects the character almost every single game session

COMPLICATIONS SUMMARY TABLE

Complication Name	Description
Accidental Change	Character sometimes involuntarily changes between two forms or identities
Dependence	Character suffers harm if he does not regularly have some substance or item
Dependent NPC	Character must protect/help an NPC who often gets into trouble
Distinctive Features	Character has an unusual, distinctive feature
Enraged/Berserk	Character sometimes loses control of himself
Hunted	Character is pursued by an enemy
Negative Reputation	Character is known for some negative quality
Physical Complication	Character suffers from some physical handicap
Psychological Complication	Character suffers from some mental or emotional handicap
Rivalry	Character competes with a profession and/or romantic rival
Social Complication	Character's ability to interact with society is restricted
Susceptibility	Character takes damage when exposed to some normally harmless substance or effect
Unluck	Character is unlucky
Vulnerability	Character takes extra damage from some type of attack

CHARACTER COMPLICATIONS DESCRIPTIONS

ACCIDENTAL CHANGE

A character with this Complication has at least two forms or identities and sometimes accidentally or involuntarily changes between them. The most common example in the MHI setting is werewolves, who are forced to assume man-wolf form in certain conditions. Accidental Change's value depends on how frequently the phenomenon that triggers the change occurs, and the chance (expressed as a 3d6 roll) that the change occurs (see the accompanying table).

Every Phase a character is exposed to the circumstances that cause his change, he rolls 3d6. If he rolls less than the listed number, he changes. He cannot change back until the circumstances which caused the change have altered.



ACCIDENTAL CHANGE

Value	Circumstances
5	Uncommon Circumstance
10	Common Circumstance
15	Very Common Circumstances

Value	Chance To Change
+0	8-
+5	11-
+10	14-
+15	Always

DEPENDENCE

A character with this Complication is dependent on a certain substance or item. If he cannot get it, he suffers negative effects, possibly even injury or death.

The value of Dependence depends on three things. The first is the commonality of the substance the character needs is. The rarer the substance, the more the Complication is worth. The second is what effect being deprived of the substance has. It could inflict damage, cause the character's powers to function poorly, or make the character incompetent or weak. The third is how long the character can remain away from the substance before he suffers the effects of deprivation. The longer he can go without it, the less his Dependence is worth.

DEPENDENCE

Value	Dependent Substance is
5	Very Common/Easy To Obtain
10	Common/Difficult To Obtain
15	Uncommon/Extremely Difficult To Obtain

Value	Effect
	Damage: The character takes damage per time increment
+5	1d6
+10	2d6
+15	3d6
+5	Character's powers acquire 14- Activation Roll
+10	Character's powers acquire 11- Activation Roll
+5	Incompetence: -1 to all Skill Rolls and related rolls per time increment
+5	Weakness: -3 to all Characteristics per time increment

Value	Time Before Suffering Effects
+25	Segment
+20	Phase
+15	Turn
+10	1 Minute
+5	5 Minutes
+0	20 Minutes
-5	1 Hour
-10	6 Hours
-15	1 Day
	...and so forth

DEPENDENT NON-PLAYER CHARACTER

A character with this Complication has a Non-Player Character friend, companion, or associate who often gets into trouble, requiring the character to protect or save him. Examples include a "significant other" who always seems to get into trouble, a weak, elderly relative the character looks out for, or an inquisitive pet.

The value of this Complication depends upon two factors: first, how competent the DNPC is in relation to the character; second, how often the DNPC becomes involved in the character's adventures.

Remember, a DNPC is a *Complication*. He might help the character once in a while, but mostly he causes trouble. If a "DNPC" is too helpful, the character should buy him as a Contact or Follower instead (see *Perks*, page 102).

DEPENDENT NPC

Value	The DNPC is
10	Incompetent (-20 points or lower)
5	Normal
0	Slightly Less Powerful than the PC
-5	As powerful as the PC
-5	DNPC has useful noncombat position or skills
+5	DNPC is unaware of character's adventuring career/ Social Complication: Secret Identity

Value	Appearance
+5	Infrequently
+10	Frequently
+15	Very Frequently

DISTINCTIVE FEATURES

A character with this Complication has some easily recognizable feature(s) which are difficult to conceal. Examples include distinctive appearances (bright red hair, a facial scar, unusual height, a strange voice), a uniform, an aura of demonic evil, or the like. Most humanoid monsters which might interact with humanity have this Complication.

The value of Distinctive Features depends on three factors: how easy the feature is to conceal; how strong a reaction the feature tends to provoke in others; and senses can detect the feature.

Remember, Distinctive Features is a *Complication*. If having a distinctive appearance doesn't inconvenience or hinder the character somehow, it's not worth any points.





DISTINCTIVE FEATURES

Value	Concealability
5	Easily Concealed
10	Concealable (with Disguise Skill or major effort)
15	Not Concealable
Value	Reaction
+0	Feature is Noticed and Recognizable
+5	Feature is Always Noticed and Causes Major Reaction or Prejudice
+10	Feature Causes Extreme Reaction (abject fear, unabiding lust, utter disgust)
Value	Sensing
-0	Feature Detectable By Commonly-Used Senses (Sight, Hearing) and/or By Virtually Everyone
-5	Feature Detectable By Uncommonly-Used Senses (Smell, Touch, Taste) and/or By Large Group and/or By Simple Tests
-10	Feature Detectable Only By Unusual Senses (Detects) and/or Only By A Small Group and/or Only By Technology Or Major Effort
-5	Distinctive Feature Is Not Distinctive In Some Cultures Or Societies

ENRAGED/BERSERK

Value	Circumstances
5	Uncommon circumstance
10	Common Circumstances
15	Very Common Circumstances
+10	Berserk
Value	Chance to Become Enraged
+0	8-
+5	11-
+10	14-
Value	Chance to Recover
+0	14-
+5	11-
+10	8-

ENRAGED/BERSERK

A character with this Complication loses control of himself when confronted by certain situations or stimuli. The value depends on three factors: the commonality of the phenomena that triggers the character's rage; how easily the character becomes Enraged/Berserk; and how easily the character "snaps out of it" and returns to his senses.

When a character encounters the phenomenon that Enrages him (or makes him Berserk), roll 3d6. If the roll is less than his chance to become Enraged/Berserk, the Complication takes effect. He can roll to return to his senses whenever he defeats a foe, runs out of END, or someone tries to snap him out of it. If he rolls less than or equal to his chance to recover, he's back to his normal self; otherwise, he remains Enraged/Berserk.

An Enraged character mindlessly attacks the individual (or object) that Enrages him. He cannot try to defend himself, take any defensive actions, or do anything other than attack that person (or object). Furthermore, he must use his most familiar or often used offensive power at full strength against the target.

A Berserk character is like an Enraged character, but with one important difference: he attacks the nearest target, not necessarily the one that angers him. This makes him a danger to his friends and teammates.

HUNTED

A character with Hunted is pursued by some person or group. His Hunter may show up during adventures and try to harm or hinder him. For example, MHI Hunters are Hunted (Watched) by the MCB, which doesn't trust them; this hinders their ability to act freely at times.

The value of a Hunted depends on three factors. The first is how capable, competent, and dangerous the Hunter is relative to the character (this includes not just combat abilities, but the Hunter's power to investigate the character or otherwise interfere with his life). The second factor is how often the Hunter tends to show up (based on a 3d6 roll made by the GM at the beginning of each adventure). The third factor is what the Hunter intends to do to the character — watch him, mildly punish him, or harshly punish him.

Additionally, some Hunteds get extra points for having extensive "Non-Combat Influence" (such as the ability to make the IRS audit the character). This most often applies to the police and like organizations. Some Hunters are worth fewer points because they only operate in a certain geographic area; the character can avoid them by avoiding that area.





HUNTED

Value	Capabilities
5	Hunter is Less Powerful than PC
10	Hunter is As Powerful as PC
15	Hunter is More Powerful than PC
+5	Hunter has extensive Non-Combat Influence (NCI)
-5	Hunter is limited to a certain geographical area
+5	PC has a Social Complication: Public Identity or is otherwise very easy to find

Value	Appearance
+0	Infrequently
+5	Frequently
+10	Very Frequently

Value	Motivation
-10	<i>Watched:</i> Hunter is only Watching the character
-5	Hunter desires to Mildly Punish the character (deportation, fining, question, theft of possessions)
-0	Hunter desires to Harshly Punish the character (imprison, enslave, kill)

NEGATIVE REPUTATION

A character with Negative Reputation is viewed in an unfavorable light. For example, he could be considered dangerous, violent, a racist, or cowardly. The value depends on how often other people recognize or remember the character based on his negative Reputation.

NEGATIVE REPUTATION

Value	Recognized
5	Infrequently
10	Frequently
15	Very Frequently
-5	Reputation Is Known Only To A Small Or Limited Group

PHYSICAL COMPLICATION

A character with this Complication has a physical problem which hampers him, such as blindness, a weak arm, or being so large and heavy he can't ride in cars. The value depends on how often and to what extent the problem hinders or impairs the character in the game.

PHYSICAL COMPLICATION

Value	Limitation Occurs
5	Infrequently
10	Frequently
15	Very Frequently
20	All the Time

Value	Limitation Impairs
+5	Slightly
+10	Greatly
+15	Fully

PSYCHOLOGICAL COMPLICATION

A character with this Complication has a mental quirk or impairment of some sort. The value depends on how often the condition affects the character, and how much it impairs or affects him. Types of Psychological Complications include:

- *Codes of conduct*, such as following a code of honor (e.g., chivalry, bushido, or always keeping one's word) or refusing to kill opponents
- *Fears and hatreds*, such as a character who's afraid of heights, or one who has a burning hatred of orcs
- *Personality traits or compulsions*, a large category of negative behaviors including overconfidence, arrogance, being in love with someone, or the like.

PSYCHOLOGICAL COMPLICATION

Value	Situation Is
5	Uncommon
10	Common
15	Very Common

Value	Intensity
+0	<i>Moderate:</i> Decides character's choice of targets and reaction to situations; character may only change actions if he makes an EGO Roll at +5.
+5	<i>Strong:</i> Character takes irrational actions concerning the situation, may only change actions if he makes an EGO Roll.
+10	<i>Total:</i> Character becomes totally useless or completely irrational in the situation, and will not change his mind for any reason; EGO Roll at -5 (minimum) required to change actions (if the GM allows such a roll at all)





RIVALRY

A character with this Complication is engaged in a not-so-friendly rivalry with another character. A Rivalry may be Professional, Romantic, or both. If it's one or the other, it's worth 5 Character Points; if it's both, it's worth 10 Character Points. If the Rival is a fellow player character, the Rivalry is worth +5 Character Points.

SOCIAL COMPLICATION

This Complication means the character's ability to interact with society and/or other people is somehow limited, restricted, more difficult than usual, or dangerous to him. Examples include keeping an important secret, being well-known or famous, belonging to an organization where you have to take orders from higher-ranking members, and belonging to a disfavored minority. The value depends upon how often the restrictive circumstances occur and their effects on the character.

SOCIAL COMPLICATION

Value	Circumstances Occur
5	Infrequently
10	Frequently
15	Very Frequently
Value	Effects Of Restrictions
+0	Minor (inconvenience but little danger; that which is taken away can, eventually, be recovered or restored) (character may be fired, disowned, or suffer other minor problems)
+5	Major (there is a risk of potential injury or extreme inconvenience; that which is taken away can only be restored with great difficulty) (character may suffer imprisonment, be required to undertake dangerous tasks, and so forth)
+10	Severe (extreme risk of death or injury; that which is taken away cannot be restored)
-5	Social Complication Is Not Limiting In Some Cultures Or Societies

SUSCEPTIBILITY

A character with Susceptibility takes damage from objects or effects which are harmless to most people. For example, many demons and undead suffering damage from sunlight or holy objects.

The value of a Susceptibility depends on three factors: how frequently the character tends to encounter the object or effect; how much damage he takes from it; and how quickly he takes damage.

A Susceptible character takes STUN damage with no defense immediately when exposed to the object or effect to which he is Susceptible. Thereafter, he takes damage at the time increments defined by the Complication. Once he's unconscious, he also begins to take Normal Damage BODY from the attack until he dies or is removed from the object or effect. He does not stop taking damage, and may not Recover from the damage, until the object or effect is removed.

SUSCEPTIBILITY

Value	Condition Is
5	Uncommon
10	Common
15	Very Common
Value	Take Damage Every
+0	Effect is instant
+15	Segment
+10	Phase
+5	Turn
0	Minute
-5	5 minutes
...and so forth	
Value	Number Of Dice
+0	1d6
+5	2d6
+10	3d6

UNLUCK

Improbable and unlucky things happen to a character who has Unluck. Unluck is worth 5 points per 1d6 and functions like the opposite of the *Luck* Power (page 124). Whenever the GM thinks it's appropriate, he has the character make an Unluck roll. Every "1" that comes up on the dice equals one level of Unluck. The more levels the character gets, the worse the fate that befalls him.

VULNERABILITY

A character with Vulnerability takes extra damage from a particular attack form. For example, many monsters are Vulnerable to fire, and a character suffering from a curse might be Vulnerable to magic. The value depends on two factors: how common or frequent the attack form is; and the multiplier applied to the damage (x1½ or x2). The multiplier applies to either the STUN and BODY of the attack; the character chooses which one when he takes the Complication (he can have it apply to both by taking Vulnerability twice). The multiplier increases the attack's damage *before* the character applies his defenses to reduce the damage.

VULNERABILITY

Value	The Attack is
5	Uncommon
10	Common (a group of Uncommon attacks, or a single Common attack)
15	Very Common (a group of Common attacks).
Value	Vulnerability Multiplier
+0	x 1½ (Target takes 1½x damage)
x2	x2 (Target takes 2x damage)





EXPERIENCE POINTS

As characters play in an MHI RPG campaign, they learn from things they do, mistakes they make, and people they encounter. To reflect this process of learning and development, the GM should give each character *Experience Points* between adventures. Experience Points work like Character Points in all ways, they're just obtained in a different way. Characters spend them to improve their existing Characteristics, Skills, and other abilities, or to buy new Skills and abilities.

The accompanying table provides guidelines for how many Experience Points to give to characters. Don't take it as an absolute; every adventure and group of characters is different, so sometimes you need to adjust the guidelines.

EXPERIENCE POINTS

Situation	Experience
Base experience points for being in a scenario	1 point
Characters were on a very long, involved adventure	2 points
Adventure ran more than one session	+1 point/session
The adventure was difficult	+1 point
Characters heavily outnumbered	+1 point
Optional Guidelines	
Characters were clever, inventive, subtle, or roleplayed well	+1 point
Characters solved a mystery	+1 point
The adventure was a resounding success	+1 point
Characters roleplayed very poorly	-1 point
The adventure was a terrible failure	-1 point



COMBAT AND ADVENTURING

This section of Part Two of the MHI RPG, from pages 193 to 210, covers the rules for combat, adventuring, and other perilous exploits. This is where you'll learn how to shoot monsters, how much damage your guns do to them, and lots of other useful information.

SENSES AND PERCEPTION

Characters in the *HERO System* constantly perceive things — they see, hear, and smell the world around them. In some games, they may even have exotic Senses such as the ability to detect magic. Here's how they use those Senses.

Perception Rolls

Characters aren't always aware of everything going on around them, especially during combat. If something isn't obvious, the GM can have characters make a *Perception Roll* ("PER Roll"). Every character's base PER Roll is equal to 9 plus the character's Intelligence divided by 5.

Perception Roll = (9 + (INT/5)) or less

To succeed with a PER Roll, the character must roll this number or less on 3d6. The GM should apply modifiers to this roll depending on the circumstances. For example, a bright object, a loud noise, or a strong odor would provide the character with a bonus to his PER Roll, while trying to overhear a whisper or see something dark at night would probably involve a penalty.

Targeting And Nontargeting Senses

Not all Senses are equal — a normal human can learn a lot more about someone by looking at him than by smelling him. To reflect this difference, all Senses are divided into two categories: Targeting and Nontargeting.

Characters can use *Targeting Senses* to determine the exact location of a target in combat. For most characters, Normal Sight is the only Targeting Sense, but characters sometimes buy the *Targeting Sense Modifier* for other senses, or have unusual senses like Radar that are Targeting Senses (see page 118).

Nontargeting Senses include all senses other than Normal Sight. A Nontargeting Sense only allows a character to sense the general location of a target in combat.





LACK OF SENSES IN COMBAT

If a character can use a Targeting Sense to perceive his target, he can attack with his normal OCV and DCV.

However, characters can't always perceive their opponents with Targeting Senses. For example, a character may have been blinded by a Flash, or his opponent could be Invisible. When a character cannot perceive his opponent with any Targeting Sense, he suffers modifiers to his OCV and DCV:

- In *HTH Combat*, the character is at ½ OCV and ½ DCV.
- In *Ranged Combat*, the character is at 0 OCV and ½ DCV.

Sense Groups

The *HERO System* organizes senses into six *Sense Groups*: Hearing; Mental; Radio; Sight; Smell/Taste; and Touch. Characters have the regular five senses humans have (Normal Hearing, Normal Sight, Normal Smell, Normal Taste, and Normal Touch), plus any Enhanced Senses they buy (see page 118). Sense Groups matter primarily when Sense-Affecting Powers (page 112) are used in the game.

BLINDNESS AND OTHER MISSING SENSES

Here's what the standard human senses cost in *HERO System* terms:

- Normal Hearing: 25 points
- Normal Sight: 35 points
- Normal Smell: 5 points
- Normal Taste: 5 points
- Normal Touch: 10 points

If a character wants to lack one of these Senses (for example, he wants to be blind or deaf), he should sell back that Sense (rather than taking a Physical Complication). If he wants one of these Senses to be impaired but not absent (for example he suffers -2 on all Hearing PER Rolls, or -3 on all Sight PER Rolls in sunlight), he can represent that with a Physical Complication.

Characters cannot use these costs for Adjustment Power purposes. A character cannot, for example, render another character blind by Draining his Normal Sight. Nor can characters buy Advantages or take Limitations for their standard Senses.

ENTERING COMBAT

Once the GM decides to begin combat, matters like scale and time become very important.

GAME SCALE

The *HERO System* measures distances in meters. (One meter equals a little over one yard, or 3.3 feet.)

COMBAT TIME

The *HERO System* divides combat time into three separate increments: Turn, Segment, and Phase.

TURN

The basic time frame of combat is called a *Turn*. Each Turn equals 12 seconds of time. Each Turn a character gets to perform a number of Actions equal to his Speed, as described below.

SEGMENT

A Turn consists of 12 *Segments*, each 1 second long. After every Segment 12, before the next Turn begins, there is a *Post-Segment 12* period which takes no time. During Post-Segment 12 most characters automatically get to take a Recovery (see page 209).

Who Acts First

Characters who can perform an Action in a Segment (*i.e.*, who have a Phase; see below) do so in order of their DEX values. The character with the highest DEX score goes first, the second highest goes next, and so on. Two or more characters with the same DEX who act in the same Segment should each roll 1d6; the one with the highest roll acts first. Ties should roll again. (See also *Who Goes First?*, below.)

PHASE

A Segment on which a character can act is one of his *Phases*. Each character has a number of Phases in each Turn equal to his SPD. For instance, a Speed 5 character has five Phases; the character can perform an Action in each Phase. The Speed Chart tells you which Segments a character's Phases occur in.

A character's Phase begins on his DEX in each of the indicated Segments. For example, if a character has SPD 5, DEX 20, his first Phase in a Turn begins in Segment 3 on DEX 20.

In a combat featuring many characters, GMs may wish to ignore the SPD Chart to make combat go more quickly and smoothly. Simply allow each character to act once per "combat round."

SPEED CHART

If Your SPD Is...	You Have Phases In These Segments
1	7
2	6, 12
3	4, 8, 12
4	3, 6, 9, 12
5	3, 5, 8, 10, 12
6	2, 4, 6, 8, 10, 12
7	2, 4, 6, 7, 9, 11, 12
8	2, 3, 5, 6, 8, 9, 11, 12
9	2, 3, 4, 6, 7, 8, 10, 11, 12
10	2, 3, 4, 5, 6, 8, 9, 10, 11, 12
11	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12
12	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12





BEGINNING COMBAT

Combat always begins on Segment 12. This gives everyone a chance to act and then take a Post-Segment 12 Recovery. If combat begins with a Surprise attack (page 201), the targets don't get to act on Segment 12 — the attackers get a free Action.

As in any other Segment, the character with the highest DEX goes first in Segment 12, and the GM then counts down the DEXs until no one else has a Phase. For example, if Lexa has DEX 15, the GM would say “DEX 19, 18, 17, 16, 15... okay, Lexa, your Action”). This is typically referred to as a having a character's DEX “come up” or “occur.”

Actions

As discussed above, a Phase is a Segment in which a character can act, *i.e.*, perform an *Action*. During a Phase, a character may perform one or more Actions, depending upon the nature of those Actions and the order in which they're performed.

There are four basic types of Actions: Full Phase; Half Phase; Zero Phase; and Actions which take no time. Attack Actions are a special type of Half Phase Action.

Full Phase Actions

Full Phase Actions take a character's entire Phase; he can do nothing else and take no other Actions that Phase. Examples of Full Phase Actions include a character using more than half of his meters of movement, taking a Recovery, recovering from being Stunned, or changing a Clip.

Half Phase Actions

Second are *Half Phase Actions*. These only require half a Phase to perform (in other words, a character can perform two Half Phase Actions per Phase). Half Phase Actions include a character using up to half of his meters of movement, opening a door, or making most PER Rolls or Skill Rolls (though the time on the latter can vary, depending on the Skill and the circumstances). Attack Actions are a special type of Half Phase Action (see below).

Zero Phase Actions

A character may perform as many *Zero Phase Actions* as he wishes at the beginning of a Phase or after performing a Half Phase Action, but not after performing an Attack Action or a Full Phase Action. Examples include activating a Power, turning off a Power, and allocating Skill Levels.

Actions Which Take No Time

As the term implies, these Actions take no time to perform — a character may perform them whenever he wishes (even on a Segment in which he doesn't have a Phase) and as often as he wishes. Examples including making a Presence Attack, making a soliloquy, or making a roll at the GM's request.

ACTIONS TABLE

Action	Time Required	Move Required
Brace	0 Phase	—
Grab	½ Phase \$*	—
Haymaker	½ Phase #*	—
Move By	1 Phase %	2m
Move Through	1 Phase %	2m
Set	1 Phase	—
Set and Brace	1 Phase	—
Other Combat Maneuvers		
Any action which requires an Attack Roll	½ Phase *	—
Accelerating/decelerating	0 Phase	—
Change clothes	1 Phase	—
Changing a Clip	1 Phase	—
Draw a weapon	½ Phase	—
Make a Presence Attack	No Time	—
Make a roll at the GM's request	No Time	—
Make a Skill Roll	Variable	—
Open a door	½ Phase	—
Recover from being Stunned	1 Phase	—
Shift a Multipower	0 Phase &	—
Shift Skill Levels	0 Phase &	—
Shooting a gun	½ Phase *	—
Speaking (conversation)	Variable	—
Speaking (soliloquy)	No Time	—
Start a vehicle	½ Phase	—
Take a Recovery	1 Phase	—
Turn on a Power	0 Phase	—
Turn off a Power	0 Phase	—
Use more than half of your meters of movement	1 Phase	Full Move
Use up to half of your meters of movement	½ Phase	Half Move

Action takes place at the very end of the next Segment

\$ A character who has made a successful Grab can squeeze the target for his normal STR damage or Throw him.

* Attack Action — the character may not perform another Action after these Actions, but may perform a Half Phase Action before these Actions.

% Move By and Move Through are usually performed at the end of a Full Move, and thus take a Full Phase. However, a character could perform one after taking a Half Phase Action such as opening a door.

& Even though they are Zero Phase Actions, a character can only perform these Actions once per Segment.





Attack Actions

Attack Actions — Actions requiring or involving any kind of Attack Roll, such as using Mind Control, using a Combat Maneuver, shooting a gun, punching, or Blocking — are a special case. Attack Actions only take a Half Phase, but must be the last action the character performs in the Phase. A character can Half Move and then attack, but can't attack and then Half Move. Performing an Attack Action brings a character's Phase to an end — he can perform no other Actions after performing an Attack Action.

If a character performs a Combat Maneuver or other maneuver which modifies his OCV, DCV, damage done, or other factors, any modifiers from the Maneuver remain in effect from when the character performs the Maneuver until the beginning of his next Phase. Thus, a SPD 3 character who Dodges on his Phase in Segment 4 retains the Maneuver's +3 DCV bonus until the beginning of his next Phase in Segment 8.

WHO GOES FIRST?

If there's some question as to the exact timing of Actions, here's how to resolve it:

1. In most situations, resolve the problem with DEX Rolls — the character who makes his DEX Roll by the most gets to act first; if both characters make the roll by the same amount, the Actions go off simultaneously.

2. If a character is Holding An Action (see below) and chooses to make a defensive action, his Action automatically occurs first, before the Action of the character attacking him.
3. If a character Aborts his Phase (see below), his defensive Action automatically occurs first, before the Action of the character attacking him.

HOLDING AN ACTION

A character may choose not to act when his DEX indicates his Phase begins. He may wait until a lower DEX or until some event occurs ("I wait until he strikes"; "I wait until he comes around the corner"). This is known as *Holding an Action* (or delaying or reserving a Phase).

A character may Hold his Action until a later DEX in one of his Phases or until a later Segment. However, he can never use a Held Action to take two Actions in one Segment — he loses any Held Action when the next Segment in which he has a Phase begins, because he can only have one Phase at a time. A character who waits a whole Turn without taking an Action still has only one Phase saved.

A character may perform a Half Phase Action and then Hold a Half Phase so he can perform a Half Phase Action later.

A character can usually use a Held Action at any time. If two characters want to perform an Action at the same time, see *Who Goes First?*, above.



ENDURANCE COSTS IN COMBAT

Here's a quick reference to help you remember Endurance (END) costs during combat.

Strength (STR): STR costs 1 END per 10 points used. For example, a monster that uses STR 30 to punch spends 3 END to do so.

Powers: Most Powers cost 1 END per 10 Active Points in them. For example, a Blast 8d6 (40 Active Points) costs 4 END each time it's used; a Blast 8d6, Constant (60 Active Points) costs 6 END per use.

Some Powers, like Resistant Protection, Clinging, and Mind Link, do not cost END at all. See the individual Power descriptions for information (or the reference table on page 113).

Powers that normally cost END may have the Advantage *Reduced Endurance* (which reduces the END cost to half or zero) or the Limitation *Increased Endurance Cost* (which makes them cost more END than normal).

Powers that don't normally cost END may have the Limitation *Costs Endurance*, which makes them cost END at the standard rate, and/or the Limitation *Increased Endurance Cost*, which makes them cost more END than normal.

Aborting An Action

Sometimes a character can act first to protect himself by *Aborting* an Action. An Action that's Aborted to always "goes first," even if an opponent is already attacking or has a higher DEX.

A character can only Abort his next Action to perform one or more of the following defensive Actions:

- Block
- Dodge
- Activating a Defense Power or any Power that provides some significant form of protection
- Switching forms, shapes, or identities to obtain more defense or protection
- Decelerating or turning while moving
- Any other Action deemed by the GM to be primarily for purposes of defending or protecting the character.

Aborting an Action requires the character's next full Phase to perform (unless the character is Holding An Action, in which case Aborting uses the Held Action). Characters who are Surprised (page 201) ordinarily cannot Abort, but the GM may allow this.

Once a character performs an Attack Action or uses his full Phase in a particular Segment, he cannot Abort to any action until the next Segment.

Example: *Phillip Sloan, a werewolf, has DEX 20 and SPD 5. Because he has SPD 5, he has Phases in Segments 3, 5, 8, 10, and 12. A Hunter attacks him in Segment 6, so he decides to Abort to Dodge. This uses up his next full Phase, the one in Segment 8 — when Segment 8 rolls around, Sloane can do nothing (but at least he still has the extra DCV from the Dodge).*

If Sloane was attacked in Segment 5 before DEX 20 occurred in the initiative order, he could still choose to Abort to Dodge. This would cost him his Phase in Segment 5, since he hadn't yet acted in Segment 5. If Sloane was attacked in Segment 5 after he made a Half Move and was Holding his remaining Half Phase Action, he could Abort to Dodge and sacrifice his Held Half Phase; he would not have to use up a full Phase.

If Sloane made an attack on Segment 5, and someone attacked him after he used up his full Phase with his Attack Action, he could not Abort to Dodge — he would have to wait until the next Segment, Segment 6, since he's already used up his full Phase in Segment 5.

HOW YOU WANT TO ROLL DICE IN COMBAT

Here's a quick summary of the core resolution mechanics in *HERO System* combat — in other words, how you want to roll the dice when fighting.

Skill Rolls, Characteristic Rolls, and Perception Rolls: You want to roll *low* on 3d6; the lower the roll, the more likely you are to succeed.

Attack Rolls: You want to roll *low* on 3d6 to hit; the lower you roll, the more likely you are to hit your target. This applies to physical combat, mental combat, and any other type of combat.

Damage/Effect Rolls: When you're rolling the dice of damage or effect for your attack, you want to roll *high*. The higher you roll, the more damage you do to the target, or the greater the effect your attack has.

FIGHTING

Although combat in the *HERO System* involves a lot of rules and options, it's really quite simple. Here's the basic procedure:

1. The player decides what Action his character will perform in the character's Phase.
2. If the character attacks a target, he must make an Attack Roll to hit.
 - a. *If the Attack Roll fails*, the attack misses and the character's Phase ends; the GM moves on to the next character who has a Phase in that Segment.
 - b. *If the Attack Roll succeeds*, the character determines how much damage the attack does and/or its effect. The character's Phase then ends, and the GM goes on to the next character who has a Phase in that Segment.

All combat can be divided into two types: *Hand-To-Hand Combat* (HTH) and *Ranged Combat*. HTH Combat is combat between characters standing within Reach of another (*i.e.*, within about 1m, unless one of them has a way to extend his Reach); typically it involves punching or melee weapons such as swords. Ranged Combat is any combat between characters who are not in HTH distance of each other; it requires weapons such as guns or bows, or Ranged Powers such as Blast.



COMBAT SEQUENCE CHECKLIST

1. Determine the attacker's Offensive Combat Value (OCV).
2. Determine the target's Defensive Combat Value (DCV). For characters, use the *DCV* Characteristic; an object's DCV depends on its size.
3. Attacker makes an Attack Roll (3d6). He adds 11 to his OCV, then subtracts the 3d6 roll from that total. That tells him the DCV he can hit.
4. If the Attack Roll fails (because the target's DCV is higher than the DCV the attacker can hit), the attack misses, and the attacker's Phase ends. The GM moves on to the next character who has a Phase in that Segment.
5. If the Attack Roll succeeds (because the target's DCV is equal to or lower than the DCV the attacker can hit), the attacker hits; determine the damage and any effects of damage. The attacker's Phase ends; the GM moves on to the next character who has a Phase in that Segment.

ATTACK ROLLS AND COMBAT VALUE

The first step in combat is to determine whether an attack hits its intended target. To do that, you need to know the attacker's OCV, the target's DCV, and the results of the attacker's Attack Roll.

The Attack Roll

To determine if an attack hits its target, you make an *Attack Roll* using 3d6. You calculate the Attack Roll this way:

Attack Roll: Attacker's OCV + 11 - 3d6 roll = the DCV the attacker can hit

Example: *If the attacker's OCV is 8, add 11 to that to get 19. Then roll 3d6 and subtract that from 19; this tells you the DCV the attack can hit. For example, if the roll is 11, the attacker can hit (8 + 11 - 11 =) DCV 8 or less. If the target has DCV 8 or lower, he's hit; if his DCV is 9 or higher, the attack misses.*

If the attacker has OCV 7 and rolls a 9, he can hit (7 + 11 - 9 =) DCV 9 or lower.

A result of 3 on an Attack Roll always succeeds; a result of 18 always fails.

Calculating OCV And DCV

Obviously, the key factors in figuring out whether a particular Attack Roll succeeds and an attack hits its target are the OCV and DCV involved. A character's base OCV and DCV are Characteristics. It's called *base* OCV and DCV because OCV and DCV can be modified by Combat Skill Levels, the Range Modifier, Combat Modifiers, Combat Maneuvers, and other factors.

DCV MODIFIERS TABLE

Character Is	DCV
Affected by EGO +30 Mental Illusion	½
Affected by PRE/EGO +20 Presence Attack	½
Affected by PRE/EGO +30 Presence Attack	0
Attacked from behind (Surprised) out of combat	½
Attacked from behind (Surprised) in combat	½
Braced	½
Bulky Focus, character is carrying	½
Climbing	½
Encumbered (depending on degree)	-0 to -5
Entangled	0
Fighting in a cluttered or cramped area	-2
Flash/Darkness/Invisibility, affected by	½
Grabbed by another character	½
Grabbing another character	½
In the water	-2
Intoxicated	-2
In zero gravity	½
Knocked Out	0
On a narrow surface (tightrope, ledge)	-2
On ice, mud, or other slippery surfaces	-1
Prone	½
Recovering from being Stunned	½
Resisting Knockback with STR	½
Sleeping	0
Stunned	½
Surprised (in combat)	½
Surprised (out of combat)	½
Taking a Recovery	½
Underwater	-2
Using a Bulky Focus	½
Using Noncombat Movement	½
Using a Power with Concentration	½

OCV CHECKLIST

1. Determine base OCV.
2. Add any applicable Combat Skill Levels which the character wishes to use to increase his OCV.
3. Apply any modifiers for the particular weapon or armor being used.
4. Apply any modifiers for the particular Combat Maneuver or Martial Maneuver being used.
5. Apply any Combat Modifiers.
6. Apply the Range Modifier (if applicable).
7. Apply any other modifiers.
8. Apply any modifiers which halve OCV (or otherwise reduce it by a fraction or percentage).



DCV CHECKLIST

1. Determine base DCV.
2. Add any applicable Combat Skill Levels which the character wishes to use to increase his DCV.
3. Apply any modifiers for the particular weapon, armor, or shield being used.
4. Apply any modifiers for the particular Combat Maneuver or Martial Maneuver being used.
5. Apply any Combat Modifiers.
6. Apply any other modifiers.
7. Apply any modifiers which halve DCV (or otherwise reduce it by a fraction or percentage).
8. A character's minimum DCV is 0, regardless of modifiers. Any modifiers affect a character's DCV versus both HTH and Ranged attacks.

THE RANGE MODIFIER

When a character attacks a target at Range, the attack is subject to the *Range Modifier*, since it's harder to hit far-away targets. The Range Modifier Table lists the OCV penalties for different ranges.

RANGE MODIFIER TABLE

Range	OCV Modifier
Within Reach (1m)	-0
2-8m	-0
9-16m	-2
17-32m	-4
33-64m	-6
65-125m	-8
126-250m	-10
...and so forth	

Mental Combat

Almost all attacks use the ordinary Attack Rolls and CV already described. However, Mental Powers use *Mental Combat Value* (MCV) instead of the normal Combat Value. MCV includes Offensive MCV (OMCV) and Defensive MCV (DMCV). The Powers which use MCV are Mental Blast, Mental Illusions, Mind Control, Mind Link, Mind Scan, and Telepathy.

Substituting MCV for CV, Mental Combat works just the same as normal combat. The Attack Roll is (OMCV + 11 - 3d6 roll = DMCV the character can hit). Apply any modifiers for Combat Skill Levels, just as normal. However, Mental Combat works on a Line Of Sight basis; if an attacker can see the target, he can attack him without suffering the Range Modifier. Typically, none of the Combat Modifiers apply either.

A character using a Mental Power uses EGO instead of DEX to determine when he acts in the Phase. If he wants to take any physical actions (such as making a Half Move) first, he must wait until his DEX comes up, move, and then use his Mental Power.

COMBAT MODIFIERS

The following situations, circumstances, and actions can affect characters' Attack Rolls.

AREA OF EFFECT ATTACK

If a character uses an Area Of Effect attack, or a Power that inherently affects an area (such as Change Environment, Darkness, or Images), he targets a target point or Area with it rather than a character. A target point/Area has a DCV of 3 (or 0 if the target point is adjacent — within 2m of the attacker). If the attack hits, it automatically hits everyone in the Area. If it misses, it's so far off target it hurts no one (though the GM may have it cause some collateral damage to the environment).

AUTOFIRE

Automatic weapons (such as machine guns, assault rifles, and submachine guns) and Powers bought with the Advantage *Autofire* can fire more than one attack with a single Attack Roll. Thus, they can hit one target several times or several targets with one attack. The character declares how many shots he wants to fire, up to the maximum of five.

Autofire Against A Single Target

If a character makes an Autofire attack against a single target, he hits with one attack if the Attack Roll succeeds exactly. For every full 2 points by which the Attack Roll succeeds, he hits the target an additional time (to a maximum of the number of shots fired). For example, if he needs to hit DCV 9, and his roll is good enough to hit DCV 13, he'd hit his target 3 times (once at 9, once at 11, and once at 13).

Autofire Against Multiple Targets

To use an attack with Autofire against multiple targets, a character declares the targets and counts the line of meters "connecting" all the targets. He suffers a -1 OCV penalty for each 2m in the line. He must make a separate Attack Roll for each target fired at, and each target can only get hit one time. He must fire a minimum of one shot into each 2m "area" of the line, even if no target occupies it (thus, a character with a 5-shot Autofire weapon could affect a maximum of 10m and, at most, five separate targets). If the character misses one of the targets, he may continue down the line attempting to hit other targets.

Example: Lexa fires at three flesh golems in a 10m continuous line. She suffers a -5 penalty to her OCV for firing at each target (-1 for each 2m in the line). Lexa has a base OCV of 7, modified down to 2 by the penalty. Each flesh golem has a DCV of 4 (though she doesn't know that). Lexa's Attack Roll subtracts from (2 + 11 =) 13. Her first roll is a 5, so she can hit DCV 8, easily enough to hit the first flesh golem (each target can only get hit once). Lexa rolls to hit the second flesh golem and gets a 10, so she can only hit DCV 3 and misses it. Against the third flesh golems she rolls a 6, so she can hit DCV 7, and thus succeeds in hitting it.





BEHIND COVER

Targets which are partly behind cover are harder to hit. If a target is half Behind Cover (like a person behind a table or leaning around a corner), the attacker suffers a -2 OCV. If only a person's head is showing (like someone peering out of a door), the attacker suffers a -4 OCV. (Alternately, the GM can require attackers to shoot at only the exposed parts of a target's body using the Hit Location modifiers on page 209.)

ENCUMBRANCE

A character who carries around heavy equipment may become *encumbered*, and therefore not able to fight as well. As indicated on the accompanying table, Encumbrance can affect the character's DEX-based rolls, DCV, and rate of movement, and may tire him out quickly.

ENCUMBRANCE TABLE

Total Weight Carried	DCV/DEX Roll	Movement	END Cost per Turn
Up to 10%	-0	—	0
10-24%	-1	—	0
25-49%	-2	-2m	1
50-74%	-3	-4m	2
75-89%	-4	-8m	3
90-100%	-5	-16m	4

Notes

Total Weight Carried: A percentage of the total weight a character can lift, as indicated by the Strength Table (page 88).

END Cost Per Turn: When Encumbered in combat, the character uses this much END per Turn, in addition to any other END used for STR, Powers, and the like.

COMBAT MODIFIERS TABLE

Modifier	Notes	OCV	DCV
Area Of Effect Attack	Must hit target point's DCV (3; 0 if adjacent)	—	—
Autofire	More than one shot; 1 hit/2 points roll is made by	+0	-0
Behind Cover	By Hit Location Table or:		
	Target half hidden	-2	—
	Only target's head and shoulders visible	-4	—
Encumbrance	Attacker is weighed down	—	-0 to -5
Environmental Conditions	Various ambient conditions or situations	Varies	Varies
Explosions	Treat like Area Of Effect	—	—
Off Hand	Using off hand	-3	—
Surprised	In combat	—	x1/2
	Out of combat, take 2x Stun	—	x1/2
Surprise Move	GM decides	+1 to +3	—
Target Prone	May have Behind Cover	—	x1/2
Target Size			
Large (up to 2x human sized)	+2	—	
Enormous (3-4x human sized)	+4	—	
Huge (5-8x human sized)	+6	—	
...and so on			
Small (down to ½ human size)	-2	—	
Diminutive (down to ¼ human size)	-4	—	
Tiny (down to ⅛ human size [about 1 foot])	-6	—	
...and so on			
Unfamiliar Weapon	Character lacks appropriate Weapon Familiarity	-3	—





ENVIRONMENTAL CONDITIONS

The Environmental Conditions Table lists some typical environmental conditions and the problems they can cause in combat. Characters can eliminate these penalties using the listed Skills or by buying the Talent *Environmental Movement* (page 104).

ENVIRONMENTAL CONDITIONS TABLE

Condition	Problem; Modifiers
Climbing	Depending on the difficulty of the climb, reduce DCV by up to half.
Cluttered, Cramped	-2 DCV, -1 OCV (or worse) unless character succeeds with an Acrobatics roll.
Intoxication	-2 OCV, -2 DCV.
Narrow Surfaces	-2 DCV and -2 DC to all attacks unless character succeeds with an Acrobatics roll.
Poor Footing	-1 DCV and -1 DC to all attacks unless character succeeds with a Breakfall roll.
Water	Underwater: -2 DCV and -2 DC to all attacks unless character has TF: SCUBA. Standing in water: -2 DCV unless character succeeds with a Breakfall roll.
Zero-Gravity	-3 OCV, ½ DCV, and -3 DCs unless character makes a PS: Zero-G Operations roll.

OFF HAND

A weapon used in the character's "off" hand suffers a -3 OCV penalty. The Talent *Ambidexterity* eliminates this penalty.

SURPRISED

This Combat Modifier applies when a character's attacked from behind, above, by an invisible attacker, from ambush, or any other situation where he's surprised by the attack. The GM decides whether a character is "surprised" based on the circumstances.

A character Surprised while out of combat is at ½ DCV and takes 2x STUN from the attack (multiply the STUN before the character applies his defenses). This includes attacks against sleeping or Knocked Out characters.

A character Surprised while in combat is at ½ DCV, but the STUN damage remains normal.

SURPRISE MOVE

A Surprise Move is any maneuver a character makes which startles an opponent, tricks an enemy or takes advantage of his unperceptiveness, or involves an unexpected action which provides the attacker with a new angle of attack. The GM should reward this sort of inventiveness on the part of the player with an OCV bonus of +1 to +3 for that attack.

TARGET SIZE

Inanimate objects larger or smaller than normal human size (2m tall) are easier or harder to hit: a target 2x human size is +2 to an attacker's OCV, a target 4x human size is +4, and so on; a target ½ human size is -2 to an attacker's OCV, one ¼ human size is -4, and so forth.

These same modifiers apply to PER Rolls made to perceive large or small objects.

UNFAMILIAR WEAPON

A character must have Weapon Familiarity with a weapon, or have paid Character Points for it, to use it properly. Otherwise, he suffers a -3 OCV penalty.

COMBAT MANEUVERS

Although the number of different ways one character can strike another in combat is nearly infinite, the differences between the vast majority of these maneuvers — *in game terms* — are minimal. Therefore, the *HERO System* rules define fighting with several *Combat Maneuvers* that cover most of the possibilities. Any character can use Combat Maneuvers or Firearms Maneuvers, but Martial Maneuvers cost Character Points (see *Martial Arts*, page 99).

Combat Maneuvers can modify the character's OCV, DCV, damage done, and/or other factors. Any modifiers from the Maneuver remain in effect from when the character performs the Maneuver until the beginning of the character's next Phase. Thus, a SPD 3 character who Dodges on his Phase in Segment 4 retains the Maneuver's +3 DCV bonus until the beginning of his next Phase in Segment 8.

COMBAT MANEUVERS TABLE STANDARD MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block HTH attacks, Abort
Brace	0	+2	½	+2 OCV only to offset Range Modifier
Disarm	½	-2	+0	Disarm target, requires STR vs. STR Roll
Dodge	½	—	+3	Dodge all attacks, Abort
Grab	½	-1	-2	Grab Two Limbs; can squeeze or throw
Haymaker	½*	+0	-5	+4 Damage Classes to any attack
Move By	½ †	-2	-2	((STR/2) + (v/20)) d6; attacker takes 1/3 damage
Move Through	½ †	-v/10	-3	(STR + (v/12))d6; attacker takes ½ or full damage
Set	1	+1	+0	Take time to aim
Strike	½	+0	+0	STR damage or by weapon type



FIREARMS MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Multifire	1	-2	-2	Use multiple shots to increase the DCs of the firearm
Precise Autofire	1	var	½	Gain bonuses to hit single target once with Autofire
Rapid Fire	1	-2/x	½	Shoot one or more targets multiple times
Ricocheted Shot	½	var	+0	Use CSLs to “bounce” a shot to hit protected target
Snap Shot	1	-1	+0	Lets character duck back behind cover after shooting
Strafe	½	-v/6	-2	Make Ranged attack while moving
Suppression Fire	1	-2	+0	Continuous fire on area, must be Autofire

MARTIAL MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Choke Hold	½	-2	+0	Grab, 2d6 NND(2)
Defensive Strike	½	+1	+3	STR Strike
Killing Strike	½	-2	+0	½d6 HKA
Legsweep	½	+2	-1	STR +1d6 Strike; Target Falls
Martial Block	½	+2	+2	Block, Abort
Martial Disarm	½	-1	+1	Disarm, +10 STR to Roll
Martial Dodge	½	—	+5	Dodge, affects all attacks, Abort
Martial Escape	var	+0	+0	+15 STR versus Grabs
Martial Grab	½	-1	-1	Grab Two Limbs, +10 STR for holding on
Martial Strike	½	+0	+2	STR +2d6 Strike
Martial Throw	½	+0	+1	STR + v/5 Strike; Target Falls
Nerve Strike	½	-1	+1	2d6 NND(1)
Offensive Strike	½	-2	+1	STR +4d6 Strike
Sacrifice Throw	½	+2	+1	STR; You Fall, Target Falls
+1 Damage Class: Adds to all Martial Maneuvers				
Weapon Element: Allows use of Martial Arts with weapons				
* This maneuver takes one extra Segment to perform				

EXPLANATION OF TERMS:

Phase: How long it takes to perform the Maneuver.

OCV: The Maneuver’s modification to OCV.

Dash (“—”): Not applicable.

DCV: The maneuver’s modification to the attacker’s DCV.

Effects: The damage or other effect done by the Maneuver. STR means the Maneuver does STR/5 in d6 of Normal Damage.

Abort: A character can Abort to this Maneuver (see page 197).

Explanation Of Standard Maneuvers

These Standard Maneuvers simulate most of what goes on in any combat. Any character can use them.

BLOCK

Block allows a character to block an opponent’s HTH attack and set himself up to deliver the next blow. Using a Block is an Attack Action.

A character must declare his intention to Block before his attacker makes an Attack Roll. To attempt a Block, he makes an Attack Roll against his opponent’s OCV (not DCV). If successful, he Blocks the attack and takes no damage. Furthermore, if these two characters both have their next Phases in the same Segment, the character who Blocked automatically gets to act first, regardless of relative DEX (the Blocking character’s opponent is delayed until after the Blocking character’s DEX).

If a Block misses, the attacker still has to hit the Blocking character’s DCV.

A character who successfully Blocks one attack can Block additional attacks made against him in that Segment or later Segments. Each additional roll is made at a cumulative -2 penalty (second Block -2, third Block -4, and so on). If the character misses any of his Blocks, or takes any Action besides Blocking, he cannot Block further attacks.

BRACE

Brace allows a character to brace himself to steady his aim and improve his accuracy at range. To Brace, a character must take a Zero Phase Action to steady himself; this gives him +2 OCV only to offset the Range Modifier, but halves his DCV. Characters can combine Brace with Set.

DISARM

Disarm allows a character to knock a weapon or hand-held object out of another character’s grasp. If the Attack Roll succeeds, the two characters engage in a STR Versus STR Contest: each rolls 1d6 per 5 points of STR and counts the Normal Damage BODY. If the attacker’s BODY total is higher or the rolls tie, the Disarm succeeds and the target’s weapon or object goes flying 1d6+1 meters in the direction of the strike (attacker’s choice, within reason; the GM can modify the distance based on the circumstances). If the defender’s BODY total is higher, he retains his grip on his weapon.

Recovering a Disarmed weapon typically requires a Half Phase Action to move to the weapon (possibly a Full Phase Action, if the weapon is more than a Half Move away), plus another Half Phase Action to pick it up. If the character has an appropriate form of the *Fast Draw* Skill and succeeds with a roll, picking up the weapon is a Zero Phase Action.

DODGE

Dodge improves a character’s chances to avoid an attack by giving him +3 DCV against all attacks. Characters can Abort to Dodge. Using Dodge counts as an Attack Action.



GRAB

This Maneuver allows a character to get a hold on another character or object.

If the Attack Roll succeeds, the character has Grabbed his opponent. He can then do the following in the same Phase without making another Attack Roll:

- Squeeze the target, or smash him against something. This does the character's STR damage to the victim.
- Slam the against something (such as the ground or a wall). This does regular STR damage (STR/5 in d6 of Normal Damage) to the victim; the character retains his hold on the victim.
- Throw the target against something. This does the character's STR damage to the victim, and subjects him to the effects of a Throw (see *Martial Throw*, below), but means the character has to let the victim go.

If the character squeezes or smashes the victim, he can do the same thing in later Phases, but this requires an Attack Action and an Attack Roll.

Before the character can squeeze, smash, or throw the victim, the victim gets a chance to break free. This requires a STR Versus STR Roll — each character rolls 1d6 per 5 points of STR and counts the Normal Damage BODY. If the attacker's BODY total is higher or the rolls tie, the victim remains Grabbed; if the victim's roll is higher, he breaks free. Attempting to break free when first Grabbed is an Action that takes no time; in later Phases, it's an Attack Action.

A Grabbed character's two arms are immobilized. He can't use most handheld weapons and Accessible Foci. If a Grabbed character has more than two manipulatory limbs (because he bought Extra Limbs), he can use the rest of them normally.

A Grabbed character has $\frac{1}{2}$ DCV against all attacks. If he has a free limb or another way to make an attack, he has a -3 OCV to attack the character Grabbing him, and is at $\frac{1}{2}$ OCV when attacking other characters.

A character performing a Grab is at $\frac{1}{2}$ DCV against all attacks. He has his full OCV when attacking the Grabbed character, and is at $\frac{1}{2}$ OCV if he attacks other characters while maintaining the Grab.

HAYMAKER

A Haymaker is basically an all-out attack — the character takes extra time to “wind up” a punch, aim carefully to hit a vital spot, or otherwise attack the target powerfully. It takes one extra Segment to execute — the character spends his Phase preparing, then launches the attack at the very end of the next Segment — and if the target moves during that time, or the character suffers Knockback, the Haymaker automatically fails. It adds +4 Damage Classes (see page 207) to an attack. It cannot add to other Combat Maneuvers (except for Strike).

MOVE BY

This Maneuver allows a character to make a HTH Combat attack while doing a Full Move past his target with Running, Leaping, Swimming, Flight, or Swinging. If a Move By hits, it does half of the character's regular STR damage plus (Velocity/10)d6 Normal Damage to the target (round down when dividing velocity; characters can't add partial Damage Classes this way). The character takes one-third of this damage himself (but may apply his defenses to it). If a Move By misses, the character keeps moving past the target to the end of his Full Move.



MOVE THROUGH

Move Through allows a character to make a HTH Combat attack at the end of a Full Move with Running, Leaping, Swimming, Flight, or Swinging — he runs right into his opponent. This simulates ramming attacks, tackles, and many similar actions. If the attack hits, it does the character's regular STR damage + (Velocity/6)d6 in Normal Damage (round down when dividing velocity; characters can't add partial Damage Classes this way). The character takes half of this damage himself (but may apply his defenses to it). If a Move Through misses, the character keeps moving past the target to the end of his Full Move.

SET

This Combat Maneuver represents the effects of taking extra time to aim at a specific target, thereby improving one's accuracy. It requires a Full Phase to establish, and provides a +1 OCV bonus to all attacks against that target until the character ends the Set (which occurs if the character does anything other than aim at or attack the target, gets Stunned or Knocked Out, and so forth). A character can Set and Brace in a single Phase to get both bonuses (he also suffers both penalties).

STRIKE

This is the basic attack Maneuver. It includes attacks such as punches, kicks, elbow smashes, headbutts, attacks with weapons, firing a gun, using Attack Powers (such as Drain, Blast, Entangle, or any other power requiring an Attack Roll), and just about any other way a character can hit another character.

Explanation Of Firearms Maneuvers

These Maneuvers can be used by any character armed with a firearm. Some only work with non-Autofire firearms (such as most handguns); others only work with guns that have Autofire.

MULTIFIRE

Multifire allows a character to fire multiple shots from a non-Autofire firearm at a single target in an effort to do more damage. Using Multifire requires a Full Phase, and the character using it is at -2 OCV and -2 DCV.

To use Multifire, a character declares how many shots he wants to fire and makes his Attack Roll. (He must expend Charges (bullets) for each shot taken, of course.) If the roll succeeds exactly, he hits with one shot. For every full 2 points by which the Attack Roll succeeds, he hits the target an additional time (to a maximum of the number of shots fired), just like Autofire. After you determine how many shots hit, roll damage *once*, increasing the Damage Class of the attack by +1 for each shot that hit after the first shot.

For example, suppose a character Multifires four shots with a .45 ACP handgun. The gun's base damage is 2d6-1, equivalent to 5 DCs. He hits with three of the shots. Since he hit with two shots after the first, he adds +2 DCs when rolling damage, so he rolls 2d6+1 instead of his usual 2d6-1.

PRECISE AUTOFIRE

Precise Autofire allows a character to use an Autofire weapon against a single target with great accuracy. He can only hit the target *once*, but he receives a +1 OCV bonus for every two shots fired at the target. (Thus, 2-3 shots means +1 OCV; 4-5 shots +2 OCV; 6-7 shots +3 OCV; and so on.)

RAPID FIRE

This Maneuver allows a character to fire a non-Autofire firearm more than once in a Phase, either at a single target or at multiple targets. All targets must be within the character's front 180-degree line of sight.

Rapid Fire requires a Full Phase and reduces the character to ½ DCV. He also suffers a cumulative -2 OCV penalty for each shot after the first. He makes a separate Attack Roll for each shot fired, and each roll is at the full cumulative OCV penalty. He rolls the damage for each hit separately. If he misses any of his Attack Rolls, all remaining shots in that sequence automatically miss also. He must expend Charges (bullets) for each shot taken.

Example: *Holly Newcastle wants to use Rapid Fire against a troll. She has OCV 6 and is using her STI Ranger II, which provides a +1 OCV bonus, giving her a total 7 OCV. She decides to shoot the troll (DCV 4) three times. That means all her shots will suffer a -4 OCV penalty (-2 for each shot after the first), giving her an OCV of 3. She gets lucky on the first two shots, rolling an 8 and a 9, but the third one misses with a 14. So she gets to roll her gun's 2d6-1 damage twice against the troll, and has used up three bullets.*

Later Holly's facing down four zombies (DCV 3). She decides she'll Rapid Fire and shoot each of them once. That gives her a -6 OCV penalty, but she's desperate. She rolls a 6 and hits the first zombie, but her next roll is a 12, indicating a miss against the second zombie. Since she missed one roll in the sequence, she doesn't get to make any more Attack Rolls. She can roll her damage against the first zombie, and has used up four bullets.

RICOCHETED SHOT

A character with a firearm that shoots bullets (*i.e.*, not a shotgun or grenade launcher) and Combat Skill Levels that apply to shooting it can Ricochet a shot off the right surface. The GM must decide what surfaces are appropriate for Ricocheting; they usually have to be pretty sturdy (pavement, a cement column, a metal beam...).

For each Ricochet that a character wants his shot to make, he must use one CSL. For example, if the character wants to ricochet his attack off of three walls to hit the target from behind, he has to allocate 3 CSLs to Ricocheted Shot. (CSLs used to Ricochet cannot also be used to improve a character's OCV, DCV, or damage.) Determine the Range Modifier for the attack by counting the length of the entire path of the attack. A Ricocheted Shot can give the character a Surprise Move bonus (+1 to +3 OCV) if the target isn't expecting this type of attack (or possibly eliminate or reduce the effects of the *Behind Cover* Combat Modifier).



SNAP SHOT

This Maneuver allows a character to duck out from Behind Cover (see page 200), make a Ranged attack, and then duck back behind cover. Snap Shot requires a Full Phase, and can be used with Combat Maneuvers other than Strike (for example, a character could use Rapid Fire while Snap Shooting).

To make a Snap Shot, the character must start fully Behind Cover at a corner, edge, or opening in whatever he's hiding behind. He ducks out (on his Phase and DEX) and attacks, using the modifier for Snap Shot (-1 OCV) in addition to whatever other modifiers he might have (for the weapon or maneuver he uses, for example). He gets his full DCV (modified, if necessary, by any other maneuvers he uses) plus any bonus he deserves for remaining partially Behind Cover.

The character may only fire at targets he's aware of, although he may make a PER Roll to spot previously unknown targets. After this combat action, he's exposed to enemy attack for the rest of the Segment in which he attacked. On the Segment after the Snap Shot he may duck back Behind Cover (on the same DEX at which he made his Snap Shot).

STRAFE

This Maneuver allows a character to make a Ranged attack while performing a Full Move (something that's normally not allowed). It simulates the running-and-gunning action of many monster hunting scenes.

To use Strafe, a character first plots his entire movement path. Then he moves and makes his Attack Roll with his Ranged attack. Hit or miss, the character finishes moving at the end of his movement path. The character must be able to move at least 2m to Strafe. (Strafe is usually performed at the end of (or during) a Full Move, and thus takes a Full Phase. However, a character could Strafe with a Half Move after taking a Half Phase Action (such as opening a door), so it's listed as a Half Phase Action.)

While Strafing, a character is at -2 DCV and suffers an OCV penalty equal to his velocity divided by 6m (for example, a character Running at 12m velocity is at -2 OCV). The Range Modifier also applies, and should be calculated from where the character begins moving (unless the GM rules otherwise). Strafe doesn't increase or decrease the attack's damage or effect. Strafe is its own Combat Maneuver; unless the GM rules otherwise, a character can't combine it with other Maneuvers (for example, a character can't Strafe and Rapid Fire).

SUPPRESSION FIRE

Characters may only use this Maneuver with attacks capable of Autofire. Basically, a character uses this Maneuver to "hose down" an area with bullets so that anyone coming into that area is automatically attacked. Suppression Fire takes a Half Phase and is an Attack Action.

To use Suppression Fire, the character defines an Area that he's firing through. He suffers a -2 OCV penalty for performing Suppression Fire.

The character fires into the defined Area the maximum number of shots he can fire with his Autofire /weapon. Since Suppression Fire can last until the character's next Phase, the character fires that many shots *each Segment*, not just in Segments when he has a Phase. He must use the same number of attacks in every Segment in which he

uses Suppression Fire. He must expend Charges for each shot made, so he may run out of bullets quickly.

Anyone (or anything) who enters the Area covered by Suppression Fire is automatically attacked once for each 1m radius "zone" he moves through (there's no way to "sneak through" without risking a hit). The attacker must roll to hit; he makes one Attack Roll per 1m radius zone the target moves through. The attacker's OCV is determined by the number of zones being fired into, plus the -2 OCV Maneuver penalty. The target's DCV is normal, and each target can only be hit once per zone per Segment. The maximum number of hits a character can obtain with Suppression Fire in a Segment equals the number of shots fired in that Segment.

Explanation Of Martial Maneuvers

Any MHI RPG character can use the basic Combat Maneuvers or Firearms Maneuvers, but only those who have received special training, or have a particular aptitude for HTH combat, know Martial Arts. Martial Arts is a Skill characters have to purchase; see page 99.

Defensive Strike, Martial Block, Martial Disarm, Martial Dodge, Martial Grab, Martial Strike, and Offensive Strike are similar to Combat Maneuvers described above, but provide modifiers to OCV, DCV, damage done, or the like. The other Martial Maneuvers are explained below.

Choke Hold: This maneuver allows the character to Grab an opponent's head and neck and inflict NND damage (he can also keep the victim from speaking). The defense against this NND is having rigid armor on the neck, Resistant Protection PD on the neck, or Life Support: Self-Contained Breathing.

Killing Strike: This Maneuver allows the character to do Killing Damage to the target without using a weapon. It includes things like throat punches, breaking bones, snapping a victim's neck, and so on. Standard rules for HKAs and Killing Damage apply.

Legsweep: This Maneuver knocks an opponent's legs out from under him, dashing him painfully to the ground. See *Martial Throw* for details on the effects of Throws.

Martial Escape: This Maneuver grants a character extra STR only for breaking free from Grabs.

Martial Throw: This Maneuver allows an attacker to throw an opponent weighing no more than he can lift with his STR to the ground. This has several effects.

First, the Thrower does his STR damage to the Thrown character, plus 1d6 for every 10m of velocity the target had. If the Thrown character makes a Breakfall roll at -1 for every 2d6 of damage, he only takes half damage. In either case, the target ends up prone within 2m of the character.

Second, if the Thrower and Thrown character both have their next Phases in the same Segment, the Thrower automatically gets to act first, regardless of relative DEX (just like with a Block).

Nerve Strike: This maneuver allows a character to do NND damage by striking particularly vulnerable or sensitive parts of a target's body. The defense to the NND is rigid armor protecting his vulnerable spots or PD Resistant Protection.





Sacrifice Throw: Identical to Martial Throw, but the character performing the throw also ends up prone at the same place as the target.

Weapon Element: A character must define his Martial Arts as Barehanded or using a particular weapon. For example, Fencing is defined as using swords. Defining Martial Arts as requiring a weapon costs nothing, but the character cannot use his Martial Arts with his bare hands.

If a character defines his Martial Arts as Barehanded, he can buy *Weapon Elements* to allow him to also use weapons with it. A Weapon Element with a 1-point Weapon Familiarity category (page 102) costs 1 point.

When a character uses a Martial Maneuver with a weapon, substitute the weapon's damage for "STR" listed in the Damage/Effects column. If the weapon does Normal Damage, any damage bonuses from the Maneuver add to the weapon's damage directly; if the weapon does Killing Damage, add the weapon's damage bonus dice as Damage Classes (page 207). For example, if a sword does HKA 1d6, and a character uses it with a Martial Maneuver that does +4d6 damage, the sword does $(1d6 + 4 \text{ DCs} =) 2d6+1$ damage. (The GM may wish to "cap" this at no more than double the base DCs of the Killing Damage.)

+1 Damage Class: Extra Damage Classes increase the damage done with Martial Maneuvers. Each one purchased applies to all of a character's Martial Maneuvers. It adds +1d6 of damage, or +5 STR, depending on the type of Maneuver.

MARTIAL ARTS STYLES

Here are the Martial Maneuvers to buy if you want your character to know a particular style of martial arts. A character only has to buy at least 10 Character Points' worth of the maneuvers listed to practice that style.

Boxing: Martial Block, Martial Grab, Martial Strike, Offensive Strike

Fencing (requires a sword; each +2d6 of damage added by a Maneuver adds +1 Damage Class to the weapon's damage): Defensive Strike, Martial Block, Martial Disarm, Martial Strike, Offensive Strike.

Generic Martial Arts: Martial Block, Martial Dodge, Martial Strike, Martial Throw, Offensive Strike.

Jujutsu: Choke Hold, Martial Block, Martial Disarm, Martial Escape, Martial Grab, Martial Strike, Martial Throw, Sacrifice Throw.

Karate: Killing Strike, Martial Block, Martial Disarm, Martial Dodge, Martial Strike, Offensive Strike.

Krav Maga: Choke Hold, Martial Block, Martial Disarm, Martial Escape, Martial Grab, Martial Strike, Martial Throw, Offensive Strike

Kung Fu: Killing Strike, Legsweep, Martial Block, Martial Disarm, Martial Dodge, Martial Escape, Martial Grab, Martial Strike, Martial Throw, Nerve Strike, Offensive Strike.

Wrestling: Choke Hold, Martial Escape, Martial Grab, Martial Throw, Sacrifice Throw.



DETERMINING DAMAGE

If an attack hits, you must determine how much damage it does. This involves rolling dice. The description of the Power, maneuver, or weapon used indicates the number of dice to roll.

Most damage in the *HERO System* is one of two types: Normal Damage or Killing Damage. Normal Damage is caused by things like punches, clubs, and Blasts; it's intended primarily to Stun the target. Killing Damage is done by things like bullets, swords, and claws; it's intended to injure or kill the target.

Damage Class

To make it easy to compare different types of damage, the *HERO System* uses *Damage Classes*, or "DCs." The accompanying table lists the DCs for Normal and Killing Damage.

Damage Classes become important when you add damage to an attack via Martial Maneuvers or the like. A Maneuver that adds +2 DCs to a weapon adds +2d6 to a Normal Damage weapon, but doesn't add that much to a Killing Damage weapon.

DAMAGE CLASS TABLE

DC	Killing	Normal
1	1 pip	1d6
2	½d6, 1d6-1	2d6
3	1d6	3d6
4	1d6+1	4d6
5	1½d6, 2d6-1	5d6
6	2d6	6d6
7	2d6+1	7d6
8	2½d6, 3d6-1	8d6
9	3d6	9d6
10	3d6+1	10d6
11	3½d6, 4d6-1	11d6
12	4d6	12d6
13	4d6+1	13d6
14	4½d6, 5d6-1	14d6
15	5d6	15d6
16	5d6+1	16d6
17	5½d6, 6d6-1	17d6
18	6d6	18d6
19	6d6+1	19d6
20	6½d6, 7d6-1	20d6
	...and so forth.	

Normal Damage Attacks

Punches, blunt weapons like clubs, Blasts, and concussion explosions are Normal Damage attacks. This type of damage tends to knock an opponent out (by causing STUN damage) rather than kill him (by causing BODY damage).

For Normal Damage, the total on the dice is the amount of STUN damage the attack does. To determine how much BODY damage it does, look at the numbers rolled on the dice: a 1 is 0 BODY; a 2-5 is 1 BODY, and a 6 is 2 BODY. Thus, a 6d6 Normal Damage attack which rolls 6, 5, 4, 4, 2, and 1 does 22 STUN and 6 BODY. The number of BODY done is usually close to the number of dice rolled.

NORMAL DAMAGE

Each die for Normal Attack	BODY done
1	0 (zero)
2-5	1
6	2

Killing Damage Attacks

Claws, knives, bullets, and similar attacks do Killing Damage. This type of damage is more likely than Normal Damage to kill an opponent.

For Killing Damage, the total on the dice is the amount of BODY the attack does. To determine the STUN done, the character rolls a *STUN Multiplier* — ½d6 — and multiplies the result by the amount of BODY done. For example, suppose an RKA 3d6 rolls 3 + 4 + 5 = 12. That's 12 BODY damage. Then you roll ½d6 for the STUN Multiplier. If it comes up 3, the attack does 36 STUN (3 x 12).

TAKING DAMAGE

Now that you know how to dish out damage, here's how to take it.

The *HERO System* distinguishes between two types of defenses: *Normal* (which only apply against Normal Damage) and *Resistant* (which apply against Normal and Killing Damage). Normal Defenses include a character's natural PD and ED; Resistant Defenses include body armor, Resistant Protection, and PD and ED for which a character has bought the *Resistant* (+½) Advantage.

The *HERO System* also distinguishes between *physical* damage (such as punches, bullets, swords, falling, clubs, and so forth) and *energy* damage (such as fire, lasers, Blasts, and the like). Defenses usually only protect against one type of damage or the other — for example, a character's Physical Defense (PD) only works against physical attacks, and his Energy Defense (ED) against energy attacks.

1. If the attack does Normal Damage (fists, clubs, Blasts):

- Add all applicable forms of Defense — both Normal and Resistant — together to determine the character's total Defense.
- Subtract the character's total Defense from the STUN damage done by the attack. The remainder is how much STUN damage he suffers.
- Subtract the character's total Defense from the BODY damage done by the attack. The remainder is how much BODY damage he suffers.



2. If the attack does Killing Damage (claws, blades, guns):

a. Determine how much of the character's Defense is *Resistant* (meaning it protects against Killing Damage). The *Resistant Protection Power* and defenses with the *Resistant Advantage* provide Resistant Defense; so does armor the character wears (chainmail or plate armor, for example).

b. Subtract the character's Resistant Defense from the BODY damage done by the attack. The remainder is how much BODY damage he suffers.

i. A character's Normal Defenses, including his PD and ED (unless modified by the *Resistant Advantage*), *do not* reduce the BODY from Killing Damage, even if he has Resistant Defenses.

c. Add all applicable forms of Defense — both Normal and Resistant — together to determine the character's total Defense. Subtract his total Defense from the STUN damage done by the attack. The remainder is how much STUN damage he suffers.

3. If the attack does No Normal Defense (NND) damage:

a. If the character has the applicable defense, he takes no damage at all.

b. If the character doesn't have the applicable defense, he takes all the damage.

Some Advantages, such as *Armor Piercing* or *Hardened*, may affect how damage applies to defenses.

EFFECTS OF DAMAGE

There are four major effects of damage: Stunning; Knockout; Injury; and Death.

Stunning

If the amount of STUN damage a character suffers from a single attack (after subtracting his defenses) is less than or equal to his CON, he suffers no additional effect — he just loses the STUN.

If the amount of STUN damage a character suffers from a single attack (after subtracting his defenses) is greater than his CON, he loses the STUN and is *Stunned*. A Stunned character's DCV instantly drops to $\frac{1}{2}$. At the end of the Segment, any of his Powers which are not Persistent, and any Skill Levels of any type, turn off. The character can do nothing until he recovers from being Stunned (though he still gets his free Post-Segment 12 Recovery).

Recovering From Being Stunned

A Stunned character must take a moment to clear his head. This is called *recovering from being Stunned*.

Recovering from being Stunned requires a Full Phase, and is the only thing the character can do during that Phase. A character can recover from being Stunned in the Segment in which he was Stunned if he had a Phase in that Segment and had not yet acted that Phase. When he recovers from being Stunned, the character's DCV returns to normal, but he doesn't gain back any of his lost STUN.

If a character has to recover from being Stunned in his Phase, but takes damage in that Segment prior to when his Phase begins, he cannot recover from being Stunned that Phase. He must try to do so on his next Phase instead.

Knockout

If the amount of STUN damage a character suffers from a single attack or multiple attacks (after subtracting his defenses) is greater than his STUN, he is Knocked Out. A character who is Knocked Out has OCV 0, DCV 0, and MCV 0, and any attack that hits him does 2x STUN. At the end of the Segment, any of his Powers which are not Persistent turn off.

To regain consciousness, a Knocked Out character must take Recoveries (see page 209) — in fact, that's all he can do until he wakes up (though he cannot take a Recovery in the same Segment when he was Knocked Out, even if he has a Phase). But if he's deeply unconscious, he may not get to take a Recovery every Phase (see accompanying table). When the character's Recoveries make his STUN total positive, he wakes up and can take whatever Actions he wants to. However, his END total in this situation equals his current STUN total; he's put all of his energy into waking up.

RECOVERY TIME

STUN Total	How Often Character Recovers
-0 to -10	Every Phase and Post-Segment 12
-11 to -20	Post-Segment 12 only
-21 to -30	Once a minute only
-31 or more	GM's option (a long time)

Injury

Characters who take BODY damage suffer appropriate injuries based on the attack being used — cuts, broken bones, wounds, burns, and other such unpleasanties.

Death

A character at or below 0 BODY is dying. He loses 1 BODY each Turn (at the end of Segment 12). Death occurs when, either due to attacks or to loss of BODY per Turn, he has lost twice his original BODY (*i.e.*, when he reaches a negative BODY score equal to his starting positive BODY).

KNOCKBACK

In some fights, attacks are so powerful they knock the characters all over the battlefield. To reflect this, characters can do *Knockback* (KB). KB is rare in MHI RPG campaigns; it's most likely to occur when a big monster with a lot of STR hits a character. To keep the game flowing smoothly, the GM can ignore the KB rules if he wishes.

To determine how much Knockback a character suffers from being hit, the attacker rolls 2d6 (+1d6 if the attack is *Armor Piercing*, does *Killing Damage*, uses *Martial Arts*, or the target uses *Clinging*; -1d6 if the target is in the air). He subtracts the total rolled from the amount of BODY rolled on the attack dice.

If the result is negative, no Knockback occurs; the defender remains where he was standing before the attack.

If the result is 0, the character is Knocked Down. He must spend a Half Phase in his next Phase getting to his feet or reorienting himself.



If the result is positive, the target is Knocked Back 2m times the result. If he hits a solid object (like a wall or a tree), he takes 1d6 Normal Damage for every full 2m of Knockback taken. If he hits nothing, he lands on the ground and takes half that much Normal Damage.

HIT LOCATIONS

You can use the Hit Location optional rule to determine which part of a character's body is hit by a particular attack or blow. Depending on where he's hit, a character may take more or less damage than usual. Characters also use these rules to target specific areas of the body (for example, a sniper trying to shoot someone in the head).

To use the Hit Location Table, roll 3d6 to determine where the attack hits. Then roll the damage for the attack. If it's a Normal Damage attack, multiply the STUN damage done by the figure in the N STUN column, and the BODY damage done by the figure in the BODYx column. If it's a Killing Attack, multiply the BODY damage rolled by the figure in the BODYx column. Then, instead of rolling a STUN Multiplier, use the multiplier in the STUNx column.

"Vitals" is defined as any particularly delicate or vulnerable area on the body. This includes the heart (perfect for staking vampires!), the groin, a major artery, and many other areas. The GM should choose whatever effect is most appropriate for the attack and the situation.

The "To Hit" column indicates the OCV modifier for making a "placed shot" or "called shot" at that specific part of a target's body. The greater the game effect of hitting a particular Hit Location, the worse the OCV penalty for targeting it.

Attacks that have the *Area Of Effect* Advantage, or that otherwise affect an entire Area, usually don't use the Hit Location rules — just apply the damage generally with a rolled STUN Multiplier. But the GM can choose to use Hit Locations in this situation if desired.

HIT LOCATION TABLE

3d6 Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6	Hands	x1	x½	x½	-6 OCV
7-8	Arms	x2	x½	x½	-5 OCV
9	Shoulders	x3	x1	x1	-5 OCV
10-11	Chest	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14	Thighs	x2	x1	x1	-4 OCV
15-16	Legs	x2	x½	x½	-6 OCV
17-18	Feet	x1	x½	x½	-8 OCV

If necessary, roll 1d6 to determine left or right side (hands, arms, shoulders, thighs, legs, feet). If you roll a 1, 2, or 3, the left side is hit; if you roll a 4, 5, or 6, the right side is hit.

RECOVERY

During combat, a character may temporarily lose both STUN and END. To reflect the body's recuperative capacity, each character has a *Recovery* (REC) Characteristic.

Characters use REC to regain STUN and END. This is known as "Recovering" or "taking a Recovery." When a character Recovers, add his REC to his current STUN and END totals.

Characters get to Recover in two situations. First, after Segment 12 each Turn, all characters (even Stunned ones) get a free *Post-Segment 12 Recovery*. This Recovery occurs automatically (unless the character is holding his breath or deeply unconscious).

Second, a character may choose to take a Recovery as his Action in any of his Phases. Taking a Recovery is a Full Phase Action, reduces the character's DCV by half, and occurs at the end of the Segment (after all other characters who have a Phase that Segment have acted).

If a character takes damage from an attack in the Segment in which he takes a Recovery, the Recovery fails; he gets no STUN or END back and has wasted his Phase.

Holding Breath And Drowning

A character who holds his breath does not get to Recover, even on Post-Segment 12. He also expends a minimum of 1 END per Phase. If he runs out of END, he can spend STUN as END at the rate of 1d6 STUN per "2 END" used. If he runs out of STUN, he starts to lose BODY at the rate of -1 BODY per Phase until he dies.

Recovering BODY

Injured characters Recover their REC in BODY per month. The GM can proportion this BODY over the course of the month if desired. Hospital care or advanced medicine may as much as double the healing rate; poor or unsanitary conditions may as much as halve it.

PRESENCE ATTACKS

Powerful individuals are impressive — impressive enough to make others stop and listen, or even obey commands. The *HERO System* simulates this with *Presence Attacks*.

A Presence Attack is an attempt to influence one or more targets. It affects everyone who can hear it, provided it's intended for them. It can make an opponent hesitate or surrender, convince a bystander to offer assistance, intimidate a prisoner into confessing, or make someone run away in fear.

To perform a Presence Attack, a character rolls 1d6 for every 5 points of PRE he has (plus any dice added or subtracted by modifiers). Compare the total on the Presence Attack dice to the defender's PRE using the Presence Attack Table. (In some cases, the GM may let a character resist a Presence Attack with EGO instead, if it's higher.)





PRESENCE ATTACK TABLE

Presence Attack is	Effect of Attack
Target's PRE	Target is impressed. He hesitates enough so that the attacker may act before him this Phase, or receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Phase.
Target's PRE +10	Target is very impressed. He hesitates as above, and only performs a Half Phase Action during his next Phase. He considers very deeply what the attacker says, and may comply with requests or obey orders which seem worthwhile to him. He receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Turn.
Target's PRE +20	Target is awed. He will not act for 1 Full Phase, is at ½ DCV, and possibly will do as the attacker commands. If he is friendly, he is inspired and may follow the character into danger; he will comply with most requests and obey most orders. He receives +10 PRE only for purposes of resisting contrary Presence Attacks made that Turn.
Target's PRE +30	Target is cowed. He may surrender, run away, or faint. He is at 0 DCV, and will nearly always follow commands. If he is friendly, he becomes inflamed, and will follow character into any danger, comply with virtually any request, or obey virtually any order.

PRESENCE ATTACK MODIFIERS TABLE

Modifier	Situation or Character's Action
-1-2d6	Inappropriate setting
-1d6	In combat
-1d6	At a disadvantage (e.g., captured)
	Presence Attack conflicts with target's Psychological Complication
-1d6	Moderate Psychological Complication
-2d6	Strong Psychological Complication
-3d6	Total Psychological Complication
	Negative Reputation contrary to Presence Attack
-1d6	8- Reputation
-2d6	11- Reputation
-3d6	14- Reputation
-4d6	Extreme Reputation
	Presence Attack agrees with target's Psychological Complication
+1d6	Moderate Psychological Complication
+2d6	Strong Psychological Complication
+3d6	Total Psychological Complication
+1d6	Exhibiting a Power or superior technology
+1-3d6	Violent action
+1-3d6	Good soliloquy
+1-2d6	Appropriate setting
+2d6	Target is in partial retreat
+4d6	Target is in full retreat/has been captured

THE ENVIRONMENT

The environment is often a source of danger for daring characters. They can fall off cliffs, be struck by lightning, or get mauled by wild animals. However, characters can affect the environment, too — primarily by breaking and smashing things which get in their way. The following tables and text describe a few common circumstances and the damage (or other effects) characters might suffer from them.

CHEMICALS

Type Of Chemicals	Damage
Diluted, Weak	½d6 per Segment
Diluted, Strong	2d6 per Segment
Concentrated, Weak	1d6 per Segment
Concentrated, Strong	4d6 per Segment

The damage indicated on the table is Normal Damage, NND, but it does BODY. The defenses are to be covered by a substance which the chemicals will not affect (like a chemical-proof sealed suit) or to have a PD Resistant Protection defined as a “force-field” (or some other Power that keeps the chemicals from touching the character).

ELECTRICITY

Power Type	Poorly		Well
	Insulated	Grounded	Grounded
Household Current	1d6 S	2d6	1d6 K
Heavy Household Current	3d6 S	5d6	2d6 K
Light Industrial Current	5d6 S	8d6	3d6 K
Heavy Industrial Current	7d6	11d6	4d6 K
High Tension Line	9d6	14d6	5d6 K
Automobile Spark Plug	2d6 S	5d6	2d6 K
Lightning Bolt	5d6 S	10d6	4d6 K+

S: STUN only damage

K: Killing Damage

Well Grounded includes standing in water or holding onto a metal pipe stuck into the ground. Insulated includes flying, standing on a rubber mat, or wearing a special insulating suit. The rest of the time, the character is probably Poorly Grounded.





FIRE TABLE

Fire Type	Heat Damage	Other Damage
Torch	1 pip — 1d6 K	+2d6 HA
Lantern, Flaming Oil	1 pip — 1d6+1 K	
Wood or House Fire	1 pip — 2d6 K	0-2d6 NND (Smoke)
Oil or Chemical Fire	1 pip — 3d6 K	0-3d6 NND (Smoke)
Electric Burner/ Heater	½-1d6 K	
Superheated Steam	2-3d6 K	10d6 Normal (physical), if in blast
Boiling Oil or Tar	2-4d6 K	May have Sticky effect
Molten Metal	4d6 K	14d6 Normal (physical)
Blast Furnace	6d6 K	12d6 Normal (physical), if in furnace
Rocket Exhaust	6-8d6 K	18d6 Normal (physical)
Acetylene Torch	2d6 K AP	
Oxy-Hydrogen Torch	2½d6 K AP	
Laser Torch	3d6+1 K AP	
Plasma Torch	4d6 K AP	

AP: Armor Piercing

K: Killing Damage

NND: No Normal Defense (STUN only)

BREAKING THINGS

Many fights inevitably involve property damage. What would a barroom brawl be without smashed chairs?

In the *HERO System*, every object has a PD and ED value and a BODY total. An object's PD and ED are Resistant unless noted otherwise in the table. The BODY an object has depends on its size, shape, weight, and durability. Objects don't have STUN; only the BODY damage they take matters. The Object Table lists the defenses and BODY for some common objects.

If a character uses an object as a weapon, the maximum amount of damage he can do with it equals its combined PD+BODY — if he tries to do additional damage, the object simply breaks.

FALLING TABLE

An object's velocity increases by +10m each Segment due to the acceleration of gravity. The additional acceleration is applied before the character moves. Thus, when an object begins to fall, it starts with a velocity of 10m. An object that is beginning its fifth Segment of falling will have a velocity of 50m (the 40m from the fourth Segment, plus an additional 10m). The maximum velocity based on gravity is 60m/Segment.

Segments Since Fall Began	Total Current Velocity	Distance Fallen
1	10m	10m
2	20m	30m
3	30m	60m
4	40m	100m
5	50m	150m
6	60m	210m
7	60m	270m
8	60m	330m
...and so forth		

Falling Damage: Short falls (20m or less) cause 1d6 Normal Damage per 2m fallen. A character who falls 10" or more takes 1d6 Normal Damage for every 2m/Segment of velocity he has at the time he strikes the ground (the "Current Velocity" listed in the Falling Table). A successful Breakfall roll halves falling damage, but don't forget the standard -1 per 4m fallen penalty to the roll.

Dropped Objects: Determine how many dice of damage a dropped object would take if it fell to where the character's position. The character takes that many dice of damage, to a maximum of the object's PD+BODY.

BREAKING THROUGH WALLS

With walls and similar structures, a character may not need to destroy an object completely — he might just want to create a hole through it. In this case, a character who exceeds the wall's BODY has created a human-sized hole in it. The size of the hole doubles for every +1 BODY inflicted over the wall's base BODY. The GM may reduce the BODY listed in the Object Table for these purposes if the wall is thin or fragile, he wants to make it easier for a character to smash through, or the like.

BREAKING MACHINERY

Characters who damage machines may make them stop working before they're completely destroyed.

If the machine takes up to ¼ of its BODY in damage, it continues to function on a 14- roll.

If a machine takes more than ¼ and up to ½ of its BODY in damage, it continues to function on an 11- roll.

If a machine takes more than ½ of its BODY in damage, it continues to function on an 8- roll.





OBJECT TABLE

Material or Object	PD	ED	BODY
Doors			
Interior wood door	2	2	3
Exterior wood door	4	4	3
Metal fire door	5	5	5
Safe door	10	15	9
Large vault door	16	24	9
Furniture			
Computer, personal	2	2	2
Furniture, light wood	3	2	3
Furniture, heavy wood	4	3	5
Furniture, plastic	2	2	3
Furniture, steel-reinforced	5	4	5
Glass	(1)	(1)	1
Glass, reinforced	(2)	(2)	1
Hearth/fireplace	5	10	10
Locks			
House door lock	3	3	2
Padlock	4	4	3
Machinery			
Light machinery	5	4	4
Medium machinery	7	6	6
Heavy machinery	9	8	8
Outdoor Items, Misc.			
Awning	3	1	1
Boulder (single)	5	10	13
Bridge, small (1.6 ktons)	9	9	21
Bridge, large (100 ktons)	9	9	27
Bushes	2	(1)	2
Dirt (per cubic meter)	0	4	10
I Beam (per 2m length)	9	9	8
Manhole cover	9	9	5
Railroad tracks	4	4	5
Roadway (.5m thick)	5	8	11
Stone (per cubic meter)	5	10	19
Telephone pole	5	5	5

Trees			
Small tree (less than 2m)	4	3	5
Medium tree (less than 10m)	5	4	8
Large tree (11m or more)	5	4	11
Vehicles			
Armored car	8	8	18
Automobile	3	3	15
Bicycle	3	3	2
Helicopter	3	3	14
Motorcycle	3	3	11
Plane, Light	3	3	13
Plane, Twin engine	3	3	15
Plane, Multi-engine	3	3	19
Railroad car	6	6	15
Truck or bus	4	4	17
Walls			
Armored wall	13	18	7
Brick wall	5	10	3
Concrete wall	6	10	5
Home inside wall	3	3	3
Home outside wall	4	6	3
Reinforced concrete wall	8	10	5
Wooden wall	4	3	3
Weapons			
Heavy weapon	6	6	8-9
Pistol	4	4	3-4
Rifle	4	4	5-7
Sword	4	4	4-6
Very large heavy weapon	6	6	12
Miscellaneous			
Barrel	3	2	6
Drum, 55-gallon, steel	4	6	6
Wooden crate (1m square)	4	3	7

Defense in (parentheses) is Normal Defense (*i.e.*, it doesn't apply against Killing Damage).





AUTOMATONS

Automatons are “characters” who, although active, aren’t alive or free-willed in the traditional sense. In the MHI RPG this includes many types of undead (zombies, skeletons, and mummies, for example), golems, and robots.

An Automaton has no free will. It can only act by following commands, and will usually keep following its last command mindlessly until something (such as another command) stops it. An Automaton can have a number of simple commands, or programs, equal to its INT.

An Automaton must know the appropriate Skill to execute a command. If commanded to fire a gun, it must have WF: Small Arms or suffer the standard nonproficiency penalty. If commanded to drive a car, it must have TF: Ground Vehicles.

CREATING AUTOMATONS

An Automaton is built like other characters, with the following exceptions:

- it automatically has 0 EGO and is immune to all Mental Powers. It cannot make EGO Rolls or its own decisions.
- it must sell its END back to 0, and all of its powers and abilities (including STR and movement) must be bought to cost 0 END (or use Charges).
- it has PRE and can make Presence Attacks, but is immune to Presence Attacks made against it.
- it has no Everyman Skills or free languages — it must buy all of these things with points.

You can simulate the abilities of many “classic” Automatons with regular Powers and effects. Life Support is a common Automaton ability; few Automatons need to eat, sleep, or breathe.

Automaton Powers

Automatons can buy several Powers unique to them that represent their special nature.

CANNOT BE STUNNED

Cost: 15 Character Points

An Automaton with this Power is never Stunned, even if he takes STUN damage which exceeds his CON. It can fight until it’s Knocked Out or destroyed.

NO HIT LOCATIONS

Cost: 10 Character Points

An Automaton with this Power has no particularly vulnerable or better defended locations on its body — a hit for, say, 5 BODY and 20 STUN does that much damage whether the Automaton is hit in the head or the hand. In short, the Hit Location Table is useless against this Automaton.

TAKES NO STUN

Cost: 45 Character Points

An Automaton with this power ignores the STUN damage from any attack: it only takes the BODY. It has no STUN Characteristic. Furthermore, its base PD and ED are divided by 3, and the cost of all additional defenses and Defense Powers are multiplied by 3 (before applying any Advantages or Limitations).

An Automaton with this Power cannot be Stunned or Knocked Out, because it takes no STUN damage. However, if it takes BODY damage from any attack after applying its defenses, it loses one of the following: one Power; 10 STR; 1 SPD; or 1 normal Sense. What exactly is lost is up to the GM. It functioning when its BODY falls to 0 or below.

VEHICLES

When they need to get someplace fast, Hunters use vehicles. More importantly for game purposes, they often find themselves using vehicles to flee from fast monsters, chase cultists, and so on. This section covers the *HERO System* information on a selection of vehicles, and rules for using them. For even more vehicles, see *The Ultimate Vehicle* or *The HERO System Vehicle Sourcebook*.

THE VEHICLE TABLE

As indicated in the accompanying table, vehicles have the following Characteristics and attributes:

Size: The length and width of the vehicle for game purposes. This does not include the wings on airplanes or the rotors of helicopters, nor indicate precise real-world measurements. It’s mainly used to determine the DCV modifier for a vehicle.

OCV+: The OCV bonus that characters and other vehicles receive when trying to hit the vehicle, due to its Size.

Mass (KB): The vehicle’s mass when empty; its Knockback modifier.
STR: The maximum lifting Strength of the vehicle. The vehicle can lift this much in addition to itself; its Mass does not count against its lifting total (use the Encumbrance rules, page 200, to determine if a vehicle is too overloaded to move at full speed). Vehicles’ STR does not cost END to use.

DEF: The PD and ED of the vehicle (they’re equal, unless noted otherwise).

BODY: The amount of BODY the vehicle can take before it stops running. To destroy a vehicle completely, you must do two times the listed BODY.

DEX: The maximum effective DEX a character can use when driving the vehicle (see *Using Vehicles*).

SPD: The maximum effective SPD a character can use when driving the vehicle (see *Using Vehicles*).

MOVE: The vehicle’s meters of movement and its Noncombat velocity multiple. For example, a vehicle with a Move of 50mx4 can move at 50m and has a x4 Noncombat velocity multiplier. Vehicles’ movement does not cost END to use.

A vehicle has the mode(s) of movement appropriate for its type: cars and other ground vehicles have Running; air vehicles have Flight.

MAX: The maximum amount of meters the vehicle can travel in one full Turn at Noncombat Movement velocities.



Notes

1. Police Cars include Radio, Emergency Lights and Siren, Public Address System, +1 with Ground Movement, and possibly various police weapons.
2. A Motorcycle's PD/ED are bought with the Limitation *Doesn't Protect Occupant* (-½).
3. The HMMWV (High Mobility Multipurpose Wheeled Vehicle; "Humvee") or "Hummer" is the U.S. Army's modern all-purpose vehicle. Depending on how an individual unit is outfitted, it can function as an ambulance, communications center, cargo transport, and so forth. It can also be equipped to carry weapons such as TOW missile launchers and 7.62mm or .50 caliber machine guns. The listed Humvee has no weapons.
4. The moving rotors on a helicopter do 2d6 Killing Damage in about an 8-14m radius.
5. The F-15E Eagle jet fighter can fly at about Mach 2.5. It's armed with a 20mm cannon (RKA 4d6, Autofire (10), +1 STUN Multiplier, 940 Charges), up to 11,000 pounds of ordnance (represented here by 24 one thousand pound bombs [RKA 4d6, Explosion]), eight Sidewinder and Sparrow missiles, and various electronic warfare systems. It also has an ECM system, ejection seat, infrared sensors, life support, 360-Degree Radar with, and HRRP.
6. The AH-1W SuperCobra is equipped with an M197 20mm cannon (RKA 4d6, Autofire (10), +1 STUN Multiplier, 750 Charges) and two AGM-114 anti-tank missiles (RKA 4d6, AP, Explosion). It can carry a variety of other weapons, and also has anti-infrared systems, IR sensors, radar, and HRRP.
7. The AH-64 Apache has four hardpoints. This allows it to carry four pods of four Hellfire missiles, four 19-tube 2.76-inch FFAR rocket launchers, or some combination of the two. It also has a 30mm chain gun (RKA 4 ½d6, Autofire (10), AP, +1 STUN Multiplier, 1,200 Charges). It also has anti-infrared systems, IR sensors, radar, and HRRP.
8. The MI-24 Hind — the sort of helicopter MHI has — is typically armed with a 12.7mm machine gun in front (RKA 3d6, Autofire (8), +1 STUN Multiplier, 750 Charges) and has two "wings" with three hardpoints each. These can hold one AT-2 ATGW missile per hardpoint (RKA 4d6, AP x2, Explosion) or various other weapons. MHI's Hind ordinarily has no weapons and uses the hardpoints to carry gear pods and additional fuel tanks.

USING VEHICLES

Vehicles move just like characters: they have a SPD, Combat Movement velocity, and Noncombat Movement velocity. However, some special rules apply.

Vehicles have a base movement in meters. This movement is the number of meters the vehicle can move at Combat Movement velocity in a single Phase; a vehicle can travel more quickly if it moves at Noncombat velocity (which of course reduces the vehicle's OCV to 0 and halves its DCV). A vehicle's Phases derive from its SPD, just like a character. A vehicle with a SPD 4 moves on Segments 3, 6, 9, 12.

A vehicle can only be driven on the *lower* of its SPD or the driver's SPD. If the vehicle has a higher SPD than its driver, it's too responsive for him to use to its full potential; if his SPD is higher, the vehicle simply can't keep up with his reaction time. In either case, either the driver or the vehicle has to Hold its Actions as appropriate to keep the vehicle moving properly.

Vehicles In Combat

VEHICULAR DCV

A vehicle's DCV is listed in the Vehicle Table (but note that the OCV+ modifier to attackers' OCV may make it very easy to hit the vehicle).

In most cases, vehicles are driven at Noncombat velocity, so they have half their DCV. They only have their full DCV when driven at Combat velocities.

The driver's skill (or lack thereof) may also modify a vehicle's DCV. If the driver does not have Combat Driving (or Piloting for aircraft), the vehicle is at ½ DCV regardless of velocity (however, you can only halve the vehicle's DCV once, so an untrained driver driving at Noncombat velocity still only halves the vehicle's DCV).

VEHICLE DAMAGE TABLE

d6	Vehicle Loses
1	One 2x Noncombat Movement multiplier
2	10m of Combat Movement
3	Vehicle's largest Power
4	10 STR
5	5 DEX
6	1 SPD

Damage To Vehicles

Vehicles which take damage slowly fall apart. Each time a vehicle takes BODY from an attack, the GM should roll on the Vehicle Damage Table to determine the effects. When a vehicle has lost all of its BODY it falls apart or otherwise becomes inoperable. If a vehicle takes twice its BODY, it's completely destroyed.

VEHICLE AND PASSENGER ATTACKS

A vehicle's OCV is listed in the Vehicle Table. If the driver has Combat Driving (or Piloting), the vehicle has its full OCV; if he does not have Combat Driving, halve the vehicle's OCV.

Use the vehicle's OCV for attacks with weapons built into the vehicle, and for ramming (Move Through) and sideswipe (Move By) attacks.

The driver or passengers may make their own attacks with their own weapons; they act on their own Phases and DEXs. All such attacks suffer an automatic -2 OCV penalty — it's hard to aim in a moving vehicle. The driver suffers an additional -1, since he has to devote some of his attention to controlling the vehicle. If the driver has made any Combat Driving (or Piloting) rolls at more than a -1 modifier that Segment to control or maneuver his vehicle, all attacks he or his passengers make suffer an additional -1 modifier.



VEHICLE TABLE

Name	Size	OCV+	Mass (KB)	STR	DEF	BODY	DEX	OCV	DCV	SPD	Move	MAX	Notes
Miscellaneous Cars													
Compact	4x2x2m	+2	800kg (-3)	25	3	13	15	5	5	3	36m x4	532m	
Midsize	5x2½x2½m	+2	1.6t (-4)	30	3	14	15	5	5	3	50m x4	600m	
Full-Size	6x3x3m	+2	1.6t (-4)	35	3	16	14	5	5	3	48m x4	576m	
Limousine	6x3x3m	+3	3.2t (-5)	35	3	15	12	4	4	3	48m x4	576m	
Pickup Truck	6x3x3m	+3	3.2t (-5)	40	3	18	15	5	5	3	48m x4	576m	
Sports Utility Vehicle	5x2½x2½m	+2	1.6t (-4)	35	4	14	14	5	5	3	46m x4	552m	
Sports Utility Vehicle, MCB	5x2½x2½m	+2	1.6t (-4)	38	6	16	13	5	5	3	50m x8	1,200m	
Van	6x3x3m	+3	3.2t (-5)	40	3	18	12	4	4	3	46m x4	552m	
Van, MHI	6x3x3m	+3	3.2t (-5)	42	4	20	13	4	4	3	48m x4	576m	
Panel Truck	8x4x4m	+4	6.4t (-6)	45	3	19	10	3	3	3	42m x4	504m	
School Bus	10x5x5m	+4	12.5t (-7)	45	4	17	10	3	3	2	44m x4	352m	
Tractor-Trailer	20x10x10m	+6	100t (-10)	60	4	20	10	3	3	3	42m x4	504m	
Armored Car	8x4x4m	+4	6.4t (-6)	45	8	20	10	3	3	3	40m x4	480m	
Police Car	5x2½x2½m	+2	1.6t (-4)	30	3	14	15	5	5	3	54m x4	648m	1
Sportscars													
Lamborghini Diablo	4x2x2m	+2	800kg (-3)	25	3	13	23	8	8	4	70m x4	1120m	
Lotus Esprit Turbo	4x2x2m	+2	800kg (-3)	25	3	13	21	7	7	4	60m x4	960m	
Porsche 911	4x2x2m	+2	800kg (-3)	25	3	14	23	8	8	4	62m x4	992m	
Motorcycles													
Harley-Davidson V-Rod	2.5x1x1m	+0	200kg (-1)	25	4	11	18	6	6	4	48m x4	576m	2
Kawasaki ZX12R Ninja	2.5x1x1m	+0	200kg (-1)	15	4	11	23	8	8	4	64m x4	1024m	
Military Land Vehicles													
HMMWV "Humvee"	5x2½x2½m	+2	1.6t (-4)	30	4	17	16	5	5	3	30m x4	360m	3
Civilian Air Vehicles													
Bell Jetranger Helicopter	10x5x5m	+4	12.5t (-7)	25	4	17	18	4	4	3	60m x4	720m	4
Boeing 747-400	64x32x32m	+10	3.2kt (-15)	85	5	25	10	3	3	3	22m x16	1056m	
Learjet 31A	12x6x6m	+5	25t (-8)	42	4	18	18	4	4	3	30m x32	2880m	
Piper PA-28 Cherokee	8x4x4m	+4	6.4t (-6)	22	4	16	16	4	4	3	34m x8	816m	
Military Air Vehicles													
F-15E Eagle	20x10x10m	+6	100t (-10)	50	6	20	23	8	8	5	76m x8	3040m	5
AH-1W SuperCobra	16x8x8m	+6	50t (-9)	30	10	20	20	7	7	4	58m x4	928m	4, 6
AH-64 Apache	12x6x6m	+5	25t (-8)	42	12	20	23	8	8	4	50m x4	800m	4, 7
MI-24 Hind	12x6x6m	+5	25t (-8)	36	12	21	21	7	7	4	64m x4	1024m	4, 8
Boats													
Speedboat, medium	6x3x3m	+3	3.2t (-5)	35	3	15	17	4	4	3	54m x2	324m	
Yacht, medium	12x6x6m	+5	25t (-8)	50	3	18	10	3	3	2	48m x2	192m	





GLOSSARY

Aborting An Action: Taking an Action early to do something defensive. See page 197.

Action: Any act a character can perform during a Phase (*q.v.*).

Active Points: The total cost of a power after all Adders and Advantages are applied (without reducing the cost via Limitations or other modifiers). For example, a Blast 8d6 has 40 Active Points (8 x (5 points per d6)); a Blast 8d6, Double Knockback has 60 Active Points ((8 x (5 points per d6)) x 1.5). Also referred to as *Active Cost*.

ACV: Alternate Combat Value, a Power Modifier that switches the type of Combat Value used with a Power.

Adder: An improvement to a Power which costs a flat amount of points, rather than multiplying the cost like an Advantage does. For example, an Entangle which *Stops A Given Sense* costs +5 or +10 Character Points.

Advantage: A modifier applied to a Power to make that Power more useful or effective. This increases the cost of the Power.

AP: Armor Piercing, an Advantage.

Attack Action: An Action requiring or involving an Attack Roll (*q.v.*). Performing an Attack Action ends a character's Phase.

Attack Roll: The roll made to determine if an attack hits the target. The character adds 11 to his OCV, then rolls 3d6 and subtracts it from that total. The result is the DCV he can hit. See page 198.

AVAD: An Attack Versus Alternate Defenses; an attack with that Advantage applied to it to switch the type of defense it applies against (see See page 133).

Base: Refers to a Characteristic, Skill, or Power at its lowest or most primary level, without any additional modifiers, bonuses, Adders, Advantages, and so forth. For example, "base DEX Roll" means the DEX Roll calculated as $(9 + (\text{DEX}/5))$, without adding any bonuses

from Skill Levels or other sources. "Base Points" means the Character Points each character receives "for free" at the beginning of the game, which he supplements by taking Complications.

BODY: A Characteristic representing how much injury a character can withstand before dying.

Breakout Roll: The roll made by the victim of certain Mental Powers to resist or break free from the effects of those Powers. See page 111.

Characteristic: One of a character's innate physical or mental capabilities, such as Strength, Intelligence, or Speed.

Characteristic Roll: A roll, similar to a Skill Roll, derived from a Characteristic using the formula $(9+(\text{CHAR}/5))$. Characters use Characteristic Rolls to determine whether they can accomplish certain tasks.

Character Points: The points used to create a character by purchasing Characteristics, Skills, Perks, Talents, and Powers.

Combat Movement: Moving while trying to present a difficult target and seeking out targets to attack. A character using Combat Movement gets his full OCV and DCV, but moves more slowly than one using Noncombat Movement (*q.v.*).

Combat Value: See *CV*.

Complication: A drawback, disadvantage, or ongoing problem a character suffers from. Complications help to define a character and make him more fun to play.

CON: Constitution, a Characteristic.

CSL: Combat Skill Level.

CV: Combat Value, two Characteristics that determine a character's effectiveness in combat. One, *Offensive Combat Value* (OCV), indicates how accurate he is in general; the other, *Defensive Combat Value* (DCV), indicates how hard it is to hit him. CV is then modified by Combat Maneuvers, equipment, surprise, Combat Skill Levels, and other factors. For Mental Powers, you use the two Mental Combat



Value (MCV) Characteristics, Offensive Mental Combat Value (OMCV) and Defensive Mental Combat Value (DMCV), and then apply any modifiers.

For more information on calculating CVs, see *Fighting*, See page 197.

d6: A six-sided die.

DC: Damage Class, an incremental measurement of the amount of damage an attack does. See *Determining Damage*, page 207.

DCV: Defensive Combat Value. See *CV*.

Damage Class: An incremental measurement of the amount of damage an attack does. See *Determining Damage*, See page 207.

DMCV: Defensive Mental Combat Value. See *CV*.

Defensive Action: An Action which characters can Abort to, or which automatically goes first if attempted by a character with a Held Action (*q.v.*) simultaneously with a non-defensive Action by another character. See page 197.

Delay An Action: See *Held Action*.

DEX: Dexterity, a Characteristic.

DNPC: Dependent Non-Player Character, a *Complication*.

ED: Energy Defense, a Characteristic.

Effect Roll: The roll made to determine the effect of a Mental Power on a target. See page 111. In a more generic sense, it can also mean the roll made to determine the effect of any Power.

EGO: Ego, a Characteristic.

END: Endurance, a Characteristic.

Experience Points: Character Points awarded during a campaign to reflect characters' accomplishments and players' roleplaying skills. Experience Points are spent to improve existing abilities and learn new ones.

Full Move: An Action a character takes in which he moves more than half of his meters of movement.

Full Phase: An Action that requires a character's entire Phase to perform. Examples of Full Phase Actions include using more than half of your meters of movement (*i.e.*, a Full Move), taking a Recovery, recovering from being Stunned, changing a Clip, or attacking before making a Half Phase Action.

GM: Game Master — the originator, narrator, "director," referee, and arbiter of a roleplaying game session.

HA: Hand-To-Hand Attack (a Power).

Half Move: An Action a character takes in which he moves up to half of his meters of movement.

Half Phase, Half Phase Action: An Action which only requires half a Phase to perform (in other words, a character can perform two Half Phase Actions per Phase). Half Phase Actions include using up to half of your meters of movement, or opening a door. Attacks only take a Half Phase if made after performing any other type of Half Phase Action.

Hand-To-Hand Combat (HTH): Combat between characters who are within Reach of each other (about 1m in most cases). Usually HTH Combat involves punching or melee weapons such as swords, not attacks that work at Range (such as guns or energy blasts). See *Reach*.

Held Action: An Action not taken on the character's DEX in a Phase, but instead "held" or delayed until a later DEX or Segment for some reason.

Heroic: General term for campaigns in which the PCs are primarily "normal," having Skills, Perks, and possibly Talents or minor special abilities built with Powers, but few or no overt superhuman powers.

HKA: Hand-To-Hand Killing Attack (a Power).

Holding An Action: See *Held Action*.

HRRP: High Range Radio Perception (an Enhanced Sense).

HTH: Hand-To-Hand Combat (*q.v.*)

IAF: Inobvious Accessible Focus, a type of Limitation.

IIF: Inobvious Inaccessible Focus, a type of Limitation.

INT: Intelligence, a Characteristic.

IPE: Invisible Power Effects, an Advantage.

KA: Killing Attack.

Killing Damage: The damage done by Killing Attacks, such as bullets, knives, claws, and the like. To determine it, roll the dice. The total on the dice is the amount of BODY the target takes. To determine the STUN damage done, roll ½d6 and multiply the BODY done by the number rolled. Only Resistant Defense protects against the BODY done by Killing Damage. For complete information, see *Determining Damage* on page 207.

Knockback (KB): Being knocked backward by the force of an attack, a possible effect of being hit in combat. See page 208.

Knocked Out: Unconscious. A character is Knocked Out when he loses all of his STUN due to damage from attacks.

KS: Knowledge Skill.

Limitation: A modifier applied to a Power which makes that Power less useful, or restricts its use in some way. This reduces the cost of the Power. A Power with a Limitation has been "Limited."

Line Of Sight: The method by which characters target Mental Powers. See page 111.

LOS: Line Of Sight (*q.v.*)

LS: Life Support (a Power).

m: An abbreviation for "meter," the standard unit of measurement in the *HERO System*.

MCV: Mental Combat Value. See *CV*.

MCV Attack Roll: The roll made to determine if a mental attack hits the target. The character adds 11 to his OMCV, then rolls 3d6 and subtracts it from that total. The result is the DMCV he can hit. See page 199.

NCI: Noncombat Influence. See *Hunted*, See page 190.

NCM: Noncombat Movement (*q.v.*)

NND: A No Normal Defense attack, a form of AVAD (*q.v.*)

Noncombat Movement: Moving without trying to present a difficult target or seeking targets to attack so as to achieve higher speeds. Characters using Noncombat Movement are at ½ DCV, 0 OCV.

Nonresistant: Normal Defenses (*q.v.*) — defenses which don't protect against the BODY of Killing Damage.

Nontargeting Sense: A Sense which a character cannot use to locate targets in combat. For normal humans, Nontargeting Senses include Hearing, Smell, and Taste. See *Targeting Sense*.

Normal Damage: The damage done by most attacks, including Blasts, fists, clubs, and the like. To determine it, roll the dice. The total on the dice is the amount of STUN the target takes. The BODY is determined by looking at the numbers rolled: every 1 rolled does 0 BODY, every 2-5 rolled does 1 BODY, and every 6 rolled does 2 BODY. (Thus, the number of BODY done is usually close to the number of dice rolled.) Normal Damage is affected by both Normal and Resistant Defenses. See *Determining Damage*, See page 207.

Normal Defenses: Defenses which protect against Normal Damage, but not against the BODY of Killing Damage. See page 207.

NPC: Nonplayer Character. See *Character*.

OAF: Obvious Accessible Focus, a type of Limitation.

OCV: Offensive Combat Value. See *CV*.

OMCV: Offensive Mental Combat Value. See *CV*.





OIF: Obvious Inaccessible Focus, a type of Limitation.

OIAID: Only In Alternate Identity, a Limitation representing a Power that only works when the character is in a specific identity or form.

PD: Physical Defense, a Characteristic.

PER Roll: Perception Roll, a roll made to see if a character perceives something with one of his Senses. A character's base PER Roll is $(9+(INT/5))$ or less.

Phase: A Segment (*q.v.*) on which a character can perform an Action. A character's SPD determines his Phases. See also *Full Phase*, *Half Phase*, and *Zero Phase Action*.

Post-Segment 12: A period between Turns that takes no time. After each Segment 12, a Turn ends, and in the Post-Segment 12 period before the next Turn begins, characters automatically get to take a Recovery.

Power: When capitalized (Power), this term signifies a game element typically used to build the unusual or superhuman abilities characters have in some campaigns (such as the spells of a wizard or the superpowers of a superhero). Characters also use Powers to build many types of equipment. Powers are purchased with Character Points.

When not capitalized (power), this term signifies any unusual or superhuman ability a character may possess. Typically players create these abilities with Powers.

PRE: Presence, a Characteristic.

PS: Professional Skill.

Ranged Combat: Combat which takes place at any distance beyond HTH Combat range and involves the use of ranged attacks such as firearms, energy bolts, arrows, or thrown knives.

Range Modifier: A penalty to an Attack Roll which represents how much more difficult it is to hit targets far away from you. The further away a character is from a target, the greater the Range Modifier (and thus the worse the penalty). The Range Modifier also applies to PER Rolls.

Reach: A character's Reach is 1 meter around himself — about the length of an ordinary human arm, with a little extra space to allow for the minor movement that occurs during any combat situation. A character can extend his reach by using certain weapons or buying the Power *Stretching*.

Real Points: The final cost of a power after all Advantages and Limitations are applied — the actual number of points the character spends to buy the power. For example, a Blast 8d6 bought with the Limitation *OAF* costs 20 Real Points (a base cost of 40 Active Points, subject to a -1 Limitation). Also referred to as *Real Cost*.

REC: Recovery, a Characteristic.

Recovery:

1. A Characteristic (REC) that measures how fast a character Recovers from taking damage.
2. An Action in which a character gets back his REC worth of STUN and END. All characters get an automatic Recovery in Post-Segment 12. This is also called "taking a Recovery."

Resistant Defenses: Defenses which protect against Killing Damage. See *Killing Damage*, *Normal Defenses*.

RKA: Ranged Killing Attack.

RSL: Ranged Skill Level. See page 100.

Segment: The smallest unit of time in the game, equal to 1 second. There are 12 Segments in a Turn. A Segment on which a character can act is one of that character's *Phases* (*q.v.*).

Skill: A learned ability or body of knowledge the character possesses. Examples include the ability to pick locks, drive a car, or know all about literature. Characters purchase Skills with Character Points.

Skill Versus Skill Contest: A method for resolving competing actions. The character taking action makes a Skill Roll, and if he succeeds, the character opposing him has a -1 to his Skill Roll for every 1 point the first character made his roll by.

Slot: One of the powers within a Multipower. For example, a Multipower with Blast, Killing Attack, Flight, and Resistant Protection has four slots, one with each power.

SPD: Speed, a Characteristic.

Special Effects: The defining features of a power or maneuver, chosen by the player. Special effects determine an ability's appearance and manifestation, how a power or maneuver is used, what Advantages and Limitations it has, and so forth. Examples of special effects include Fire, Weather, Sound, Gadget, Mutant Powers, Cosmic Energy, or Electricity. A Blast defined as projecting a bolt of flame at the target would have a Fire special effect. See page 106.

SS: Science Skill.

STR: Strength, a Characteristic.

STUN: Stun, a Characteristic.

Stunned: A character becomes Stunned when he takes more STUN damage from a single attack than he has points of CON. See *Effects Of Damage*, See page 208.

Superheroic: General term for campaigns in which the Player Characters are primarily superhuman, having not only Skills, Perks, and Talents, but overt unusual or superhuman abilities created with Powers.

Taking A Recovery: See *Recovery*.

Talents: Weird and unusual abilities some characters possess. Examples include Ambidexterity, Eidetic Memory, and Lightning Reflexes.

Targeting Sense: A Sense a character can use to determine the exact location of targets in combat (and therefore attack them at no penalty). For normal humans, Sight is the only Targeting Sense. See *Senses And Perception*, page 193.

TF: Transport Familiarity, the Skill of knowing how to drive or pilot various types of vehicles.

Time Chart: A chart in the game used to determine the effects of powers and abilities which work over long periods of time. See page 94.

Turn: A unit of time in the game equal to 12 seconds. Each second is called a Segment.

Value: The number defining a Characteristic or Advantage.

WF: Weapon Familiarity, the Skill of using various types of weapons.

Zero Phase Action: An Action which takes so little time that it can be performed at the beginning of a Phase or after a character makes a Half Phase Action, but not after performing a Full Phase Action or making an attack. Zero Phase Actions include turning a Power on or off or switching slots in a Multipower.





PART THREE: THE GAMEMASTER'S VAULT

GAMEMASTERING

Perhaps the most important participant in an MHI RPG campaign is the *Gamemaster*, or GM. The GM takes on the responsibility of preparing and running the adventures for the players. Instead of having a Player Character himself, he plays the part of all the NPCs the PCs encounter, the villains, and the monsters — in short, everyone *but* the PCs. He also answers the players' questions, makes decisions about how the rules apply when that's not clear, and does lots of other things to keep the campaign running smoothly. It's a tough job but also a lot of fun.

GMing is an art, not a science, so it's something you learn by doing as much as by reading about it. A full discussion of the best ways to GM is beyond the scope of this book, but there are plenty of other books and Internet-based resources offering advice for GMs if

you're interested. But remember — if you're the GM, it's *your* MHI RPG campaign. You should only use the rules and ideas you want to use to establish the "flavor" you're seeking.

CAMPAIGN TONE

An MHI RPG campaign is simultaneously "cinematic" and "realistic." It's mostly cinematic, meaning exciting, action-packed, and larger than life. After all, the world of MHI is one where magic and monsters exist — and where Hunters do all sorts of crazy things to kill monsters, keep people safe, and earn their pay. So to that extent "realism" has long since left the building, and as GM you should run the game and use the rules in ways that make cinematic action possible. For example, if a character wants to hang out the side of a moving helicopter and fire a 20mm cannon at a dragon, let him! Don't

DOWN THE CHIMNEY

Scratch. Scratch.

"It's Santa Claus!" the little girl squealed with delight and pointed at fireplace. "It's SANTA!"

"That ain't Santa, honey," Julie Shackelford whispered as she pointed her M14 at the chimney. Ash was tumbling down, knocked free by tiny razor claws. "Get ready, guys."

The rest of her team moved silently into position, weapons shouldered. Normally all the red flashing lights would have been festive, but now they were just sort of ominous. The Christmas tree's ornaments jangled as Owen bumped into it. "Sorry." He wasn't exactly stealthy, but at least her husband had quit making bad mistletoe jokes.

"No! You can't shoot your guns at Santa!"

The scratching stopped. The creature had heard her... Owen aimed Abomination at the bricks and got ready to shred it through the wall, but apparently it didn't understand English because a second later it started descending again.

"Shhh, honey, it'll be okay." The girl was maybe five, six tops, and Julie really didn't want to scar her for life, but since the farm was surrounded by horrific undead, the safest place for her was right next to the Hunters. The scratching was getting closer. "Crap, guys. I can't ruin Christmas forever."

The little girl had started bawling. "You people are mean! Santa! NOOO!"

Holly ran into the living room. "We've got more hostiles moving in the back yard. Just tell me when to set off the claymores." Then Holly noticed the little girl. "What's with all the crying?"

"She thinks Julie wants to murder Santa," Milo answered, always helpful.

"Not Santa!" she wailed.

Julie sighed and jerked her head at the chimney. Holly took in the falling ash and nodded. "Gotcha." She knelt down next to the girl. "Hey, hey. It's okay. We're not here to stop Christmas. We're the good guys. We're here to *save* Christmas."

She wiped her nose. "Nuh uh."

"Yeah. Really." Holly opened a pocket on her armor and pulled out a candy cane. "See. I have candy. Would people who don't like Santa have candy canes?" The little girl shook her head vigorously, unable to argue with that sound logic. Holly held out the candy cane. "Want one?"

"Momma said not to take candy from strangers."

"Normally that would be great advice," Holly agreed. "But we're not strangers. We're here to save Christmas from bad guys." The little girl hesitantly took the candy cane. "You know who else comes down chimneys?" She shook her head in the negative. "Monsters that steal *presents*. All the presents. That's very mean."

"Like the Grinch? But he turned good!"

"No. These are way worse than the Grinch, and so mean that can't ever turn good. Why don't you come with me and we'll go watch some fireworks? Sound fun? Okay? These will be the loudest fireworks ever." Holly took her by the shoulder and led her toward the foyer. In her other hand was the claymore clacker. "Plug your ears nice and tight."

Milo sounded impressed. "You know, she really is good with kids."

Just in time, Julie thought, as a skeletal grey hand appeared in the fireplace, rotated to an impossible angle, and grabbed onto the stone work. "I know what we're getting for Christmas." She put her finger on the trigger. "PUFF"



worry about how “realistic” or dangerous that is — it’s fun, and that’s what really matters in a roleplaying game. Slap an appropriate (but not too large) OCV penalty on the character (after all, doing what he’s doing *is* harder than standing on solid ground shooting at a zombie) and let the dice tell you what happens.

But you should never forget that there’s an element of “realism” to MHI stories as well. The world they take place in, despite having magic and monsters in the shadows, is still more or less identical to the real world, and the players expect things to happen accordingly. It ruins the verisimilitude of the game if vehicles travel faster than they ought to in real life, if guns don’t work with at least an approximation of how they do in actual combat situations, and so on. Ultimately an MHI RPG game should be exciting, fast-paced, and fun, but don’t let your imagination and love of action and adventure run away with you.

Generally speaking, the tone of an MHI RPG campaign should favor the PCs. It’s true that they’re going to face incredible dangers, and at times almost insurmountable odds. Some of them may even die in the line of duty. But as the MHI novels themselves show us, it *is* possible for Hunters to triumph even when fighting immensely powerful opponents. For all its necromancy and world-threatening horror, the tone of the MHI stories is one of hope against the darkness and the joys of camaraderie in a noble cause. That should be the tone of your MHI RPG campaign as well; don’t let it degenerate into a dark, grim, depressing war against the shadows that the PCs don’t expect to win.

THE PLAYER CHARACTERS

Once the players have created their Player Characters, you should review their character sheets to make sure they’ve followed any campaign guidelines you provided, that they’ve bought the Templates and other things they’re required to buy, and that they haven’t broken any of the *HERO System* rules. Most importantly, make sure you think they fit the campaign you have in mind. For example, if you want to run a game involving a lot of mysteries, you shouldn’t let any of the PCs have a psychic power that makes it difficult to run mysteries (like Retrocognition or Telepathy), and should be sure that at least one of them has useful Skills like Deduction and Criminology.

CHARACTER SHEET AS CONTRACT

But don’t just think of a PC’s character sheet as a record of what he can do. You should also consider it a sort of “contract” setting forth the loose terms of a “deal” between you and the player. In a sense, a character sheet is a player’s way of telling you, “This is the sort of character I want to play, and it’s important to me that he has these abilities which he gets to use in the game.” By approving the character and his abilities, you’re agreeing to that. You’re replying, “I want you to play this character, and I will give you the opportunity to use the abilities you’ve bought for him.” You’ve got to be prepared to live up to that arrangement.

Similarly, when a player takes a Complication for his character, he’s telling you, “This obstacle is an important part of my character, and I want it to come into play.” When you allow that character into the game, you’re promising to include those Complications in the game. After all, part of being a hero is *overcoming* obstacles, soldiering on in the face of tremendous difficulties. If being a hero were easy, everyone would do it. A character’s Complications are as much a part of him, and are as important to who he is and what he does, as his Characteristics, Skills, and abilities.

If anything on a character’s sheet *isn’t* as important to you as it is to the player, you should inform the player and give him the opportunity to change his character (or you may simply have to require him to change it). You and the player should both be in synch about the character’s abilities and the player’s expectations before you let that character into your campaign.

DISTINGUISHING THE PLAYER CHARACTERS

In most roleplaying game campaigns, characters are distinguished first and foremost by what they do: this character’s a warrior, this one a wizard, this one a priest; this character’s a martial artist, this one a detective, this one an expert with throwing knives. But in the MHI RPG, you can’t rely on that to set the characters apart. Each of them is an MHI employee, with the same training and the same firearms (more or less).

It’s possible to distinguish MHI RPG characters a *little* based on their abilities — for example, maybe one is a martial artist, while another has a Gift or can cast a few Spells. But for the most part they’re going to have a lot in common in terms of what they can do. So instead you need to find ways to differentiate them based on personality, background, and other factors that don’t necessarily show up in the numbers on the character sheet. As the GM, you should make sure that each character stands out somehow — that will make the entire campaign a lot more fun for everyone.

For example, look at Holly Newcastle and Trip Jones. They’re virtually identical in terms of their MHI training and abilities; what makes them different are their backgrounds and personalities. Trip is religious and noble-minded, with a sincerity about him that makes it difficult to truly mock him (as opposed to a friend poking fun at him). Holly, on the other hand, comes across as hard-bitten, tough, cynical, and in some ways world-weary — though underneath her outer shell is a woman of compassion and empathy. Despite their identical training, each of them reacts to situations in different ways, based on their personal histories and perspectives on the world.

All that being said, if a PC has a particular “shtick” — something he focuses on or is especially good at — you should try to make sure that no other PC steps on his toes. For example, if a PC wants to be a black belt at martial arts, it might be best if you don’t let any other PC be a martial artist. Martial arts is that PC’s “thing,” and if some other character has the same “thing,” it diminishes the first player’s fun.



USING COMPLICATIONS

A PC's Complications are *storytelling tools* — nothing more, and nothing less, than handles built into a character to help you work him into the story you want to tell. Stories revolve around conflict, whether it's the naked conflict of shooting a vampire in the face, or the more subtle conflicts of Man versus Conscience, Love versus Duty, or Conformity versus Independence. Complications are built-in conflicts for a GM to use to craft his story. The conflicts in some (Hunted, Psychological Complications) are obvious; in others (DNPCs, Physical Complications) they're less so, but just think about them for a while and you'll see them there.

One of the skills you'll develop as you GM your MHI RPG is how to integrate Complications into the story in elegant ways. Anyone can integrate them in a simple way — for example, if a PC has a Hunted, you can make that Hunted the main adversary for a particular adventure. That's not hard at all. But it's not a very good story, either. Rather than having the Hunted make a blatant, outright attack on the PC, you should try to use the Hunted to create an intriguing story that entertains everyone. Maybe the Hunted uses its power and resources to harass the PC from behind the scenes for a few adventures, culminating in an epic confrontation once the PC figures out what's going on, for example. Now *that's* a story. It's not Shakespeare, but it's much better gaming entertainment than a one-shot slugfest.

You can treat other Complications similarly. For example, rather than using Psychological Complications as a means for gauging the effectiveness of Mind Control or determining a character's reactions in a limited set of circumstances, craft a story arc whose themes and moods revolve around that aspect of the character's psyche — what will it take to make him seriously consider violating his Code Of Honor? How much does he *really* Love one of his fellow Hunters?

RUNNING THE CAMPAIGN

Okay, so you've got some MHI adventures ready to go and the player have created acceptable (and even intriguing) characters. What next?

EPISODIC VERSUS SERIAL CAMPAIGNS

First, consider a basic question — will your campaign be Episodic, Serial, or something in between? *Episodic* campaigns have no continuity from story to story. The characters are the same, the setting is the same, but what happens in Game #1 has little or no effect on Game #2. *Serial* campaigns, by contrast, have very tight continuity and deeply interwoven plots. The events of one game hold great importance for the events of the next, since the games relate to one another and advance a greater story in tiny steps. A Serial campaign requires a lot more forethought on your part, which is why you need to decide what kind of game you're going to run before starting the campaign.

Most gaming campaigns fall somewhere in between these two extremes. They have some continuity, but not so much that missing a couple of games puts a player hopelessly out of the loop. Some campaigns mix periods of Serial gaming — often referred to as “story arcs” — with more Episodic games, which serve as a “breather” from the more in-depth Serial games.

APPROPRIATE MHI SCENARIOS

In a standard MHI RPG campaign, the PCs are all employees of MHI. That in turn suggests a standard type of adventure for them: someone hires them to kill a monster; they track this monster down; they kill it and collect their PUFF bounty.

That's a fun, straightforward sort of adventure — but it will get old after awhile, no matter how many exotic or unusual locations you send the PCs to when they chase monsters. As you plan your campaign and its adventures, you need to think of ways to break out of this mold, while still retaining the monster hunting “essence” that makes the MHI novels — and your campaign — so much fun.

Here are some examples and tips:

- ▶ put obstacles in the PCs' way. Maybe they have to go somewhere they can't take all their weapons (particularly the biggest, deadliest ones). Maybe the MCB (or worse, STFU) is keeping an especially close eye on the situation and getting in their way even more than usual. Perhaps someone swipes the monster's body after they kill it and they have to chase the thief down before they can collect their PUFF payment. Maybe some other monster hunting company is out to snag the same bounty.
- ▶ focus on what the PCs do when they're *not* monster hunting. You could have an enjoyable roleplaying session with the PCs out on the town or attending some fancy party. Eventually, of course, monsters appear and have to be killed in proper Hunter fashion — though of course the PCs don't have their best guns or body armor.
- ▶ think about the background of the person employing the PCs. How did he learn about monsters? Why does he want them killed? Does he have any ulterior motives, or a secret agenda of some sort? Is he working for someone else? The answers to any or all of those questions can steer your adventure down some unusual paths.
- ▶ MHI doesn't just Hunt monsters, it also provides monster-related security services on a contract basis. A scenario structured around one of these service contracts could be very different from one involving freelance monster hunting. The PCs have to deal with static situations, corporate bureaucracies, internal company politics, and lots of other factors that complicate their lives. And why did the client hire MHI? All the questions posed above could apply here as well, with the added element of corporate intrigue (for example, a company's illegally experimenting with monster DNA and wants the PCs around in case anything “gets loose,” but it doesn't tell them any of that).
- ▶ the Hunting World could have an impact on a scenario besides just trying to poach the PCs' kills. One of MHI's rivals could try to hire a PC away, or could engage in corporate espionage or theft. An experienced Hunter could go nuts (or get turned into a vampire) and become a dangerous adversary because he knows the PCs and their methods so well. There are as many story possibilities as there are Hunters!



NARRATION AND DESCRIPTIVE GEMEMASTERING

Not all aspects of your MHI RPG campaign have to involve dice-rolling — not even combat, necessarily. Instead, you can simply narrate or describe what happens. This has several advantages: it speeds up play, it usually helps emphasize mood and roleplaying, and it gives you greater control over the events of the game. However, it also has some drawbacks: it deprives the players of the objectivity of the rules, it robs the players/PCs of the feeling of accomplishment they get by doing something “on their own” with dice, and it gives you greater control over the events of the game.

The key to using narration is to use it at the proper moments with the proper players. Narration almost always works well when describing what the characters perceive (such as when they’re surveilling a possible enemy headquarters or tossing an NPC’s room for clues), but less well in combat situations. Most players aren’t willing to participate in narrated combat for fear of you taking advantage of the situation. However, if you can entice one or two to try it, and you do it fairly, they’ll learn how much fun it can be — and they’ll tell the others.

USE AND ABUSE OF THE RULES

You shouldn’t try to GM until you feel you have a reasonable understanding and knowledge of the *HERO System* rules — after all, one of your jobs as GM is to make sure the right rule is used in the right situation, and to arbitrate any rules disputes that arise during game play. No one will enjoy your game if you spend half the time flipping through the rulebook looking for a particular rule.

However, there’s an extremely important caveat to this: ***DON’T LET THE RULES GET IN THE WAY OF HAVING FUN.*** If a particular rule spoils your fun, ignore it, discard it or change it. One of the greatest things about roleplaying games is that they allow you and your players to change the game to make it better for you — take advantage of it!

Don’t let “rules lawyers” among your players ruin everyone else’s fun. There have to be *some* rules, to make things fair and consistent for everyone; in most situations you should follow the rules. But if Player A (Rick) consistently comes up with clever maneuvers or fun ideas that don’t strictly follow the rules, and Player B (Noel) constantly points out that rules are being violated and tries to stop what Rick’s doing, ignore Noel and let Rick charge ahead. But make a note about what you allowed, so you rule consistently the next time the same issue comes up during the game.

Similarly, don’t get hung up trying to figure out the “exact right way” to build something using the *HERO System* rules, or trying to determine the precise rules effect of a particular weapon or ability. The *HERO System* is detailed and flexible, and there are often many different ways to create a particular power, item, or effect — and in many cases two or more of them are equally valid. Once you have a reasonable construction that you think does what you want it to do, let the ability or item work that way — don’t worry about whether it would or would not work that way according to a strict interpretation of the rules. ***The rules are there to help you, not hinder you.***

PLAYING TO THE PLAYER CHARACTERS

As a GM, you’ll find it all too easy to get caught up in *your* story, the great tale you’ve got planned out, and to make sure you tell that story — no matter how many improbable plot twists you have to throw in or player actions you have to ignore to make sure your story takes place. But *the Player Characters are the focus of your story*, and therefore they and their players are the most important elements in your story. You should slant the story to suit them, not the other way around. Learning how to do this, and do it well, is one of the hardest things about good GMing.

First, plan adventures that your players and PCs *want* to participate in without having to drag them along by rings through their noses. There are plenty of ways to do this. One, work the PCs’ Complications into the story, as discussed above — if it’s someone’s archenemy, girlfriend, or Vulnerability that’s involved, the PCs have an incentive to get in on the action. Two, make sure each PC has his moment in the sun — a scenario featuring *him* as the main character.

Second, learn to adapt your stories to the players’ cool and interesting ideas. Many a GM rejects ideas that the players come up with in the middle of a story, simply because the players’ idea is different from what he has in mind. It doesn’t matter if the players’ solution to the mystery or combat situation is as good as, or better than, his own; he’s determined to follow through with *his* story. This is wrong. Remember, your story focuses on the players and their characters. If they come up with an idea that’s as good as (or better than) what you had planned or thought they would do, and you can adapt the story to conform to their ideas without ruining other parts of it or making major changes to the setting, do it. The players will gain a great sense of accomplishment and heap praise upon you for your excellent GMing — and you didn’t have to do a thing but listen to them and react accordingly.

Third, include opportunities for both roleplaying and combat in your games. Few players or PCs want exclusively one or the other in their games. Think about the MHI novels. They’re not just one never-ending combat scene; they include elements of investigation and of roleplaying as well as tense, exciting battles with monsters. Your games should, too.

Saying “Yes”

A lot of GMing advice is about controlling the game in some way — in short, about saying “No.” But it’s just as important for you to remember to say “Yes” if you can. When a player comes up with a character he’d really like to play, let him unless you’ve got a compelling reason not to. When he has an idea for an exciting in-game action, let him try it — and if appropriate, give him a small bonus to help him succeed. When a player thinks he’s solved a mystery, if his solution is better than the one you had in mind, say “Yes, you’re right,” and keep going as if that’s what you planned all along. You’ll be rewarded with highly satisfied players and a well-earned reputation as a “great GM.”





TYPES OF CAMPAIGNS

Most MHI RPG campaigns will be just like what's described in the rest of this book: the PCs are Hunters working for MHI, killing monsters, earning PUFF bounties, and occasionally saving the world from getting eaten. But the MHI setting is big and complex, so that's not the *only* possible campaign you could run. Here are a few ideas for others.

THE OTHER HUNTERS CAMPAIGN

Instead of working for MHI — the biggest, best-established company in the business — the PCs are employed by some other monster hunting organization, or perhaps have formed their own company. This is like an MHI campaign, but without the vast resources and financing that MHI can call on if necessary. The PCs won't have as well-stocked an armory (if any), an MI-24 Hind to fly around in, a village of orc allies, money for bribes and equipment, MHI's network of contacts, or many other things they could count on if they worked for MHI. Instead they're going to have to scabble around for resources and make do with whatever they can get their hands on. If they succeed in bringing down monsters they'll soon have some PUFF money to improve their situation, but they'll have to work hard for every penny.

THE MCB CAMPAIGN

Instead of playing private Hunters, the players take on the role of MCB agents struggling to keep the United States safe from monsters (and the knowledge that monsters exist). This requires a different mindset. MCB agents are more "professional," more serious, and more beholden to their bosses and the whims of government higher-ups. On the other hand they're better equipped than MHI Hunters and have the nigh-limitless resources of the US government to call on if necessary.

THE STFU CAMPAIGN

Going one step beyond the MCB campaign is the STFU campaign. In this sort of game, the PCs are all monsters working for Agent Stricken to earn their PUFF exemption. It requires some definite adjustments on your part and the part of the players. First, playing monsters is a different kettle of fish from playing gun-toting humans. The players get to explore the nature of their monster, its outlook on humanity and its own condition, and so forth. That's "deeper" than most MHI RPG campaigns get. Second, Stricken isn't exactly a sunshine-and-lollipops sort of guy — an STFU campaign is a lot darker than a typical MHI RPG campaign. He'll mire them in government secrets, force them to perform morally questionable (if not outright criminal) acts, and generally ask more of them than they ever thought they'd have to give.



Alternately, the PCs may all be monsters but *not* working for STFU. Now they've got almost no friends at all as the government and Hunters alike pursue them for the price on their heads. Perhaps they wander from town to town, doing good deeds from the shadows, or maybe they set out to found a monster community where they and their kind can life in peace and safety.

THE ORC CAMPAIGN

In this game, the PCs aren't humans — they're orcs. Maybe they're some of the orcs working for MHI, or maybe they're an independent tribe trying to make its way in a world that would hate and fear them if it knew they existed. They'll end up saving people (or the world) again and again without thanks or reward, and in the process probably have to run from the MCB, STFU, MHI, and plenty of other organizations that want them dead.

THE GNOME CAMPAIGN

Who gives a damn about all that Tall nonsense? Bein' a gnome is what it's all about! In this campaign, the PCs are gnomes belonging to a particular "gang." They jockey for position within the gang, do drive-bys on gnomes from other gangs, and otherwise live the "thug life," monster style.

SECRETS OF THE MHI WORLD

The world of MHI is sometimes a world of secrets, hidden knowledge, and strange goings on. Here's where you, the GM, learn the truth behind the veil of everyday reality. When and how you reveal this information to your players — if ever — is up to you.

Secrets From Part One

The first part of this book touched on several things that are unexplained or mysterious. Here's what's *really* going on.

PAGE 57 – PT CONSULTING

PT Consulting's source of funding is something of a puzzle to MHI; the company seemed to come out of nowhere with the best gear, great training, and the marketing skills to snag contracts. Despite the conspiracy theories hatched by some Hunters, the truth is rather prosaic: venture capital. Rick Armstrong is a whiz at selling himself and his ideas, and with Shane Durant's help he convinced some very well-heeled people (who happened to know about monsters already) to fund his operation. His backers believe that the existence of monsters is going to become public knowledge sooner or later, and when it does the monster hunting business is going to *explode*. They're positioning PT Consulting to be ready and able to handle that explosion — and when it does, they expect to make enormous amounts of money.

PAGE 61 – THE VERMONT STUMP JUMPERS

Veronica Naismith lured Walter Tisdale away from the MCB through a combination of blackmail and appeal to his baser instincts. On the one hand, she has proof he cheats on his wife and holds that over his head unless she does what he wants. On the other, like many veteran MCB agents Tisdale was annoyed that he couldn't claim PUFF bounties. Between those two things it wasn't hard to convince him to jump ship and go for the big bucks in private monster hunting.

PAGE 63 – GRIMM BERLIN

Grimm Berlin's company legend that Jakob and Wilhelm Grimm hunted monsters while gathering folklore is partially true. They didn't actively pursue monsters, but they did kill any they came across whom they thought they could handle — a werewolf or two, some zombies, one vampire, that sort of thing. MHI's claim to be the oldest organized monster hunting group is essentially correct.

PAGE 65 – MACCABEUS SECURITY & INVESTIGATIONS

Rumors that Maccabeus has some supernatural assets — monsters, in plain speech — on its payroll are true. It has one werewolf and a small band of orcs on call, though it keeps close control over the former (which the werewolf bitterly resents).

PAGE 67 – RUSSIA

Russia *does* have an official monster hunting organization, but it's even more secretive than the STFU. It doesn't even have a formal name; its members refer to it loosely as "the Firebird Brigade" (from the mythic Russian creature of the same name). Most of them are veterans of Spetznaz or other Russian military forces, and they tend to take a very hard-nosed approach to monster hunting. Unfortunately the ongoing turmoil and instability in Russia means they're not as well-equipped or -funded as they'd like.

PAGE 68 – TAIWAN

The Taiwanese Hunters are an official government agency known only as "Division 33." They aren't field-testing any equipment for the US Army or anyone else.



The Outsider Factions

“There are many factions of Elder Things. They don’t care about us. They only want to control as many worlds, as many souls, as they can, and deprive the others of their ownership.”

—Martin Hood explains a cosmic truth to Owen Pitt in *Monster Hunter Vendetta*

Unbeknownst to nearly anyone on Earth (not even most experienced Hunters and wizards), humanity and its home are the objects of a vast, interdimensional war. Several groups of ultra-powerful cosmic entities — referred to collectively in this book as the *Outsider Factions* — want to take control/possession of Earth and her people for their own inscrutable purposes. Some of the Outsider Factions might be considered “friendly” to humanity (if for no other reason than that they want to protect it from the other Factions), but most of them are best described as inimical, predatory, destructive, evil, or most likely all of the above. They’re forces of chaos and harm, interested only in pursuing their own cruel, selfish aims regardless of what happens to anyone or anything else. Some disturbed, twisted humans worship them, and they use these humans for their own ends. But if an Outsider Faction were ever to triumph it would consume its own servants just as quickly as it would the rest of the human cattle.

There are six primary Outsider Factions:

THE BEASTS

The Beasts are ancient animal spirits, once mighty on Earth but now weakened with the advent of humanity as the dominant species on the planet. This Faction is not of one mind. Some of the Beasts see humanity as a blight to be wiped out so that animals can roam the world untroubled by people. Others believe that all life is sacred and that their goal is to find a way to live harmoniously with humanity. Werewolves and other lycanthropes have some (subconscious/unknown) connection with this Faction. It’s possible they were created by some of the Beasts either to show that animals and humans can truly be one, or as the vanguard of the animal attack on humanity.

THE FALLEN

The Fallen are disembodied spirits from before the dawn of mankind. Once they were all-powerful, but they fell from grace (as told of, in various forms, by the biblical story of Satan’s fall and many similar myths from around the world). The vilest of them became demons, devils, and similar embodiments of horror and evil. Others became simple nature spirits or other such beings worshipped by various religions. And a few, a very few... did something else. That “else” varies from Fallen to Fallen, based on their individual personalities, motivations, and circumstances. In many cases they found physical bodies to inhabit and began interacting with humanity in the world once they could.

Agent Franks is one such Fallen; so were the fearsome oni Bia and Cratos.

THE GUARDIANS

This small Faction is even more mysterious than most. Its member entities *seem* to want to preserve the cosmic order the way it is, but whether they do so out of a benign or malicious attitude remains

unknown. It may be that they somehow serve, are enslaved by, or are controlled by the Old Ones and/or the Others — or maybe they just want the other Factions to think they are.

THE OLD ONES

The most terrifying of the Outsider Factions, the Old Ones are powerful, Lovecraftian elder gods. There are many different “groups” of them, most clustered around some particularly strong Old One, and their motivations and desires often clash with one another as much as they do with the other Outsider Factions. However, it would be a mistake to think of any of these groups as “good” — they’re all unquestionably evil and destructive. It’s more a matter of some of them having utterly evil intentions toward humanity, and some being ambivalent toward humanity and not willing to go out of their way to destroy Earth as long as humans are convenient to have around.

The Dread Overlord whom Martin Hood served and Owen Pitt and Agent Franks killed was one of the Old Ones. Most of the “elder things” worshipped by various degenerate human cults are also Old Ones. How the death of the Dread Overlord and other recent events on Earth has affected or influenced this Faction remains to be seen.

THE OTHERS

Even those humans who are aware of the Outsider Factions know almost nothing about “the Others,” an obvious catch-all term devised no doubt by some deranged novelist or philosopher. It may be that these are gods or spirits from a lot of human religion and folklore that have since died out or been “destroyed” by the dominant world religions (see below).

According to Susan Shackelford, the Others are the Faction who created the Guardian to protect the *Kumaresh Yar*, though not everyone seems to agree with that theory.

HUMAN RELIGION

The divine essence of “God,” however worshipped by the major modern religions (Christianity, Islam, Hinduisim, Taoism...), seems to function in effect as an Outsider Faction. If so, it’s probably the only one that’s overtly beneficent toward humanity, even if its beneficence involves a sort of “tough love” approach to making humans take their destiny into their own hands and solve their own damn problems. That being said, though, it’s this Faction’s power that allows humans to use their religious faith to resist vampires, demons, and similar monsters.

THE CHOSEN ONE

Owen Z. Pitt has been referred to on several occasions by several knowledgeable entities as “the Chosen One,” and has certainly demonstrated powers that justify that description (including the ability to use the *Kumaresh Yar*). However, exactly what’s meant by this remains a major mystery. Which Outsider Faction or elder entity did the Choosing? What other powers, if any, may he develop? What’s he supposed to do with his powers — what’s his purpose in this cosmic struggle, or more broadly put, his destiny?

And perhaps most importantly of all: is he the *only* Chosen One? Might other Factions or entities have their own champions? If so, what are their powers and goals?



THE FEY

Similar to the Outsider Factions, but not precisely one of them (as far as humanity knows...) are *the Fey*, a race or group of strange, powerful beings. Banshees and doppelgangers are Fey. Many of the creatures who appear in human folklore and myth, particularly that of the British Isles, were inspired by humanity's vague recollections of the Fey — or later encounters with them.

The Fey existed on and controlled Earth long before the rise of humanity. They created elves, orcs, and gnomes to serve them and to act as their warriors in vast conflicts where one or more Fey contended with others of his kind for amusement (much in the same way two humans might play chess). They also created many monsters to fight for them on their battlefields.

When humanity evolved, the Fey sometimes let them be, sometimes enslaved them, and sometimes hunted them for sport. The mind colossus, among other monsters, was bred for the purpose of hunting humans. But as humanity's numbers increased and he became more intelligent and skillful, the power of the Fey over Earth waned. Some of them fled Earth's dimension for others more to their liking (and thus could be considered an Outsider Faction in truth); others stayed, sometimes degenerating into folkloric creatures and sometimes retaining their full, malignant power.

All Fey still on Earth are powerful in their own way, and thus dangerous to hunt. They often have strange mystic powers or abilities (such as a banshee's wail, or a doppelganger's shapechanging) that make it easy for them to prey on (or at least kill) humans.

ARCHER'S FIRST DAY

"Did you get that thing?" Eva asked, so flustered she could hardly stand it. "Please tell me you got that on video."

"I did. I don't know what the heck it was, but I got it!" Jim answered as he aimed the camera at her and adjusted the lenses.

"Okay, get the fence and the sign behind me. This is the story of our lives. I can't believe this." She looked back over her shoulder toward where the gigantic mystery animal had leapt over the razor wire and run off into the woods. She didn't know which agency they were with, but several government men were milling around the fence, taking pictures, talking into their radios, or walking around nervously with stubby black rifles, but so far the government men hadn't paid them any attention. "I wonder if that was a space alien."

"That was totally a space alien."

"How's my hair? Is my hair okay?"

"Great. Filming in five, four, three..." He silently mouthed the two and the one.

The light turned red, and it was the biggest moment of her career. "This is Eva-Yolanda Martinez. I'm standing in front of Westbrook Chemical, and we've just seen something incredible." It was hard to keep the excitement out of her voice. *Stay calm. Be professional.* "Behind me you can see the area where—" and suddenly a government man in a blue windbreaker was blocking her shot. "Hey!"

"No filming here," the federal agent snapped. "Shut it off." And before Jim could even reach for the button another federal agent appeared at his other arm and snatched the camera away.

"Hey, give me that." Jim reached for his camera, but the government man roughly shoved him back. "Hey! What're you doing?"

"Please stay, calm, sir. We'll need to confiscate this as part of our investigation," said the first one.

"What're you doing! You can't do this!" she shouted, barely resisting the urge to hurl her microphone at the jerk. "Stop!"

"Calm down, ma'am. Everything is going to be fine."

"We're with Channel Five. You can't do this," she protested. "You can't take that. There's some sort of monster or something on there. We have the right to film here!"

"You have the right to shut up," muttered the agent holding the camera as he walked back toward his Suburban.

"Hey!" she shouted after him. "I heard that."

"There was no monster," said the federal agent that was still standing there. He seemed rather young and unsure of himself, sort of skinny and awkward too. "There was a gas leak from the factory. And there was a reflection from the moon... Hang on." He stuck one finger in his ear to hold his radio ear piece in place. "My supervisor will be here in a minute. He'll explain everything."

"When can I have my camera back?" Jim asked.

"I'm sure it will be very soon," he answered, not sounding very sure at all.

"Are we free to go?" Now Jim was sounding a little queasy, and since he was the experienced veteran cameraman, that made Eva even more concerned.

"My supervisor will need to speak with you first. Please, just stay calm."

"Calm? I'll show you calm. Who are you? Who do you work for! What's your badge number!" *Did they even have badges? Did it matter?* It didn't make any difference since they weren't recording, but it made her feel better to stick her microphone in his face to demand answers. "What agency are you with?"

He swallowed hard, reached into his windbreaker, and pulled out an ID card. "Agent Archer, FBI."

She scowled at the card. "That says you're a USDA Inspector."

"What?" he looked at the card. "Crap." Then he shoved it back into his pocket, then pulled out another which did say FBI on it. "Sorry, ma'am, this is my first week at this job and that was the first time I've seen a... gas leak. Yeah, a gas leak."

"Listen, kid. I'm going to throw a fit, and I'm going to call the governor, because I totally know the governor. I play tennis with his wife! And I'm going to get that camera back, and I'm going to show the world that space monster, and I am so going to have my first national story."

"Trust me, ma'am." The federal agent seemed a little embarrassed as he shrugged apologetically. "You won't want to do any of that after you talk to my supervisor. He's really *persuasive*."

"What's your supervisor's name?"

"Agent Franks."



VILLAINS

A hero's nothing without a proper adversary to oppose him — and MHI has *lots* of enemies. This section describes some of the main ones, but of course you're free to create others to give your campaign its own distinct "feel."

THE MONSTER CONTROL BUREAU

"Boy, these policemen are not your friends. They are liars who hide monsters and threaten poor survivors. They do terrible, misguided things[.]"

—the spirit of Mordechai Byreika warns Mosh Pitt about the MCB in *Monster Hunter Legion*

The Monster Control Bureau, or MCB as it's commonly known, is the United States government agency with primary responsibility for handling monster-related and supernatural incidents of all sorts in US territory. Despite the fact that it's described here in the "Villains" section (because it's often at odds with MHI and other private Hunters for various reasons), the MCB isn't truly villainous the way Lord Machado or Susan Shackelford are. When it comes right down to it, the MCB and MHI both want to kill monsters and protect the citizens of the United States from them.

What sets the MCB apart from MHI is its focus and methodology. MHI's goal is to kill monsters, protect people, and make a good living doing it. The MCB kills a lot of monsters and protects a lot of people, but its main goal is to *keep the existence of monsters and the supernatural a secret*. In pursuit of this goal it's willing, and authorized, to do just about anything: kill people infected with lycanthropy; concoct elaborate cover stories to explain supernatural events; pin the blame on innocent people; intimidate US citizens into keeping their mouths shut; arrange "accidents" to make sure witnesses are never able to talk; use nuclear weapons on American soil; and much more. It's an intensely Machiavellian organization...

...but it's Machiavellian with a purpose. MHI and most other Hunters think the MCB does what it does because of the government's misplaced sense of paranoia, or the desire of powerful movers and shakers to use supernatural resources for their own purposes. But that's not true. What MHI and its colleagues don't understand about the world, but MCB does, is something embodied in what the MCB calls the *First Reason*, the ultimate justification for its existence: *The more people who believe in the Old Ones, the more powerful they become*. To put it more broadly, the more people who know and accept the existence of magic and monsters, the more magic- and monster-related events

(which rarely end well for humanity) will occur — and on and on, until the way is opened for the Old Ones (and other Outsider Factions) to enter Earth's reality and destroy humanity.

Thus, while the MCB's actions regarding an individual citizen may seem exploitative and cold-hearted, and its ways of keeping people from talking about monsters are bullying backed up with threats of murder, from a larger perspective the MCB is fighting the good fight in a way that MHI and other Hunters can't really grasp. Every person the MCB prevents from spreading the word about the supernatural is another brick in the wall that keeps Earth's dimension safe from unimaginable horror. Every cover story the MCB concocts is the mortar that holds the wall together. Keeping America in the dark about what's really going on in the world may seem paternalistic and heavy-handed — but the alternative is too horrifying to contemplate. The men and women of the MCB are on the front lines, making sure no one ever has to contemplate it.

History

President Theodore Roosevelt, no stranger to monster incidents himself, established the MCB in 1902. He offered the directorship to Bubba Shackelford, but MHI's founder had no interest in working for the government. The job finally went to Lucas Starmount, a veteran of the Spanish-American War who'd killed a vampire while fighting in Cuba.

The MCB didn't do much for the next twenty years or so, though it did begin to compile its now extensive archives and database regarding monsters and the supernatural. But as monster incidents began to rise in the Twenties and Thirties, the MCB became much more active (and grew significantly as a result). Disguised as revenuers or FBI agents, MCB personnel kept a lid on the supernatural, often shunting real stories about monster attacks into the pages of pulp magazines where they were regarded as poorly-written fiction.

During World War II, and in the years immediately thereafter, the MCB often had its hands full covering up the repercussions and "side effects" of the Decision Week projects. The government often turned to the Bureau's experts for help finding ways to neutralize or contain various supernatural threats the Manhattan Project worked with. Similarly, when the Department of Defense began studying the supernatural in response to Chinese actions in the Korean War, MCB's expertise was crucial for steering its researches in the right direction — and more importantly, cleaning up the DoD's messes. This continued through the Vietnam War, though the DoD's experimentation with matters magical dropped off significantly in favor of just using supernatural assets in-field as part of Special Task Force Unicorn and other projects.





As monster incidents became more frequent in the last quarter of the twentieth century, MCB grew busier and busier, and recruited more agents than it ever had before. The rise of modern mass media, not to mention the Internet, complicated its job significantly, but it developed the skills to cope. It evacuated and then destroyed an entire small town in western Pennsylvania in 1987 to cover up a major lycanthropy outbreak with a story of “mine fires,” passed the 1991 Oakland vampire incident off as the Oakland Firestorm, and explained the December 1995 tragedy as a mass hallucination and riot brought on by an unusual fungus strain that got into the food and air.

That last incident was also the last straw for the MHI’s supporters in the government. Acting on the Bureau’s recommendation, they outlawed private hunting as too dangerous. For the next six years, the MCB was the only organization in any way authorized to deal with supernatural incidents in the United States. But as such incidents continued to increase in frequency, the workload proved too much for the MCB to handle. Finally it re-instituted the PUFF system — just in time for the Lord Machado incident.

Ever since then, the MCB’s been busier than ever. The Machado incident, the Hood incident, the Copper Lake werewolf attack, and the Las Vegas incident have all occurred in relatively rapid succession. Many Bureau agents fear this is only the tip of the iceberg — that “something big” is coming or just about to happen. If so, not all the resources of the US government may be able to keep the existence of the supernatural secret from the citizens of the United States.

BUREAUCRATIC MANEUVERINGS

After the DeSoya Caverns incident, Congress transferred the MCB from the Department of Justice to the Department of Homeland Security. But this didn’t hamper the MCB’s efficiency at all. It was deeply involved in the Martin Hood incident that same year; without its swift action, word and pictures of the arbmunep in New Zealand might have spread so quickly that containing the story would have been impossible. As it was, the MCB was able to pass the whole thing off as a UFO hoax. After Douglas Stark’s reported stellar conduct during the Copper Lake incident, Acting Director Dwayne Myers, a former MHI member, was demoted to head of the Special Response Team and Stark became the MCB’s Director.

Organization

The MCB is a relatively small agency, particularly given the importance of its task. It has to be, since secrecy is absolutely necessary for its mission and a large organization simply can’t be that well hidden. As it is, officials in charge of managing and supporting the Bureau can easily conceal its budget and requisitions requests amid those for the military and the intelligence community. An investigator trying to track the MCB down by studying government records is almost certain to be frustrated.

The Bureau answers to the Congressional Subcommittee on Unearthly Forces, which itself is highly secret and interacts directly with the President.

THE DIRECTOR

The head of the MCB is the Director, who’s based out of the Bureau’s secret headquarters in Washington, DC. The Director’s ultimately responsible for deciding on the MCB’s policies and procedures, for choosing its response to major supernatural incidents, and for interfacing with the rest of the US government as necessary. Among other things, the latter duty includes obtaining as large a budget from Congress every year as he can, and keeping in touch with the Bureau’s allies and supporters throughout the halls of power.

The current Director of the MCB is Douglas Stark (see below).

ASSISTANT DIRECTORS

Serving the Director are several Assistant Directors (ADs). Each one is in charge of some department within the Bureau, or for overseeing some specific aspect of Bureau operations. For example there’s an AD leading the Research and Development department, one in charge of the Special Response Team, and one responsible for Administration & Logistics.

SPECIAL AGENTS IN CHARGE

The Bureau maintains regional offices in many major cities and other areas throughout the United States. These offices range in size from two agents to a dozen or more, though the average is 4-6 agents. A Special Agent in Charge (or SAC) runs each office and sees to it that the agents do their jobs (which mostly means intimidating witnesses into not talking, shutting down media coverage of supernatural incidents, and so forth). Depending on the size of the office, he may have one or more Assistant SACs helping him.

THE LOWER RANKS

Below ASAC, the MCB ranks its agents as follows: Lieutenant; Sergeant, Corporal; Agent. These ranks are mainly for administrative and pay purposes, though; they’re rarely used in the field (outside of the Special Response Team, which is much more militaristic). Most MCB personnel simply refer to one another as “Agent.”

MCB RANK COSTS

Here are the *Membership* Fringe Benefit costs for various MCB ranks:

Cost	Rank
10	Director
8	Assistant Director
7	Special Agent in Charge
6	Assistant SAC
5	Lieutenant
3	Sergeant
2	Corporal
1	Agent





DEPARTMENTS

As mentioned above, the MCB organizes its personnel into several departments. These include:

Administrative & Logistics: The least glamorous but most important of the departments, A&L is responsible for the more mundane aspects of the Bureau's operations. It arranges for new offices, makes sure those offices are kept secret with proper cover stories and other measures, promulgates new regulations and policies to all agents, makes sure the Bureau's staffing needs are met, and so forth. It also obtains all of the Bureau's needed supplies, ranging from paper and toner to assault rifles and the MCB's special silver ammunition.

Media Control: Although misleadingly named (since it can't literally control the media), this department is responsible for "spinning" monster-related stories to keep the existence of the supernatural secret from reporters and journalists (and thus from the public). Using a variety of guises (press agents, unnamed sources within the such-and-such office, whistle-blower, inside man...) they maintain contact with many different media outlets and personnel and use those connections to manipulate media coverage as best they can.

Research & Development: One of the ways the MCB keeps pace with monsters despite its small size is by using the best weapons and technology available. Its R&D department is constantly devising newer, better ways to inflict maximum havoc upon the supernatural. It also studies monsters and magic, maintains the Bureau's (highly secure) archive of grimoires and artifacts, and conducts experiments on captured monsters to learn their weaknesses.

Special Response Team: The "SRT" is the Bureau's "military division." When there's a monster outbreak that a regional office can't handle, the brass send in the SRT. SRT agents, who almost always have a military special forces background, are big, heavily armed, thoroughly professional, and capable of handling just about any threat with overwhelming firepower. They swoop in riding their black helicopters, use the latest gears and gizmos to track down the threat, and then put it down once and for all.

Policy And Procedures

"Keep in mind, however, that if you talk about us in public, the nice men from the Monster Control Bureau, that most of you have already met, will probably kill you."

—Raymond Shackelford III warns some MHI newbies about the dangers of talking about monsters in *Monster Hunter International*

As the text above stresses, the MCB's policy first and foremost is *containment*. They want to keep all supernatural incidents from spreading, and more importantly they want to prevent verifiable information about monsters and magic from reaching the media or the American public. Protecting people from monsters is a secondary priority — and a distant second at that.



EVENT CLASSIFICATIONS

To better perform its mission, the Bureau classifies supernatural events on a six-step scale:

Condition Green: A minor incident involving one (relatively weak) monster. Usually something one or two agents from a regional office can handle.

Condition Blue: A major incident involving one powerful monster or multiple weaker monsters. May require the attentions of an entire field office.

Condition Yellow: A serious incident usually beyond the capabilities of any one regional office. Multiple offices, or more likely the SRT, will be called in to handle the threat and manage the cover-up.

Condition Orange: A serious incident threatening an entire town, city, or region in such a way that keeping the incident contained and secret poses a significant challenge. The SRT and “specialists” from headquarters will certainly be involved, as will multiple regional offices if necessary.

Condition Red: A major event threatening the national security of the United States or the lives and wellbeing of a significant number of her citizens. At this level the civil rights of all persons involved are suspended (though the constitutional authority for this is dubious at best) — the MCB can torture confessions out of people, imprison people indefinitely, or kill anyone it deems necessary.

Extinction Level Event: An event which threatens the very existence of humanity and/or Earth. The MCB is authorized to do *whatever* it takes to safeguard humanity, including killing a significant percentage of the Earth’s population to protect the rest.

The Special Agent in Charge whose office handles an incident classifies it, though in the case of Code Orange and above they usually defer to headquarters due to the seriousness of the situation.

Monster Classifications

The MCB also has special classification codes for the monsters involved in an incident, with subcategories to better define the type of monster. These include:

Extradimensional: Often considered the deadliest of monsters, “extradimensionals” are beings not native to Earth’s reality who must be sent here by a more powerful entity, or summoned here by a wizard (or some other unusual circumstance). Type 1 includes relatively minor menaces like imps. Type 2 includes significant demons, such as an infernal scouts and soldiers. Type 3 includes major demons, like winged terrors, battle fiends, and infernal warriors. Type 4 includes the most powerful demons and demon princes. Type 5 includes the servants of the Old Ones, such as shoggoths.

Fey: The MCB doesn’t entirely understand this category, but it recognizes that there’s a certain “type” of monster with unusual mystical powers, typically inimical to humans for reasons other than feeding on them, and it lumps them all into this category. Type 1 is Fey of restricted habits or abilities, such as banshees. Type 2 is shapechanging Fey like doppelgangers and skinwalkers. Type 3 are Fey with general mystical powers, or particularly potent abilities of some sort, such as Baba Yagas and mind colossi. Type 4 designates any type of Fey that doesn’t fit into one of the other categories. Type 5 are full-blown “faerie folk” from world legends; they possess vast mystic power and are nearly impossible to come to grips with or kill.

Humanoids: Monsters which have a human-like form and human-like sentience and motivations. Type 1 includes humanoids currently considered PUFF exempt, such as elves and sasquatches. Type 2 are humanoids who are mostly physical threats but lack significant mystic power, such as orcs, hobgoblins, reptoids, and ogres. Type 3 have notable magical powers or other unusual abilities, such as gnomes, minotaurs, deep ones, Humboldt Folk, and trolls. Type 4 are as much mystical as physical (if not more), such as oni and sirens; Type 5 are the most dangerous humanoids, such as really powerful oni, giants, and the like.

Undead: Monsters which are humans or animals risen from death to a state of unlife. Type 1 includes zombies and skeletons; Type 2 is ghouls, night-shades, mummies, and wights; Type 3 are incorporeals such as ghosts, shades, and wraiths; Type 4 is vampires; and Type 5 is master vampires, liches, and anything else of comparable power.

Unnatural: A catch-all term for other monsters including lycanthropes, lindwyrms, chupacabra, and golems/gargoyles. Type 1 is golems/gargoyles and lesser lycanthropes (such as wererats). Type 2 is werewolves, werejaguars, and other highly dangerous lycanthropes. Type 3 is mutant animals and related creatures, such as giant spiders. Type 4 is small, bestial or mostly bestial monsters, including chupacabra. Type 5 is large, bestial monsters such as lindwyrms.

CONTAINMENT CLASSIFICATIONS

The MCB also ranks events according to how difficult they are to “contain” (meaning keep secret from the media and the public). There are five levels of containment:

Level One: A minor incident easily covered up by one or two agents.

Level Two: A serious incident requiring the efforts of most or all of a regional office to contain.

Level Three: A serious incident involving multiple monsters, and/or witnesses whose credibility can be questioned or impugned with relative ease. (The zombie attack at Trip Jones’s high school merited this classification; there were lots of monsters and witnesses, but the witnesses were mostly kids.)

Level Four: A significant incident with several witnesses whose credibility is difficult to question. Multiple monsters may be involved, or it may simply be one or two powerful monsters.

Level Five: A major incident with numerous credible witnesses and/or monsters whose existence and activities are extremely difficult to explain in conventional terms. (Cratos and Bia’s attack on the Cabbage Point Killing Machine’s concert in Montgomery was a Level Five; so were the Copper Lake and Las Vegas incidents.)

THE SECRET ENEMIES LIST

In much the same way that the FBI has a Ten Most Wanted list, the MCB keeps a Secret Enemies list. This ranks the top ten greatest known supernatural threats to the national security of the United States and/or to maintaining the secret of the supernatural. Currently Koriniha (page 246) ranks #1, Lucinda Hood (page 250) is #3, and Susan Shackleford (page 254) is #6.



OTHER POLICIES AND PROCEDURES

Like any other government organization, the MCB has many, many other regulations, procedures, official policies, and rules. Some of these make a lot of sense; others arose due to some bureaucratically-perceived need and live on to interfere with agents' work. Some of the ones Hunters are most likely to hear about include:

- Do not pursue werewolves or other lycanthropes into any natural environment involving significant cover (including forested areas) without a complete fire team.
- Do not pursue vampires after sunset without a complete fire team.
- All incidents of contact with extradimensional beings, or with human cultists who worship extradimensional beings, no matter how minor, must be reported to your commanding officer as soon as possible.
- Unless specifically ordered to do so by your commanding officer, do not attempt to capture or restrain monsters if you are able to kill them — just go ahead and kill them.
- Arrest or otherwise restrain any private individuals (including persons with PUFF charters) who in any way interfere with you or hinder your ability to carry out your duties.

Of course, all those rules come with an unspoken caveat: “unless absolutely necessary to maintain containment of the situation.”

Resources

“I’m authorized to tow the moon down here and crash it into Earth if I think it would help[.]”

—Agent Myers explains the extent of his authority during the DeSoya Caverns incident in *Monster Hunter International*

One of the things the MCB has going for it is that the government understands just how important its mission really is. Unlike many (if not most) federal agencies and programs it’s never starved for cash or lacking in required equipment. If necessary it can call on just about any United States government resource, up to and including nuclear weapons, to get the job done.

WEAPONS

The standard issue weapons for MCB agents are the FN-F2000 and FN-SCAR-H assault rifles, the FN P90 and H&K MP7 submachine guns, and the Glock 20 10mm semiautomatic pistol. An agent can request to use a different weapon (particularly a handgun), and provided it’s of the same caliber or he’s willing to supply his own ammunition such requests are usually (but not always) granted.

In addition to standard ammunition, the MCB uses a sintered metal round — silver powder encased in a polymer matrix, made for and sold only to the Bureau. It’s available in all of the MCB’s approved calibers and qualifies as frangible ammunition (see page 154).

Beyond firearms, the MCB can access any sort of weapon in the United States arsenal, and its R&D department is always hard at work trying to think up new and improved ways to destroy monsters. For example, for the past several years the MCB has been field testing a combat robot designed specifically for monster hunting. So far its software has only achieved a 98% monster recognition rate, though, so work continues.

BODY ARMOR

MCB agents wear body armor made from the latest materials, with pockets for ceramic plates. It provides 9 PD/9 ED protection (of the same areas as MHI’s armor, see page 112) and includes a load-bearing harness for agents’ gear. Standard issue gear that comes with it includes a medical kit optimized for monster hunting necessities, a durable flashlight, and a high-quality multitool.

VEHICLES

The MCB has a large fleet of vehicles. Its agents typically travel in black, armored Suburban SUVs capable of moving at over 200 miles per hour. For aerial assaults or faster travel they fly in Blackhawk or Apache helicopters, or transport aircraft like the C-130. If necessary the Bureau can even obtain M1A1 Abrams main battle tanks for use against truly dangerous monsters (though few monsters stand still long enough for a tank to shoot them, or live in places where tanks can go).

TESTING KITS

The Werecreature Field Test Kit and Zombie Infection Tester described on page 165 are both MCB inventions. Field agents determining the extent of a monster “outbreak” use them frequently, and even SRT teams usually have at least one or two of each.

FALSE DOCUMENTATION

As part of their whole mission of “containment,” MCB agents rarely tell anyone who they really are. Instead an agent in the field usually has ID cards and other documentation in support of at least three false identities. Ideally his “cover” is tailored to his specific mission, but if that’s not possible he can fall back on broadly useful ones such as “FBI agent” or “CDC inspector.”

ARTIFACTS AND ENCHANTED ITEMS

When the MCB gets its hands on grimoires, enchanted items, or other mystical objects, it makes the decision whether to destroy them (if possible) or keep them for study. Those it decides to retain are kept in a *highly* secure warehouse at a secret location in Nevada. (It may have, or may in the future build, other such facilities.) Protected by a Ward Stone, the latest in modern security systems, and a crack team of well-armed guards, it contains enough magical swords, arcane paraphernalia, and enchanted objects to outfit an entire cult. MCB agents are *not* allowed to “check out” or otherwise use these items (though R&D personnel do study and experiment upon them in secure rooms on site).





Key Personnel

Here are some of the primary MCB personnel whom MHI Hunters may encounter during their careers.

SPECIAL AGENT DWAYNE MYERS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
13	DEX	6	12-	
13	CON	3	12-	
20	INT	10	13-	PER Roll 13-
15	EGO	5	12-	
18	PRE	8	13-	PRE Attack: 3½d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
6	DMCV	9		
3	SPD	10		Phases: 4, 8, 12
6	PD	4		Total: 6 PD (0 rPD)
6	ED	4		Total: 6 ED (0 rED)
8	REC	4		
35	END	3		
13	BODY	3		
36	STUN	8		Total Characteristics Cost: 107

Movement: Running: 12m

Cost	Powers	END
3	<i>Observant:</i> +1 to PER Rolls with all Sense Groups	0

Perks

30	Contacts: 30 points' worth throughout the US government
3	Fringe Benefit: Federal Police Powers
7	Fringe Benefit: Membership: MCB Special Agent
1	Fringe Benefit: Weapon Permit

Skills

5	+1 with Firearms
3	Bureaucratics 13-
3	Deduction 13-
3	Interrogation 13-
2	KS: MCB 11-
1	KS: MHI 8-
3	KS: Monsters 13-
3	Persuasion 13-
3	Stealth 12-
3	Tactics 13-
2	TF: Ground Vehicles
2	WF: Small Arms

Total Powers & Skills Cost: 77

Total Cost: 184

200 Matching Complications (50)

10	Hunted: MCB (Infrequently, Mo Pow, NCI, Watching)
20	Psychological Complication: Must Protect The US And Her Citizens From The Supernatural No Matter What The Cost (Common, Total)
10	Psychological Complication: Dislikes MHI And Other Private Monster Hunters (Common, Moderate)
5	Rivalry: Professional, with Douglas Stark
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 50

Experience Points: 0

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR	
						Min	Notes
S&W 610	+1	+1	1d6+1	+0	6	6	
FN-F2000	+1	+2	2d6	+1	30	12	2H, AF5, FS

Armor

MCB Body Armor (9 PD/9 ED)

Gear: Cigarettes, cigarette lighter

SPECIAL AGENT DWAYNE MYERS

Background/History: After an encounter with the supernatural that nearly left him dead, young Dwayne Myers was recruited by MHI and soon became a tough, competent Hunter. But after the supposed death of his close friend Martin Hood at the claws of Earl Harbinger, Myers soured on the idea of private monster hunting, quit MHI, and joined the MCB.

Thanks to his talents and attitude, Myers rose through MCB's ranks quickly, eventually becoming the Special Agent in Charge of the Dallas regional office. When the directorship opened, Congress appointed him Acting Director of the Bureau, but for various bureaucratic and political reasons the position was never made permanent.

Myers served as the MCB's *de facto* Director through the Machado incident, Martin Hood's attempt to turn the Earth over to the Dread Overlord, and the Copper Lake incident. After that the political winds shifted and his rival Doug Stark became Director. He was "demoted" to SAC over the Special Response Team, a job he doesn't particularly care for and isn't well-suited for, but which he's performing to the absolute best of his ability.

Personality/Motivation: Although he often comes across as cynical and world-weary, Dwayne Myers believes passionately in the ultimate goal of the MCB: protecting the United States and the Earth from the Old Ones and other monsters. He accepts the fact that this requires hard decisions and sacrifices, and as much as he hates to condemn innocents to death he'll do it rather than see the entire US placed at



risk. (In fact, he initially participated in some of Martin Hood's attempts at trying to use magic to fight the Old Ones, though he soon realized that was foolish. In some ways he's been seeking atonement for that mistake ever since.) When it comes right down to it he's an eminently practical man.

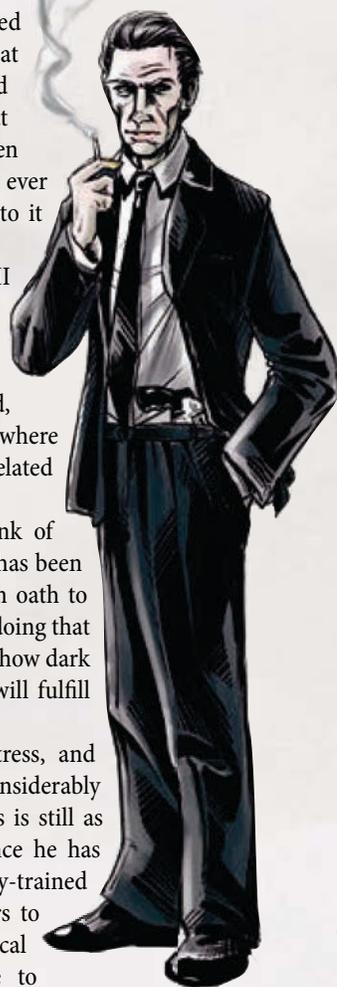
Myers's experiences with MHI have left him highly skeptical of private monster hunting. If it were up to him PUFF would be abolished., private hunting outlawed, and the MCB expanded to the point where it can easily handle all monster-related incidents in United States territory.

Quote: "No matter what you think of me, you know everything I've done has been to protect America. I took a solemn oath to defend this country. I will continue doing that to the best of my abilities, no matter how dark things become, no matter what, I will fulfill that oath or I will gladly die trying."

Powers/Tactics: Although age, stress, and smoking have slowed him down considerably over the years, Special Agent Myers is still as tough and determined as ever. Since he has plenty of young, gung-ho, highly-trained soldiers at his command, he prefers to lead from the rear, using his tactical sense and decades of experience to help his men accomplish the mission while minimizing casualties.

Where Myers really shines is the bureaucratic and administrative side of his job. He knows a *lot* of people in Washington and can make sure the MCB has no budgetary troubles, that any questions or problems are smoothed over, and that a belief in the importance of the Bureau's work remains firmly entrenched in most politicians' opinions.

Appearance: Special Agent Dwayne Myers is a white male in his mid-forties. He's 5'8" tall, with thinning black hair and hazel eyes. His skin is pale from all the time he spends indoors, and he's thin — often too thin, when the stress and demands of work keep him from eating properly. He's a heavy smoker, leading to yellowed teeth and fingernails; he usually has a pack of cigarettes on him somewhere. Unless he's participating in a combat mission (which is unusual these days) he wears off-the-rack, dark-colored men's suits that somehow always look a little rumpled — some people think he looks a lot like a junior college English professor, when in fact he's a hardened fighter, monster-killer, and bureaucracy manipulator. He carries a Smith & Wesson 610 revolver most of the time. If he has to fight he dons body armor and uses an F2000 assault rifle.



SPECIAL AGENT FRANKS

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
17	DEX	14	12-	
25	CON	15	14-	
15	INT	5	12-	PER Roll 12-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
9	OCV	30		
7	DCV	20		
3	OMCV	0		
7	DMCV	12		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
12	PD	10		Total: 12 PD (6 rPD)
12	ED	10		Total: 12 ED (6 rED)
10	REC	6		
50	END	6		
20	BODY	10		
60	STUN	20		
Total Characteristics Cost: 233				

Movement: Running: 16m

Cost	Powers	END
24	<i>Hits Like A Freight Train:</i> HA +6d6 Hand-To-Hand Attack (-¼)	3
2	<i>Extra Burst Of Strength:</i> +10 STR Increased Endurance Cost (x10 END; -4)	10
6	<i>Body Of Reanimated Flesh:</i> Resistant (+½) for 6 PD/6 ED	0
40	<i>Incredibly Tough:</i> Damage Negation (-4 DCs Physical and Energy)	0
7	<i>Fearless:</i> +15 PRE Only To Protect Against Presence Attacks (-1)	0
40	<i>Golem's Body:</i> Life Support: Total (including Longevity: Immortality)	0
4	<i>Fast:</i> Running +4m (16m total)	1
5	<i>Golem's Eyes:</i> Nightvision	0

Perks

3	Fringe Benefit: Federal Police Powers
7	Fringe Benefit: Membership: MCB Special Agent
1	Fringe Benefit: Weapon Permit

Talents

7	Resistance (7 points)
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Skills

20	+2 with All Combat
10	+2 with Firearms
16	+2 HTH
3	Combat Driving 12-
3	Fast Draw 12-
3	Interrogation 14-
1	KS: Arcane And Occult Lore 8-
2	KS: MCB 11-
3	KS: Monsters 12-
4	Language: English (idiomatic; German is Native)
3	Stealth 12-
3	Tactics 12-
2	TF: Ground Vehicles
6	WF: Common Melee Weapons, Common Missile Weapons, Small Arms

Total Powers & Skills Cost: 225

Total Cost: 458

200 Matching Complications (50)

- 10 Hunted: MCB (Infrequently, Mo Pow, NCI, Watching)
- 20 Psychological Complication: Must Complete His Mission (Common, Total)
- 20 Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 50

Experience Points: 258

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR	
						Min	Notes
Glock 20	+0	+0	1½d6	+0	15	6	Carries two
FN-F2000	+1	+2	2d6	+1	30	12	2H, AF5, FS
Grenades	—	—	2½d6X	+1	var	—	RBS

Armor

MCB Body Armor (9 PD/9 ED)

Gear: Flask of Elixir of Life (see page 184)

SPECIAL AGENT FRANKS

Background/History: Long and long ago, before the earliest human civilizations, one third of the heavenly host rebelled against God. When God defeated them, he ejected them from Heaven, and they fell into Hell, becoming demons and devils.

One such spirit, having greater will than most, found its way out of Hell. Because the spirit was not evil, it was able to make a bargain with God: God would allow it to remain in the world (assuming it could find a physical form to reside in), but it would have to do God's good work of protecting humanity and destroying monsters.

In the eighteenth century, the spirit came across a powerful flesh golem body created by an alchemist named Konrad Dippel. Dippel animated it with a powerful alchemical substance unlike anything the world had seen before: the true Elixir of Life. The spirit took over the soulless body, thus gaining a physical form.

The spirit-golem, whom the MCB would eventually come to know as Franks, lived on even after Dippel died, retaining the secret of the Elixir of Life for times when his body became so damaged it required repair. As a Hessian mercenary he came to America to fight the colonial rebels, but soon received indications from on high that he should acquaint himself with the alchemist Ben Franklin. He made another bargain, this time with Franklin, to work for what would one day be called the United States. In exchange the government would help preserve his secret (since even then many people, including George Washington, would have preferred to destroy him) and would put him back together whenever his body was severely injured. However, Franks kept the secret of his true origin to himself; as far as Franklin knew he was just a free-willed golem.

Ever since then Franks has worked for the United States government in a variety of ways under a variety of identities. For the





past several decades he's been the legendary Special Agent Franks, the baddest MCB agent ever — the one who's *never* failed at a mission, who doesn't hesitate to do *whatever* the job requires, and who once killed a god. (Given his unique status, he has "Special Agent" rank even though he doesn't head a regional office.) In fact he's been such a valuable asset that the STFU has launched Project Nemesis, a nebulous program Franks only knows a little about — but what he's heard (or inferred) makes him so violently opposed to it he'll kill anyone he learns is involved.

Having severely violated MCB regulations and federal law during the Las Vegas incident, Franks is for the first time in the doghouse with the Bureau. How that will play out, especially if he learns more about Project Nemesis, remains to be seen.

Personality/Motivation: Franks is utterly dedicated to fulfilling his bargain with God, because he really, really, *really* doesn't want to go back to Hell. He has yet to fail at a mission, and he'll do whatever it takes to make sure that record remains unblemished.

Franks typically comes across as emotionless and entirely focused on his job. He doesn't raise his voice, act surprised or anxious, show kindness/sympathy, or the like — and nothing in the world can intimidate or frighten him. He speaks with a flat, almost monotone voice, even in the most stressful of situations.

Quote: "I've never failed a mission."

Powers/Tactics: As a golem animated/powered by the Elixir of Life, Franks is incredibly durable. He can withstand damage that would kill a normal human. Even better, when one of his limbs or organs becomes useless due to injury, government surgeons can easily replace it with "parts" from someone else. The MCB keeps a freezer full of "replacement parts" for Franks, and can also harvest them from people killed in monster incidents or in battle if necessary. However, his anatomy isn't entirely normal — he has duplicates of some organs, his ribcage is more solid/less flexible, and so forth.

Furthermore, Franks is immensely strong — and in a pinch he can exert even more strength than normal, though this tires him out quickly. (And of course, if he's recently taken any of the Elixir of Life, which he knows how to make, that may further increase his physical abilities.)

Franks has been fighting in wars and killing monsters for centuries, and it shows. He hits like a freight train and shoots with deadly accuracy. There's very little he hasn't seen, encountered, or heard of in his time as a golem, and he puts his experience to good use as an MCB agent.

Appearance: Agent Franks is an enormous brute of a man, standing 6'5" tall with broad shoulders, muscles on his muscles, and the hard look of someone who doesn't tolerate backtalk and has killed more than his fair share of men. Because his golem nature allows parts of his body to be replaced if they're lost or badly damaged his appearance can change as the years pass. Currently he's dark-featured, with one blue eye and one dark brown, and short dark brown hair. His left hand has the word HATE tattooed across the knuckles. He's extremely taciturn, rarely saying more than a few words at a time — and those words will be blunt and to the point, regardless of how this affects the feelings of others. His preferred weapons when he's not outfitted for serious combat are Glock 10mm Model 20s (he carries a pair of them) and whatever other supplementary weapons (including grenades) he can fit in his pockets. During combat missions he dons full body armor and carries an F2000 assault rifle.

DIRECTOR DOUGLAS STARK

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
13	DEX	6	12-	
15	CON	5	12-	
15	INT	5	12-	PER Roll 12-
14	EGO	4	12-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
4	DMCV	3		
4	SPD	20		Phases: 3, 6, 9, 12
6	PD	4		Total: 6 PD (0 rPD)
6	ED	4		Total: 6 ED (0 rED)
7	REC	3		
40	END	4		
14	BODY	4		
38	STUN	9		
				Total Characteristics Cost: 109

Movement: Running: 10m

Cost	Powers	END
-2	<i>The Old Knee Injury:</i> Running -2m (10m total)	-

Perks

3	Fringe Benefit: Federal Police Powers
10	Fringe Benefit: Membership: Director of the MCB
1	Fringe Benefit: Weapon Permit

Skills

5	+1 with Firearms
3	Bureaucratics 12-
3	Deduction 12-
3	Demolitions 12-
3	Interrogation 12-
2	KS: MCB 11-
3	KS: Monsters 12-
3	Stealth 12-
2	Tactics 10-
2	TF: Ground Vehicles
2	WF: Small Arms

Total Powers & Skills Cost: 43

Total Cost: 152





200 Matching Complications (50)

10	Hunted: MCB (Infrequently, Mo Pow, NCI, Watching)
15	Psychological Complication: Coward (Common, Strong)
5	Rivalry: Professional, with Dwayne Myers
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 50

Experience Points: 0

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR	
						Min	Notes
Glock 20	+0	+0	1½d6	+0	15	6	
FN-SCAR-H	+1	+2	2d6+1	+1	20	12	2H, AF5, FS

Armor

MCB Body Armor (9 PD/9 ED)

Gear: Business cards

DIRECTOR DOUGLAS STARK

Background/History: As a young Navy SEAL, Doug Stark learned about the existence of the supernatural when he helped rescue a cruise ship that was being attacked by Deep Ones. Sam Haven, who went on to become an MHI employee, had also been on that mission, and filed a report that claimed Stark choked under pressure. Fortunately for Stark, Haven argued with the MCB about eradicating anyone who might possibly have been infected by the fish-men and got drummed out of the Navy for his attitude, leaving Stark to be held up as the hero of the incident.

Fighting Deep Ones left Stark with psychological scars, but also gave him a purpose in life. He joined the MCB, and was partnered for some time with the (in)famous Agent Franks. Over 25 years he slowly worked his way up the ranks, eventually becoming Special Agent in Charge of the Chicago office. After his actions during the Copper Lake incident (which were not entirely admirable, but which he was able to pass off as heroic), he was promoted to Director of the Bureau, a position he's held ever since — albeit at the sufferance of the STFU.

Personality/Motivation: Although he tries to put on a bold front, the truth is that Doug Stark is a coward. He much prefers his job as an office administrator to being out in the field. He can often bluff his way through unpleasant situations, especially if people are watching, but if he can do so without risking his reputation he'll flee.

Director Stark has a somewhat sour, contrarian nature. He's prone to arguing with people over every little thing, regardless of what he really believes. He's also good at weaseling his way into things he wants.

Quote: "It is my goal to usher in a new era of cooperation between public sector and private sector Hunters."

Powers/Tactics: Despite being well past his prime and developing a bit of swivel-chair spread, Director Stark continues to exercise and lift weights on a regular basis; his biceps are as big around as most men's thighs. He still remembers a lot of what he learned as a SEAL, including how to use explosives.

Director Stark can't run as fast as most of his agents. He injured his knee chasing a sasquatch years ago. It starts to ache if he sits too long in one position.

Appearance: Douglas Stark is a white male in his early fifties. He's 6'0" and stocky, with short, sandy blonde hair, watery blue eyes, and a set of bulldog jowls. He typically wears tailored men's suits in dark colors and carries a Glock 10mm Model 20 handgun. In the field his preferred weapon is the FN-SCAR-H.





AGENT GRANT JEFFERSON

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 133 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
15	CON	5	12-	
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
15	PRE	5	12-	PRE Attack: 3d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
4	DMCV	3		
4	SPD	20		Phases: 3, 6, 9, 12
7	PD	5		Total: 7 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
8	REC	4		
40	END	4		
13	BODY	3		
40	STUN	10		

Total Characteristics Cost: 115

Movement: Running: 12m

Cost	Powers	END			
	Martial Arts: Boxing				
4	Block	+2	+2	Block, Abort	
3	Clinch	-1	-1	Grab Two Limbs, 22 STR for holding on	
4	Cross	+0	+2	4d6 Strike	
5	Hook	-2	+1	6d6 Strike	
3	Jab	+2	+1	2d6 Strike	
3	<i>Observant:</i> +1 to PER Rolls with all Sense Groups				0

Perks

3	Fringe Benefit: Federal Police Powers
1	Fringe Benefit: License to Practice Law
2	Fringe Benefit: Membership: MCB Agent (Corporal)
1	Fringe Benefit: Weapon Permit

Talents

3	Striking Appearance +1/+1d6
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Skills

10	+2 with Firearms
8	Range Skill Levels: +4 versus the Range Modifier with Firearms
4	Targeting Skill Levels: +2 versus Hit Location Modifiers with Firearms
3	Acting 12-
3	Bureaucratics 12-
3	Charm 12-
3	Fast Draw 12-
1	Gambling 8-
2	KS: Law 11-
2	KS: MCB 11-
1	KS: MHI 8-
2	KS: Monsters 11-
3	Persuasion 12-
3	Stealth 12-
2	TF: Ground Vehicles
3	WF: Small Arms, Blades

Total Powers & Skills Cost: 85

Total Cost: 200

200 Matching Complications (50)

10	Hunted: MCB (Infrequently, Mo Pow, NCI, Watching)
10	Psychological Complication: Self-Centered (Common, Moderate)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 40

Experience Points: 10

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR	
						Min	Notes
Glock 20	+0	+0	1½d6	+0	15	6	
FN-SCAR-H	+1	+2	2d6+1	+1	20	12	2H, AF5, FS
Barrett Model 82A1	+1	+4	3d6	+1	11	12	2H
Combat Knife	+0	+0	1d6	+0	—	8	Can Be Thrown

Armor

MCB Body Armor (9 PD/9 ED)

Gear: Pocket comb, smartphone





AGENT GRANT JEFFERSON

Background/History: Born into a wealthy New England family, and gifted with both intelligence and good looks, Grant Jefferson pretty much had it all from Day One. He breezed through college and law school with top marks, and would likely have gone on to a brilliant career as an attorney had he not been attacked by a blood fiend one fateful day. He survived the attack, killed the monster, and was soon recruited by MHI.

Jefferson took to Hunting so well that he soon earned himself a place on Earl Harbinger's team, and even began dating Julie Shackelford. But his true colors came out when he left Owen Pitt to die during a mission rather than risk his own life to save the newbie. After that his star quickly lost its luster, and he eventually left MHI in disgrace...

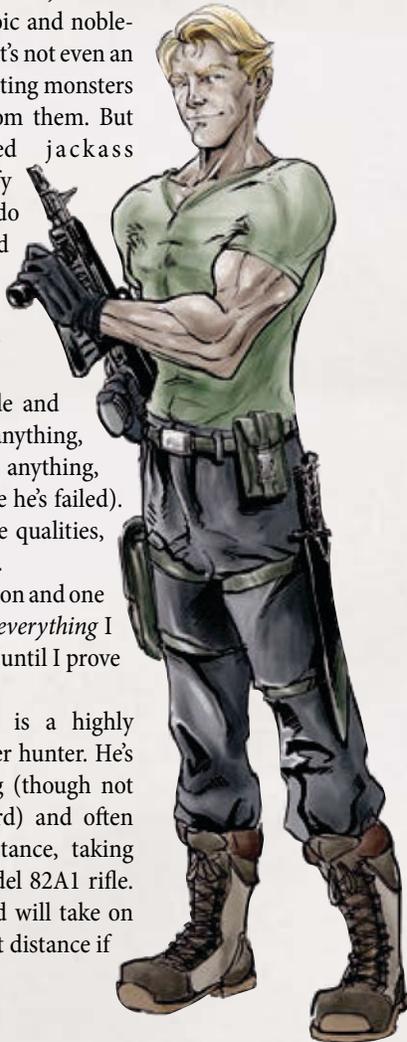
...only to rejoin about a year later, this time as a "plant" for the MCB, who'd hired him in the interim. His true allegiance was eventually exposed, and he's worked as a full-time MCB agent ever since. Acting Director Myers thought very highly of him and relied on him frequently, but since Myers was demoted and Douglas Stark became Director, Jefferson has found himself marginalized. He doesn't like it, but he knows there's nothing to do but grit his teeth and wait for fortune to turn his way once more. It always does, sooner or later.

Personality/Motivation: Grant Jefferson puts on an act of being heroic and noble-minded, and to some extent it's not even an act. He genuinely enjoys hunting monsters and keeping people safe from them. But ultimately he's a self-centered jackass who'll find a way to justify doing whatever he wants to do that makes himself look good in the process. He can be trusted... but only as long as it's in his best interest to help you.

Jefferson is full of pride and ego. He hates to lose at anything, hates not to be the best at anything, and hates to fail (or look like he's failed). While these aren't admirable qualities, they push him to do his best.

Quote: "I'm here for one reason and one reason only. I'm the best at *everything* I decide to do, and I can't quit until I prove I'm the best at this too[.]"

Powers/Tactics: Jefferson is a highly trained, experienced monster hunter. He's particularly good at sniping (though not as good as Julie Shackelford) and often prefers to remain at a distance, taking available shots with his Model 82A1 rifle. He's no coward, though, and will take on monsters from HTH Combat distance if he has to.



Appearance: Grant Jefferson is a white male in his late twenties. He stands 6'0" tall and has the firm, athletic build of someone who not only gets regular exercise as part of his job but also hits the gym regularly to sculpt and tone. He's extremely handsome (movie star good-looking, in fact), with stylish blond hair, blue eyes, perfect teeth, and a charming manner and smile that most women (and more than a few men) find irresistible. In the field he wears a suit of body armor specially made to fit him perfectly, with the MCB seal as a patch on both shoulders, and carries an FN SCAR-H assault rifle, a Glock 10mm Model 20 handgun, and various other weapons and pieces of gear.

TYPICAL MCB AGENT

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
13	DEX	6	12-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
13	PRE	3	12-	PRE Attack: 2½d6
5	OCV	10		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
6	PD	4		Total: 6 PD (0 rPD)
6	ED	4		Total: 6 ED (0 rED)
8	REC	4		
35	END	3		
10	BODY	0		
30	STUN	5		
				Total Characteristics Cost: 60

Movement: Running: 12m

Perks

3	Fringe Benefit: Federal Police Powers
1	Fringe Benefit: Membership: MCB Agent
1	Fringe Benefit: Weapon Permit

Skills

5	+1 with Firearms
2	KS: MCB 11-
2	KS: Monsters 11-
2	WF: Small Arms
15	15 points' worth of additional Skills and abilities

Total Powers & Skills Cost: 31

Total Cost: 91





175	Matching Complications (50)
10	Hunted: MCB (Infrequently, Mo Pow, NCI, Watching)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Complications Points: 30
Experience Points: 0

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR	
						Min	Notes
Glock 20	+0	+0	1½d6	+0	15	6	
H&K MP7	+1	+1	2d6	+0	40	10	AF5
FN-F2000	+1	+2	2d6	+1	30	12	2H, AF5, FS

Armor

MCB Body Armor (9 PD/9 ED)

Gear: Flashlight

Description: This character sheet represents a typical MCB agent, such as Agent Steven Archer. You can create your own MCB characters using it or the accompanying Template.

SPECIAL TASK FORCE UNICORN

“Off the record, he worked for an operation you do not want to cross. MCB is a shield. They’re a sword, or maybe a poisoned dagger would be more appropriate. They answer only to the highest levels. They’re small, but they deal with things that I wouldn’t want my agency to touch with a ten-foot pole.”

—Acting Director Dwayne Myers explains STFU to Earl Harbinger in *Monster Hunter Alpha*

The MCB isn’t the only US government operation involved with the supernatural. While the MCB exists to protect people from monsters and magic, another agency *uses* monsters and magic to further the interests of America. Even smaller and more secretive than the MCB, this agency is known as *Special Task Force Unicorn*, or STFU for short. The name was chosen because unicorns, as everyone knows, don’t exist.

STFU got its start during World War II as “Operation Unicorn,” an OSS project to use known, controllable monster assets for military purposes (primarily espionage, sabotage, and other “special forces” type missions). Raymond Shackelford II was attached to Operation Unicorn; so was a weredolphin codenamed “Miss Fish.” Operation Unicorn was involved in some of the most secret, but also most vital, OSS activities during the war; according to some estimates, the war might have dragged on as much as another half a year had Unicorn not accomplished what it did.

MCB TEMPLATE

Cost	Ability
3	+3 STR
6	+3 DEX
3	+3 CON
3	+3 PRE
10	+2 OCV
5	+1 DCV
10	+1 SPD
4	+4 PD
4	+4 ED
4	+4 REC
3	+15 END
5	+10 STUN
2	KS: MCB 11-
2	KS: Monsters 11-
2	WF: Small Arms
5	+1 with Firearms
5	Fringe Benefits: Federal Police Powers; Membership (MCB Agent); Weapon Permit

Cost	Equipment
N/A	FN-F2000 assault rifle or equivalent
N/A	Glock 20 10mm handgun or equivalent
N/A	H&K MP7 submachine gun or equivalent
N/A	MCB Body Armor (see page 232)

Total Cost Of Template Abilities And Equipment: 76

Value	Complications
10	Hunted: MCB (Infrequently, Mo Pow, NCI, Watching)
20	Social Complication: Subject To Orders (Very Frequently, Major)

Total Value Of Template Complications: 30

Operation Unicorn was resurrected briefly for the Korean War, and then during the Vietnam War under its current name, Special Task Force Unicorn. Commanded in Vietnam by human officer Kirk Conover, its principle (but by no means only) members included Raymond Shackelford II, a bullman named Travis Alamo Sam Houston, and a half-siren named Sharon Magnum. STFU performed numerous operations behind enemy lines, often clashing with its opposite Soviet number, a group led by werewolf Nikolai Petrov. Ultimately Petrov got the drop on STFU one day and massacred most of the humans involved; the Task Force was “disbanded” shortly thereafter.

Or so most people thought. In reality it continued, using what few monstrous assets the US could muster (mostly intelligent humanoids seeking a PUFF exemption) for various missions all over the world. It remains in existence today, though even in the highest circles of government and among the most knowledgeable in the Hunting World, few people know anything significant about it.





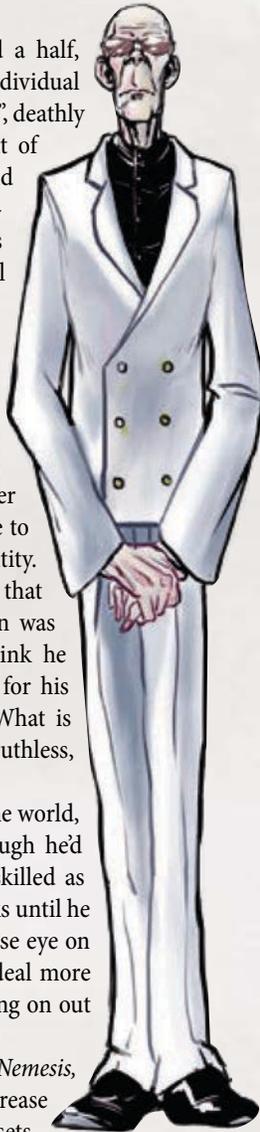
Agent Stricken

For approximately the past decade and a half, STFU has been led by a mysterious individual known only as “Agent Stricken.” He’s a 6’5”, deathly pale albino male. He’s thin to the point of gauntness, has notably long limbs, and is completely bald. He dresses in finely-tailored men’s clothing and usually wears persimmon-colored sunglasses to conceal his albino eyes.

Few people other than Stricken know his background. After a short stint in the military he became a top CIA field operative — a frighteningly capable one with a reputation for being able to complete *any* mission, no matter what it took. Then he had the misfortune to encounter some sort of supernatural entity. Whatever it was he won’t say, but after that encounter a once healthy, muscular man was a slender, bald albino. Some people think he made some sort of deal with the Devil for his life, and that may very well be true. (What is unquestionably true is that he’s an evil, ruthless, conniving bastard.)

Now that he knew the truth about the world, Stricken was recruited for STFU. Although he’d changed physically he was still just as skilled as ever, and over time rose through the ranks until he became STFU’s “director.” He keeps a close eye on the Hunting World, and knows a great deal more about monsters, Hunters, and what’s going on out there than most people suspect.

Stricken’s current focus is *Project Nemesis*, which involves a mysterious effort to increase the United States’s supernatural assets. Whatever it’s supposed to lead to, Stricken believes it will mean that humanity will no longer be a pawn in the eternal struggles of the Outsider Factions. Whether he’s right remains to be seen.



HEATHER KERKONEN

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
9	PD	7		Total: 9 PD (2 rPD)
6	ED	4		Total: 6 ED (2 rED)
8	REC	4		
35	END	3		
16	BODY	6		
36	STUN	8		
				Total Characteristics Cost: 173

Movement:	Running:	18m
	Leaping:	12m

Cost	Powers	END
13	<i>Shapechanging:</i> Multiform (change shape into 0 175-point human; true form is man-beast form) Costs Endurance (to change shape; -½), Extra Time (takes 1 Turn to change shape; -1¼)	0
20	<i>Fangs:</i> HKA 1d6+1 (2d6+1 with STR)	2
15	<i>Claws:</i> HKA 1d6 (2d6 with STR)	1
83	<i>Werewolf’s Bite:</i> Major Transform 12d6 (human into werewolf; heals back through special magic ritual involving Amulet of Koschei) Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), All Or Nothing (-½), Fangs HKA Must Do BODY (see text; -½), Limited Target (humans and related beings; -½), Linked (to Fangs HKA; -¼)	0
Martial Arts: Red In Tooth And Claw		
	Maneuver	OCV DCV Notes
4	Avoid Harm	— +5 Dodge all attacks, Abort
4	Chomp/ Claw Slash	+0 +2 Strike +2 DC
3	Holding Bite	+0 -1 Grab One Limb, +10 STR
3	Knockover	+2 -1 Strike +1 DC; Target Falls

STFU’s Current Assets

“I’m not the bad guy here, Harbinger. I’m just doing my job, just like you had to. I don’t get off on dragging monsters into slavery. We’re doing important work, and it absolutely has to be done.”

—Agent Stricken explains himself to Earl Harbinger in *Monster Hunter Alpha*

STFU is even smaller and more secretive than the MCB, which limits its effectiveness in some respects. It can, however, field squads of extremely well-trained and well-equipped agents. You can use the MCB Agent character sheet for them, but increase their Characteristics slightly, add +1 with All Combat, and give them better equipment (including body armor with 10 PD/10 ED).

STFU’s primary assets are several monsters, the most important of whom is the werewolf Heather Kerkonen.





Cost	Powers	END
2	<i>Werewolf's Resilience:</i> Resistant (+½) for 2 PD/2 ED	0
24	<i>Werewolf's Resilience:</i> Damage Negation (-5 DCs Physical) Doesn't Work Against Silver-Based Attacks (-½) plus Damage Negation (-2 DCs Energy) Doesn't Work Against Fire Attacks (-½)	0
32	<i>Werewolf's Regeneration:</i> Regeneration (3 BODY per Turn) Doesn't Heal Damage Caused By Silver Weapons (-½), Cannot Regenerate Lost Limbs (-0)	0
5	<i>Werewolf's Regeneration:</i> Life Support (Immunity to all diseases)	0
2	<i>Long-Lived:</i> Life Support (Longevity: ages at one-fourth normal rate)	0
6	<i>Werewolf's Legs:</i> Running +6m (18m total)	1
4	<i>Werewolf's Legs:</i> Leaping +8m (12m forward, 6m upward)	1
9	<i>Werewolf's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Werewolf's Eyes:</i> Ultraviolet Vision	0
5	<i>Werewolf's Nose:</i> Discriminatory for Normal Smell	0
10	<i>Werewolf's Nose:</i> Tracking Smell	0

Skills

24	+3 HTH
2	Animal Handler (Canines) 13-
3	Climbing 13-
2	PS: Law Enforcement Officer 11-
3	Stealth 13-
2	TF: Ground Vehicles
2	WF: Small Arms

Total Powers & Skills Cost: 287

Total Cost: 460

200	Matching Complications (50)
20	Accidental Change: Always during the three nights of the full moon each month (Uncommon)
10	Accidental Change: 8- when exposed to certain forms of stress (Common)
25	Enraged: Berserk in combat or when injured (Very Common), go 8-, recover 14-
15	Psychological Complication: Do The Right Thing (Common, Strong)
15	Psychological Complication: Loves Earl Harbinger (Common, Strong)
20	Vulnerability: 2 x STUN from Silver Weapons (Common)
20	Vulnerability: 2 x BODY from Silver Weapons (Common)

Total Complications Points: 50

Experience Points: 260



HEATHER KERKONEN

Background/History: After returning to her native Michigan to take care of her parents instead of continuing a promising career as a big city cop, Heather Kerkonen was serving as a sheriff's deputy during the Copper Lake incident. She was bitten by one of the Amulet of Koschei-powered werewolves, and as a result became a lycanthrope herself — a most unusual one, perhaps because she had the blood of Aksel Kerkonen (the man who took the Amulet from Koschei and tried to hide it in an abandoned mine) in her veins. Her reddish fur set her apart physically, as did her greater resilience, enhanced self-control, and unusually severe reaction to silver. During the incident she teamed up with Earl Harbinger to defeat Adam Conover. The two of them became attracted to one another, and this attraction blossomed into love.

Harbinger took her to his Alaska cabin to learn more about her abilities, but their pleasant wilderness idyll was interrupted by Agent Stricken of STFU. Kerkonen had yet to earn a PUFF exemption, and he needed a werewolf to work for him for the next two years. She agreed, and is currently about halfway through her "contract."





Personality/Motivation: Kerkonen has a strongly developed sense of right and wrong, which is what drove her into law enforcement. She'll do what's right, and damn the consequences, even if it means risking her own life. This makes her "job" for STFU hard on her, since she's not always on as firm a moral ground as she'd like (or at least can't know for certain that she is), but she's working her way through it as best she can.

Quote: "I've got this. Go do what you've got to do."

Powers/Tactics: Kerkonen is a werewolf, with all that implies. However, because she was created during the Copper Lake incident under the influence of the Amulet of Koschei, she's more powerful than a typical werewolf — stronger, faster, tougher. She also has

greater self-control, which is what makes her so valuable to STFU.

Appearance: In her normal human form, Heather Kerkonen is an attractive woman in her late twenties who's 5'8" tall and weighs 130 pounds. She has short red hair and green eyes (though her eyes sometimes glow gold even when she's not in wolf-woman form). She usually wears casual, everyday clothing now that she's no longer a deputy sheriff. As a female werewolf, Kerkonen looks like a normal werewolf except that her fur is a distinctive reddish color (much like her hair when she's a human).

IT'S IN THE BLOOD

"It's in the blood."

"I don't understand," the dying monk gasped. "Please..."

Susan Shackelford stepped delicately through the corpses. The monastery was a mess, but it was their own fault. If the monks hadn't been so damned obstinate, she wouldn't have had to slaughter them. There was only one still alive, but he would do. She could sense his life slowly pouring out of the abdominal wound she'd inflicted on him. He'd be dead on his own in probably ten minutes, but she doubted he'd entertain her that long.

"I'm answering your question, padre. When I was swatting you boys like flies, I heard you ask one of your buddies..." she looked to the side. "I think it was that one there missing his arms, you asked him how I could possibly be so strong." Susan squatted next him, careful not to get his guts on her nice pumps. Since she was playing tourist, Susan still wanted to go out on the town tonight to pick up some dinner, so the last thing she needed was blood on her shoes. She stuck one finger into the hole in his side. She willed the nail to turn into a claw. He screamed in agony. "That question saved your life.. briefly."

He was gasping, maybe praying, she couldn't tell. It really wasn't very dignified.

"See, most of you guys were speaking Greek or whatever, and I've never been to your beautiful little islands before so I don't exactly know the lingo, and you asked that in English, which made you the lucky one that gets to live long enough to answer my questions. But to be fair, I'll answer yours first. The reason I'm so strong is because of how much blood I've taken. Every life a vampire consumes makes us that much stronger." Susan removed her hand. Her claw quickly turned back into a delicate finger. She licked it clean. "Normally it takes a vampire hundreds of years to get to where I am now, but since I used to be a Monster Hunter, you could say I've got *exotic* tastes. See, I may be young for a vampire, but I'm an overachiever."

"Go to hell, demon," he spat.

She laughed. "Oh, come on now. I'm no demon, but while we're on the topic, that brings me to my question for you. I've been told there's a very old book hidden somewhere in this monastery. It's supposedly got all sorts of nifty tips on stopping demons. Useful, but that's not even why I want it. You losers have just been letting it sit here collecting dust, with no clue just how useful this book is.

Now me on the other hand, you can think of me a collector of rare monster related artifacts. I'll give it a good home where it can be appreciated. So all that out of the way, where's my book?"

"The grimoire is dangerous. It is only to be used by our exorcists in the gravest emergencies. You must not disturb it."

"Oh, come on. It's always the same with you types. Knowledge is meant to be used, not sat on. You've got no clue what's out there. You spend your pathetic little lives scared of the dark, and you want to lecture me on danger? Honey, since I'm in Greece, I had a minotaur for breakfast." Susan tilted her head to the side thoughtfully. "I'm used to them tasting like chili, not gyros, but anyway, don't go thinking *you* can lecture *me* on danger."

"I will never tell you where it is."

"You don't need to. You admitting just now that it is here is all I really needed. I just need to make sure my boat ride over wasn't pointless. I've got ways to find the book. You talking now saves me a little mind-reading, but it saves you a whole lot of suffering."

"You will be stopped. The book speaks of Guardians—"

"Guardians? Obviously, silly. That's the main reason I want the book. I don't think you have a clue just how much is out there, how many players there are, just outside your little tiny world. You pledged allegiance to one of *many*. Of course I'm interested in Guardians. I'm collecting information on all of them, but them in particular. Last time I messed with somebody touched by them I burned half my face off and it took forever to grow back."

Susan paused to rub her chin. The flesh had grown back eventually, but it was still marred, blemished, *imperfect*. She often wore a scarf out in in public now. There would be hell to pay for Julie's little trick.

"As for being stopped... eventually... maybe." She shrugged. "Not by some punk like you, though. Some of your boys had the faith to kick my ass, but it is amazing how when the blood starts to spill, how quickly they lose their nerve. In all your efforts to shield yourself from—for lack of a better word—evil, you made yourselves weak and squeamish. You want to fight monsters, you have to know them first." Susan stood up. "And that concludes today's public service announcement. So where's my monster book?"

He clutched at his cross with one last futile act of defiance, which simply meant she'd have to cap him before he got his nerve up. "Begone, foul thing!"

Susan let her fangs grow. "Wrong answer, chump."





OTHER STFU MONSTERS

Some of the other supernatural assets currently working for STFU include:

Arthur Bellingham: A wizard caught violating a number of federal laws against the use of magic. Rather than take a bullet in the head from Agent Franks’s gun, he agreed to work for STFU. He finds he enjoys the work, since it gives him more opportunity to use his magic than he’d otherwise have (and to learn things he never could as a “civilian”), so he intends to stay with the Task Force even after he’s “paid his debt to society.” Agent Stricken doesn’t trust him, but has come to find his advice useful on occasion.

Gregor: A troll trying to earn a PUFF exemption so he can “go public” (relatively speaking) and launch several get-rich-quick schemes he has in mind — none of which will make anyone other than himself rich, of course. He’s a practical joker who rarely takes anything seriously and has a wisecrack for every occasion, much to the aggravation of his fellow agents.

Neldarithorian: Better known simply as “Ned,” Neldarithorian is a psychotic elf. He ran away from the Enchanted Forest Trailer Park as a young man and killed several people in Atlanta before being captured by the police. Fortunately for him, one of the officers knew someone in the MCB, who scooped Ned up, and the STFU later took him off the Bureau’s hands. Cruel and clever, Ned enjoys killing people with knives or his magic, and Agent Stricken is happy to give him jobs to do.

Natalya Semarovna: A recent immigrant from Russia, Semarovna claims that her mother was a Baba Yaga, and the magical powers she’s demonstrated seem to back her up. But Agent Stricken can’t verify many details of her background, so the truth may be very different. On missions she’s usually intensely driven and laser-focused; at other times she rarely socializes with the other “assets.”

MASTER VILLAINS

Not every villain in the MHI setting is an organization like STFU. Several powerful, evil individuals have plagued the world over the years — and some still do.

As GM, you should keep in mind that a character sheet is a *guideline* to how to use a master villain, not a restriction. Master villains often have whatever powers and capabilities are necessary to keep the plot moving forward and to make them deadly adversaries for your Hunters. Don’t feel you should restrict yourself to what you see on a master villain’s character sheet — if he needs some other power or ability to play the role you need him to play, give it to him! (Similarly, you can remove Limitations that Spells usually have, like Concentration, Extra Time, Gestures, or Incantations, thus making them less like Spells and more like innate powers a villain possesses.) This is particularly true for villains like Koriniha and Martin Hood, whose vast magical powers shouldn’t necessarily be confined to what you see on their sheets.

LORD MACHADO

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	DEX	20	13-	
25	CON	15	14-	
15	INT	5	12-	PER Roll 12-
20	EGO	10	13-	
40	PRE	30	17-	PRE Attack: 8d6
9	OCV	30		
8	DCV	25		
7	OMCV	12		
9	DMCV	18		
10	SPD	80		Phases: 2, 3, 4, 5, 6, 8, 9, 10, 11, 12
12	PD	10		Total: 12 PD (10 rPD)
10	ED	8		Total: 12 ED (10 rED)
15	REC	11		
60	END	8		
20	BODY	10		
70	STUN	25		
				Total Characteristics Cost: 337

Movement: Running: 12m

Cost	Powers	END
120	<i>Mystic Power:</i> 120 points’ worth of Spells and magic powers	var
45	<i>Lord Machado’s Ax:</i> HKA 3d6 (4d6 with STR) Armor Piercing (x2; +½), Reduced Endurance (0 END; +½); OAF (-1)	0
75	<i>Kill With His Mind:</i> RKA 4d6 ACV (uses OMCV versus DCV; +¼)	7
45	<i>Telekinesis:</i> Telekinesis (30 STR)	4
17	<i>Acidic Secretions:</i> RKA ½d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); No Range (-½)	0
11	<i>Tough Form:</i> Resistant (+½) for 12 PD/10 ED	0
50	<i>Tough Form:</i> Damage Negation (-6 DCs Physical, -4 DCs Energy)	0
10	<i>Mystically Protected:</i> Power Defense (10 points)	0
116	<i>Hard To Slay:</i> Regeneration (6 BODY per Turn), Resurrection (others can stop resurrection by burning his body)	0
5	<i>Immortal:</i> Life Support (Longevity: Immortality)	0
4	<i>Tentacles:</i> Extra Limbs Limited Manipulation (-¼)	0





Skills

12	+1 Overall
12	+6 OCV with Lord Machado's Ax
2	KS: Arcane And Occult Lore 11-
13	Magic 18-
3	Riding 12-
3	Stealth 13-
6	WF: Common Melee Weapons, Common Missile Weapons, Small Arms

Total Powers & Skills Cost: 549

Total Cost: 886

200 Matching Complications (50)

20	Psychological Complication: Determined To Bring Koriniha Back To Life And Fulfill His Destiny (Common, Total)
15	Psychological Complication: Powerhungry (Common, Strong)

Total Complications Points: 35

Experience Points: 701

LORD MACHADO

Background/History: Lord Machado, the Cursed One, began life as João Silva de Machado, a sixteenth century Portuguese conquistador. Determined to win glory and riches, he led his men further into the Amazon Jungle than any explorers had ever gone before. There he found a fabulous city where Koriniha, High Priestess of the Temple of Neihor, led the people in the worship of that foul god. She believed he was the prophesied "Chosen One" who could master an ancient artifact called the *Kumaresh Yar* and bring her Old One masters to Earth. Ever eager for power, Machado joined forces with her, and they became lovers as well as allies.

For months Koriniha taught Machado her dark arts and helped him commune with the Old Ones. At last the time came where he felt he was ready to claim his full power as the Chosen One, so they trekked two weeks deeper into the jungle, to an ancient, crumbling temple. Unfortunately one of his soldiers, a huge, superstitious northman named Thrall, interrupted the ritual and killed Koriniha before Machado finished the ceremony.

In his frustration at having lost the power he craved, Machado cursed the Old Ones — and they punished him, transforming him into an immortal *thing* in human form. But driven by hatred, rage, and lust for power, he survived their tortures. He remained alive for five centuries, patiently awaiting the next time when the stars were right and he could try

to master the *Kumaresh Yar* once more. He briefly teamed with the Nazis, but the time was too soon; Thrall, now the undying Guardian of the artifact, defeated him and hid the artifact.

It did not remain hidden for long. With the help of seven master vampires who served him, Machado found it once more, brought Koriniha back to life, and once more tried to take the power he'd so long coveted. But the new Chosen One, Owen Z. Pitt, defeated and destroyed him. Since then his ax has been in the possession of the MCB.

Personality/Motivation: Lord Machado is hunger for power personified. He wants to gain the power of the *Kumaresh Yar* so he can rule the world (though taking control of its full power might simply unleash the Old Ones into Earth's reality and leave nothing for him to rule). To achieve this end he sacrificed his humanity and waited five hundred years, only to suffer defeat at the hands of Owen Pitt. In the unlikely event he comes back to "life" somehow, he'll probably continue pursuing mystic power — though now that he knows of Koriniha's betrayal of him (see her character sheet below), he may seek out other sources than the artifact.

Quote: "Those who stand against me will be crushed. I shall kill you for eons. I will wear your skin as my cloak, I will grind your bones into powder, I will drink your blood, and I shall chain your soul to the artifact forever."

Powers/Tactics: Lord Machado possess vast mystic powers as a result of Koriniha's teaching and his transformation at the "hands" of the Old Ones. Some of these powers function more or less like Spells (though they may lack some of the standard Limitations), while others are unique to him.

For example, Lord Machado is telekinetic. He can use this power in a simple fashion (for example, to throw people around, or to tear objects from their grasp) or in more subtle ways (such as invading someone's body with his mind to disrupt blood vessels and internal organs, leading to a swift, painful death).

Lord Machado's body is composed of slimy, protoplasmic tentacles. This makes it incredibly difficult to hurt him — more difficult than a master vampire, in his own way. In fact, just touching his body is dangerous, for the slime that coats his tentacular mass is acidic. (However, when he extends some of his tentacles to Grab or hit someone, he can choose whether or not to apply his Damage Shield.)

Furthermore, his body's "soft" enough that he can hide small physical objects, like the *Kumaresh Yar*, inside it (provided they're tough enough to withstand the acid). On the downside for him, anyone can follow the tracks he leaves as he walks.





Just being in Lord Machado's presence is terrifying. In game terms, when characters come within 10m of him, the GM should roll his Presence Attack with the command "flee in terror." The GM can periodically roll this Presence Attack throughout combat if characters get significantly closer to him, he does something impressive to demonstrate his power, and so forth.

If he needs a more physical weapon, Lord Machado has his ancestral ax, which has been in his family since the days of Alexander the Great. It can cut through nearly anything and never seems to dull. He can use it with surgical precision, cutting only as deeply as he needs to.

Appearance: Lord Machado is a horrifying, ancient entity. His flesh consists of midnight black, slime-coated tentacles that form a humanoid body, but often seem to twitch and move. Black fluids sometimes drip from his body to eat into the ground below like acid. His eyes burn with a reddish-gold fire. He wears a cloak-like red robe, a battered sixteenth-century steel breastplate, and a morion helmet. He carries an ancient battle ax, its haft worn smooth with age and frequent use.

KORINIHA

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
25	INT	15	14-	PER Roll 14-
25	EGO	15	14-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
8	DCV	25		
10	OMCV	21		
10	DMCV	21		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
8	PD	6		Total: 8 PD (6 rPD)
8	ED	6		Total: 8 ED (6 rED)
12	REC	8		
60	END	8		
18	BODY	8		
50	STUN	15		Total Characteristics Cost: 268

Movement: Running: 12m

Cost	Powers	END
300	<i>Mystic Power:</i> 300 points' worth of Spells and magic powers	var
24	<i>Soul Leeching:</i> Drain BODY 3d6 Limited Range (20m; -¼)	3
75	<i>Kill With Her Mind:</i> RKA 4d6 ACV (uses OMCV versus DCV; +¼)	7

Cost	Powers	END
45	<i>Telekinesis:</i> Telekinesis (30 STR)	4
60	<i>Mental Domination:</i> Mind Control 12d6	6
60	<i>Illusion-Weaving:</i> Mental Illusions 12d6	6
60	<i>Mindreading:</i> Telepathy 12d6	6
60	<i>Mindseeking:</i> Mind Scan 12d6	6
6	<i>Tough Form:</i> Resistant (+½) for 6 PD/6 ED	0
30	<i>Tough Form:</i> Damage Negation (-3 DCs Physical, -3 DCs Energy)	0
40	<i>Shield Against Harm:</i> Damage Negation (-6 DCs Physical and Energy) Costs Endurance (-½)	6
20	<i>Mystically Protected:</i> Mental Defense (20 points)	0
20	<i>Mystically Protected:</i> Power Defense (20 points)	0
84	<i>Hard To Slay:</i> Regeneration (4 BODY per Turn), Resurrection (others can stop resurrection by burning her body or removing the flesh from her bones)	0
55	<i>Clairvoyance:</i> Clairsentience (Sight and Hearing 5 Groups), x32 Range (9,600m)	5
80	<i>Shapechanging:</i> Multiform into 64 animal forms built on up to 250 Character Points each	0
40	<i>Shapechanging:</i> Shape Shift (any form), Imitation	0

Skills	
24	+2 Overall
3	Acting 14-
3	Charm 14-
3	Deduction 14-
3	Interrogation 14-
3	KS: Arcane And Occult Lore 14-
3	KS: Human History 14-
3	KS: Human Religion And Mythology 14-
3	KS: The Old Ones 14-
35	Magic 30-
3	Persuasion 14-
3	Stealth 13-
1	WF: Blades

Total Powers & Skills Cost: 1,149

Total Cost: 1,417

200	Matching Complications (50)
25	Psychological Complication: Utterly Evil Servant Of The Old Ones (Very Common, Total)

Total Complications Points: 25

Experience Points: 1,242





KORINIHA

Background/History: Koriniha is an ancient, evil being of great power who serves an Old One called Neihor. She's been on Earth since before recorded human history, and has been known by various names to various peoples, many of whom worshipped her as a goddess (see Quote).

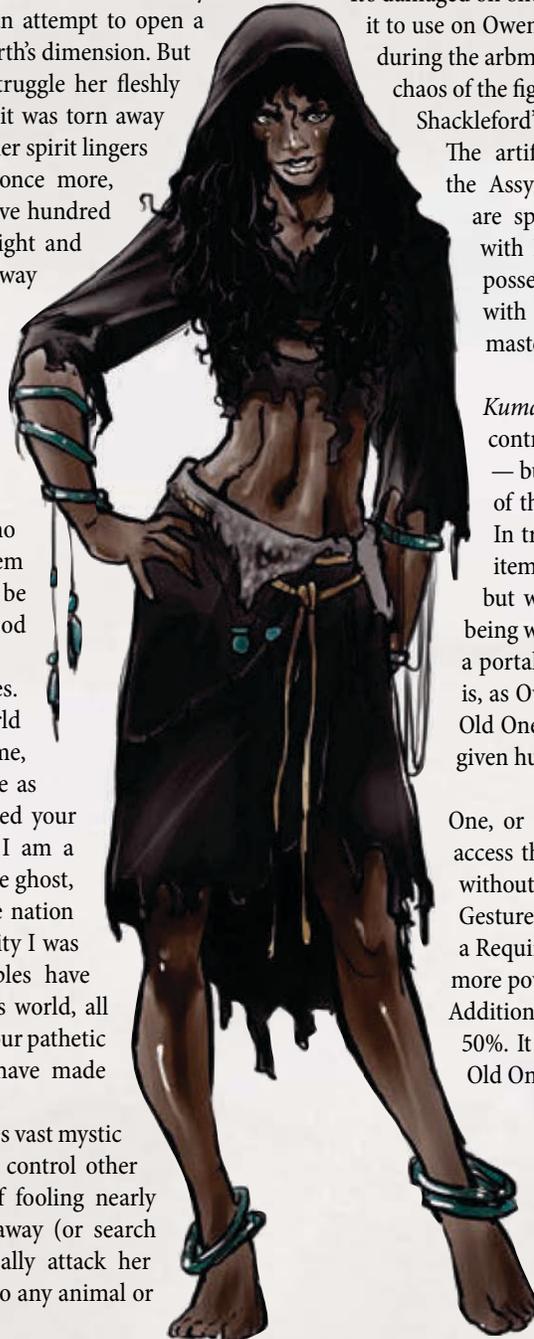
In the sixteenth century, Koriniha promulgated the worship of Neihor among a strange, isolated people living in a city in the Amazon Jungle. As related in Lord Machado's history, above, she realized he was the latest incarnation of the Chosen One and tried to give him access to the power of the *Kumaresh Yar*. But she failed, and Thrall, who would become Guardian of the artifact, slew her body. Lord Machado preserved her bones in the hopes of reincarnating her.

During the DeSoya Caverns incident, he did just that, giving of his own essence to restore her to life. But she betrayed him, using him as a sacrifice in an attempt to open a gateway to let the Old Ones into Earth's dimension. But he fought back, and during the struggle her fleshly form was destroyed once more as it was torn away from her in a mystical vortex. But her spirit lingers on, eager to find physical form once more, patiently awaiting the next time, five hundred years hence, when the stars are right and she can use the artifact to open the way for the Old Ones.

Personality/Motivation: As an unearthly being who serves the Old Ones with total devotion, Koriniha is pure evil. When she has human form she can fake human emotions if necessary to get what she wants, but she feels no compassion for humans, seeing them only as tools to be used, victims to be exploited — and, ultimately, as food for her masters.

Quote: "I have lived a thousand lives. I have trespassed upon this world since the beginning. I am Unwelcome, Uninvited. [Y]our people knew me as Azgeroth. The tribes that conquered your people thought of me as Hel. ... I am a thing of legend. To your mentor, the ghost, to his people I was Lilith[.] To the nation that carried them away into captivity I was Zaltu, daughter of Tiamat. Temples have been built in my honor across this world, all forgotten now. I am a false god in your pathetic mortal pantheon. You sad apes have made idols of me for ten thousand years."

Powers/Tactics: Koriniha possesses vast mystic powers. She can use her mind to control other people, create illusions capable of fooling nearly anyone, see and hear things far away (or search for distant minds), or telekinetically attack her foes. She can also change shape into any animal or



humanoid form, and steal souls similar to the way oni do. Beyond that, her command of Spells, magic in general, and magical lore is almost unequalled on Earth; if she so chose she could teach a wizard nearly anything (though whether a human body could handle the kind of power she wields is unknown).

Appearance: Koriniha's human form is that of a dark-skinned, majestically beautiful woman who usually wears exotic black robes cut to display her attractive figure to best effect while still looking like the vestments of a pagan priestess. Her hair is long and black; her eyes a smoldering green.

THE KUMARESH YAR

The *Kumaresh Yar* is an ancient artifact of vast power. It resembles a small, rectangular box made of ivory or stone, though it cannot open. It's damaged on one side where Susan Shackleford removed a piece of it to use on Owen Pitt. It came into the possession of Martin Hood during the arbmunep incident in New Zealand, but was lost in the chaos of the fight when Julie Shackleford shot it away from Susan Shackleford's grasp, and hasn't been seen since.

The artifact is first mentioned by the Midianites and the Assyrians, though records of it throughout history are spotty. Somehow it ended up in South America with Koriniha; it's possible she *always* had control or possession of it somehow, and simply moved around with it as she searched for the right Chosen One to master its powers.

According to what information exists, the *Kumaresh Yar* supposedly grants the one who can control its power over time, space, matter, and energy — but anyone who can't master it and tries will die. All of this is essentially true, but it's not the whole story. In truth the artifact is a "link" to the Old Ones — an item that can "tap" their power (when they want it to), but which the Chosen One (or presumably any other being who has the right powers or Spells) can use to open a portal that will let the Old Ones enter Earth's reality. It is, as Owen Pitt put it, a "tool of invasion." And when the Old Ones come through, of course, how much power any given human has is largely irrelevant.

In *HERO System* terms, assume that a Chosen One, or any other human who somehow finds a way to access the power of the *Kumaresh Yar*, can cast any Spell without the need for a Focus, Concentration, Extra Time, Gestures, Incantations, an Increased Endurance Cost, or a Required Magic Roll. In some cases these Spells may be more powerful than the standard versions cast by wizards. Additionally, the wielder's Characteristics increase by 20-50%. It may also grant other powers and abilities as the Old Ones see fit.





MARTIN HOOD

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
8	DCV	25		
8	OMCV	15		
8	DMCV	15		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
10	PD	8		Total: 10 PD (0 rPD)
10	ED	8		Total: 10 ED (0 rED)
12	REC	8		
60	END	8		
15	BODY	5		
60	STUN	20		Total Characteristics Cost: 257

Movement: Running: 12m

Cost	Powers	END
220	<i>Mystic Power:</i> 220 points' worth of Spells and magic powers	var
42	<i>The Thing Within:</i> Drain INT and EGO 2d6 Expanded Effect (two Characteristics simultaneously; +½), Delayed Return Rate (points return at the rate of 5 per Month; +2¾), Reduced Endurance (0 END; +½); Extra Time (takes a Full Phase to activate; -¼), Must Grab Target (-½), No Range (-½)	0
20	<i>Shadow Claws And Blades:</i> HKA 1d6+1 (3d6 with STR)	1
50	<i>Shadow Tendrils:</i> Blast 10d6	5
12	<i>Icy Cold Punch:</i> HA +3d6 Hand-To-Hand Attack (-¼)	1
80	<i>Shadow Form:</i> Damage Negation (-12 DCs Physical and Energy) Only Works In Darkness/Shadow (-½)	0
11	<i>Shadow Form:</i> Regeneration (1 BODY/Turn) Only Works In Darkness/Shadow (-½)	0
10	<i>Gift Of The Old Ones:</i> No Hit Locations	0
40	<i>Shadow Form:</i> Desolidification (affected by light or magic)	4
50	<i>Shadow Form:</i> Affects Physical World (+2) for 25 STR	5

Perks

15	Money: Filthy Rich
Skills	
12	+1 Overall
24	+3 with Spells
3	Cryptography 13-
3	Deduction 13-
3	Interrogation 14-
5	KS: Arcane And Occult Lore 15-
3	KS: Demons 13-
2	KS: The Old Ones 11-
4	KS: The Undead 14-
1	Language: Arabic (basic conversation; English is Native)
2	Language: Greek (fluent conversation)
2	Language: Hebrew (fluent conversation)
2	Language: Latin (fluent conversation)
2	Language: Thanatan (fluent conversation)
27	Magic 25-
3	Stealth 13-
2	TF: Ground Vehicles
6	WF: Common Melee Weapons, Small Arms, Uncommon Modern Weapons

Total Powers & Skills Cost: 656

Total Cost: 913

200 Matching Complications (50)

25	Hunted: MCB (Very Frequently once they know about him, As Pow, NCI, Kill)
20	Hunted: MHI (Very Frequently once they know about him, As Pow, Kill)
20	Psychological Complication: Wants To Save The World From The Old Ones (Common, Total)
20	Vulnerability: 2 x Effect from light-based Sight Group Flashes (Common)

Total Complications Points: 50

Experience Points: 713





MARTIN HOOD

Background/History: Born in Great Britain, Martin Hood was the son of parents who dabbled in the occult and got killed by one of the horrors they evoked. His grandmother gave their books away to MHI. Hood, who'd already begun instruction in the dark arts under his father, joined MHI as an adult to gain access to them via the MHI archives.

As his knowledge grew, Hood began animating zombies for his MHI team to kill to earn bounties. When his team leader, Carlos Alhambra, found out about this he put a stop to it — but Hood had bigger plans. Working with Raymond Shackelford IV, who shared Hood's belief in the power of magic, he continued his studies. His plan was to learn enough to protect the world from the Old Ones and other threats.

When Alhambra uncovered this scheme, Hood knew his time with MHI was about to come to an end, so he took steps to cover his tracks. Using dark magics, he switched minds with another man, then bewitched that man to let Earl Harbinger out of confinement on a night of the full moon. Everything went exactly as expected: "Martin Hood" was killed, and he was free to continue his studies unmolested. (He later tricked Raymond Shackelford IV into trying to recover Susan Shackelford from death and torching the MHI archives to cover his tracks.)

For years all of Hood's Hunter friends (including Special Agent Dwayne Myers, who left MHI in anger over Hood's "death") thought he was dead. He delved into the darkest of magics and sold his soul to the Dread Overlord, one of the Old Ones, for great arcane power. He would have continued with his plans undiscovered, but during the DeSoya Caverns incident the MCB dropped a nuclear bomb that struck the Dread Overlord and scratched his carapace. Enraged, the Overlord sent word that it wanted Owen Pitt — and Hood set out to please his master.

In the ensuing series of attacks, Hood nearly succeeded in capturing Pitt several times, and launched a full-scale assault on MHI's compound near Cazador, Alabama. Eventually he got his hands on Pitt and transported him to New Zealand, where he raised an arbmunep (the first of many, he claimed) and prepared to take over the world in a "dark new dawn." But MHI and the MCB attacked, disrupting his ceremony. Pitt and Agent Franks used a ward stone to kill the Dread Overlord, and as a result Hood lost all his powers. Pitt then killed him — but his daughter Lucinda remains heir to his lore and dark legacy.



Personality/Motivation: Hood, also known as the Lord of Shadows, is a devoted servant of the Dread Overlord — but with a purpose. He believes magic can be used to help humanity against monsters such as the Old Ones and other Outsider Factions. He thinks that if he takes over the world himself and gives it to the Dread Overlord as an "offering," the Old Ones won't utterly destroy humanity — some small portion of the world's population will survive, which won't happen if the Old Ones come through to Earth themselves. How much of this belief is sincere, and how much is self-delusion to allow him to fulfill his own dark ambitions and desires, is hard to discern.

Quote: "I'm not "selling out" humanity. No, I'm the *savior* of humanity. If I can conquer this world and present it to them, then we will be spared from their full fury. Those are the conditions of my employment."

Powers/Tactics: Martin Hood possesses vast mystic power, partly as his result of extensive studies of various grimoires, and partly because he's sold his soul to the Dread Overlord. For the latter reason, many of his Spells lack standard Limitations (like Focus, Extra Time, and Concentration); some work through his Dread Overlord amulet rather than their regular type of Focus. Among other things, he can animate zombies amazingly quickly, even from a distance, and can speak through their mouths if necessary. (This isn't represented by any specific power on his character sheet; it's more of a "plot device" sort of thing the GM can use when necessary.)

Hood's powers encompass magical abilities as well as Spells. The most impressive of these is his shadow form, which functions whenever he's in darkness or shadow and makes him look larger and more impressive than normal. It allows him to ignore the effect of most attacks — they pass right through his body harmlessly, or his body reforms after they impact it. Shining a light on him, particularly sunlight, negates this power, leaving him as vulnerable to attack as an ordinary human (though he of course has defensive Spells like Bullet Barrier). He often uses his Spells and other powers to negate as much light in the area as possible (for example, by breaking bulbs, shorting out light sources, or invoking mystical shadows). Unfortunately for him, any large, intense fire — such as from a flamethrower — creates enough light to negate his shadow form.

Hood's magic also makes him much stronger, faster, and tougher than an ordinary person. When he wishes, his touch can chill, and his icy-cold punches hit with hammering force. He can even grasp and punch when in a shadow form intangible to his foes (though this may tire him out quickly). He no longer has bodily organs (he takes the *No Hit Locations* Automaton Power to represent this), and if he loses a limb his Regeneration will replace it. And





if his raw strength's not enough to get the job done, Hood can create "claws" and "blades" out of pure shadow and use them to slice up his enemies, or can blast them with tendrils of shadow energy.

Hood carries a horrifying "pet" inside him: a creature of the Old Ones, sent to aid him. It's a partly insectile, partly ichthyoid *thing* with many tiny red eyes and a circular mouth filled with fishhook teeth. A kind of feeder demon, it can latch onto a person's head and suck away his willpower, intellect, and memories, leaving him nothing but a vegetable. To release this creature, Hood has to disgorge it (a process which takes several seconds), then "swallow" it back inside him when it's done its awful work.

Hood owns many cemeteries and crematoriums around the world; he uses them to obtain "raw materials" for his necromantic workings. Presumably his daughter Lucinda has taken possession of them after his death.

Appearance: In the body in which he fought MHI, Martin Hood is a skinny, tough-looking, seemingly unremarkable white man in his mid-thirties who's 5'10" tall. His dark hair is so short his head almost looks shaved, and he often has some grey-brown stubble on his cheeks. He usually wears casual stylish clothes, but on occasions of mystic import he dons an ornate black robe and black cloak and wears a golden pendant with a likeness of the Dread Overlord (a sort of squid monster-looking Elder Thing), and sometimes a matching golden crown as well. He speaks with a British accent.

THE SANCTIFIED CHURCH OF THE TEMPORARY MORTAL CONDITION

The Sanctified Church of the Temporary Mortal Condition, usually referred to simply as "the Condition," is the Old One-worshipping cult created by Martin Hood after he faked his own death. For most of its existence it's been a relatively small fringe group (though a dangerous one that the MCB and similar organizations have kept as close an eye on as possible). But in the wake of the "five second event" during the DeSoya Caverns incident, during which five seconds of time were reversed, interest in occult matters soared around the world, and the Condition's membership grew at a rapid pace. (Martin Hood, as High Priest of the cult, also made a concerted effort to recruit monsters, thus bolstering the Condition's supernatural strength.) The Condition developed some serious connections in the worlds of entertainment, business, and politics. Between that and the fact that the Condition isolates its members in "cells" of just a few cultists each, the MCB had a hard time going after them.

Many Condition cultists were directly involved in Martin Hood's attempt to destroy MHI, sacrifice Owen Pitt to the Dread Overlord, and bring about his "dark new dawn." Unfortunately for them, most were killed or captured when MHI and the MCB attacked the arbmunep summoning ceremony. Since Martin Hood's death, the Condition has largely fractured. Many of its "churches" around the world have been destroyed and their members arrested; in other places members have turned their back on the group or abandoned it to form their own cults. But in other locations the Condition's held on and is now led by Lucinda Hood in the worship of a new god — and many of these remaining members are the most devoted of the faithful, such as soldiers in the Exalted Order (see below).

Most Condition cultists are average people. They don't have any special training or powers, though they know more about the occult (and the Old Ones) than the average person, and more than a few of them have some minor ability to cast Spells. (A few may have Gifts as well.) Without their cult robes and amulets (see below), they look like ordinary folks. They can blend into society like a cancer, waiting for a signal from Lucinda Hood, or a time when the stars are right for performing some dread ritual.

Condition members typically wear gold amulets created by Martin Hood that show a rough, squid-like image of the Dread Overlord. These amulets have two powers, though cultists aren't told about them. The first is that the amulet strangles the wearer if he tries to reveal information about the Condition, leaving him dead in the space of seconds. The second is that they enable Martin Hood (and after his death, Lucinda Hood) to raise the wearer almost instantly as a zombie. Whether the amulets retain this power after the death of the Dread Overlord is unknown. (The same is true of other resources the cult supposedly has, such as gates to the dimension of the Old Ones, arbmunep seedlings, and the like.)

The Exalted Order Of The Shadows

Unlike regular Condition members, those who belong to the Exalted Order of the Shadows are the truest of true believers — the leaders, the fanatics willing to fight and die for the cause of the Old Ones. Even worse, most of them have military training. They are, in effect, the Condition's special forces unit, elite soldiers capable of performing the most terrifying and hideous missions if necessary.

For members of the Exalted Order, use the MCB character sheet on page 239. The Condition's willing to spend the money to equip them with the latest, best gear, though the exact weapons and equipment they carry may vary from place to place around the world.

LUCINDA HOOD

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
13	DEX	6	12-	
14	CON	4	13-	
18	INT	8	13-	PER Roll 13-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
8	OMCV	15		
8	DMCV	15		
4	SPD	20		Phases: 3, 6, 9, 12
6	PD	4		Total: 6 PD (0 rPD)
6	ED	4		Total: 6 ED (0 rED)
8	REC	4		
40	END	4		
12	BODY	2		
40	STUN	10		Total Characteristics Cost: 144





Cost	Powers	END
150	<i>Mystic Power:</i> 150 points' worth of Spells and magic powers	var
12	<i>Steel Hand:</i> HA +2d6 Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-¼)	0
Perks		
10	Money: Wealthy	
Talents		
3	Striking Appearance +1/+1d6	
Skills		
3	Charm 13-	
3	Deduction 13-	
3	KS: Arcane And Occult Lore 13-	
2	KS: Demons 11-	
1	KS: The Old Ones 8-	
2	KS: The Undead 11-	
1	Language: Greek (basic conversation; English is Native)	
1	Language: Hebrew (basic conversation)	
1	Language: Latin (basic conversation)	
1	Language: Thanatan (basic conversation)	
19	Magic 21-	
3	Stealth 12-	

Total Powers & Skills Cost: 213

Total Cost: 357

200	Matching Complications (50)
20	Hunted: MCB (Infrequently, Mo Pow, NCI, Kill)
10	Hunted: MHI (Infrequently, As Pow, Kill)
15	Psychological Complication: Hungry For Mystical And Secular Power (Common, Strong)
5	Rivalry: Professional, with other members of the Condition trying to take control of the cult

Total Complications Points: 50

Experience Points: 157

LUCINDA HOOD

Background/History: Lucinda Hood is the daughter of Martin Hood. Her father began instructing her in black magic from an early age, and she took to it with as much enthusiasm as he. She became his second in command in the Condition, and played a vital part in many of his rituals and other major magical workings.



She first revealed her existence to the world during the summoning of the arbmunep in New Zealand. Unfortunately for her, things went badly wrong — her father was defeated and slain, and the vampiress Susan Shackleford tore her right hand off at the wrist when taking the *Kumaresh Yar* away from her.

After creating a steel replacement hand for herself with her magic, Lucinda next became involved in Adam Conover's plan to have werewolves conquer humanity (see his character sheet below) — in fact, her magic was crucial to its success. Again she fell afoul of Hunters and other heroic people and the scheme unraveled, but she escaped unscathed.

Since then her whereabouts and activities remain unknown. It's thought she's trying to reinvigorate the Condition under her own leadership (and dedicated to the worship of a new god), but if so she's going about it slowly and cautiously.

Personality/Motivation: The extent to which Lucinda Hood shares her father's belief in taking over the world to "give" to the Old Ones in the hopes they'll be merciful is unknown, though she doesn't share his fanaticism enough to sell her soul to them in exchange for power. As far as anyone can tell, she pursues dark magic for the love of it — and out of desire for the personal power that mastery over magic can bring.

Lucinda's known for her fierce temper and biting tongue. Her minions and underlings do their best to stay on her good side, lest they fall victim to her fury.

Quote: "Those who mock shall mourn, unbeliever! ... Your fate is sealed. Your time is done!"

Powers/Tactics: Lucinda Hood isn't nearly as powerful a necromancer as her father was — yet — partly because she hasn't studied as long, partly because she hasn't sold her soul to an Old One. But for her age she's remarkably knowledgeable and mystically strong. She's also found a new god to worship, one recently awakened from eons-long slumber who's much more interested in humanity and its doings than the Old Ones ever have been.

Lucinda's biggest weakness is that she has no natural Resistant Defenses of any sort. She can temporarily obtain some via a Spell, but compared to her father, Lord Machado, or Susan Shackleford (all of whom are phenomenally difficult to hurt), she's extremely vulnerable. As a result she strongly prefers to work behind the scenes. She doesn't want to ever come face to face with any gun-toting Hunters.

Lucinda always carries at least one Portal Rope with her, if not two or three, in case she needs to make a quick escape. She also likes to have at least two flesh golems or burrowers as her bodyguards, if she can do so without causing a stir.

Appearance: Lucinda Hood is an attractive white woman of British ancestry in her early twenties. She's 5'2" tall and has shoulder-length or shorter blonde hair. Her green eyes gleam with intelligence and malice. She usually wears stylish normal clothes, but when she expects to use her ritual magic often puts on intricately-decorated black robes, a golden pendant with a likeness of the Dread Overlord (a sort of squid monster-looking Elder Thing), and sometimes a matching golden crown as well. After her right hand was torn off by Susan Shackleford she replaced it with a steel one that she's made as flexible and dexterous as flesh with her magic. She speaks with a mild British accent.



ADAM CONOVER, THE ALPHA

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
26	DEX	32	14-	
26	CON	16	14-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6
12	OCV	45		
11	DCV	40		
3	OMCV	0		
9	DMCV	18		
12	SPD	100		Phases: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12
15	PD	13		Total: 15 PD (5 rPD)
10	ED	8		Total: 10 ED (5 rED)
15	REC	11		
60	END	8		
25	BODY	15		
80	STUN	30		
Total Characteristics Cost: 391				

Movement: Running: 25m
Leaping: 14m

Cost	Powers	END	
18	<i>Shapechanging:</i> Multiform (change shape into 250-point human; true form is man-beast form) Costs Endurance (to change shape; -1/2), Extra Time (takes 1 Turn to change shape; -1 1/4)	0	
20	<i>Fangs:</i> HKA 1d6+1 (3d6 with STR)	2	
15	<i>Claws:</i> HKA 1d6 (2 1/2d6 with STR)	1	
83	<i>Werewolf's Bite:</i> Major Transform 12d6 (human into werewolf; heals back through special magic ritual involving Amulet of Koschei) Constant (+1/2), Persistent (+1/4), Reduced Endurance (0 END; +1/2); Always On (-1/2), All Or Nothing (-1/2), Fangs HKA Must Do BODY (see text; -1/2), Limited Target (humans and related beings; -1/2), Linked (to Fangs HKA; -1/4) Martial Arts: Red In Tooth And Claw	0	
	Maneuver OCV DCV Notes		
4	Avoid Harm	—	+5 Dodge all attacks, Abort
4	Chomp/ Claw Slash	+0	+2 Strike +6 DC
3	Holding Bite	+0	-1 Grab One Limb, 60 STR
3	Knockover	+2	-1 Strike +5 DC; Target Falls
16	+4 Extra Damage Classes (already added in)		
10	<i>The Alpha:</i> +20 PRE		0

Only For Presence Attacks And Interaction Skill Use Against Other Werewolves (-1)

Cost	Powers	END
5	<i>Alpha's Resilience:</i> Resistant (+1/2) for 5 PD/5 ED	0
30	<i>Alpha's Resilience:</i> Damage Negation (-6 DCs Physical) Doesn't Work Against Silver-Based Attacks (-1/2) plus Damage Negation (-3 DCs Energy) Doesn't Work Against Fire Attacks (-1/2)	0
128	<i>Alpha's Regeneration:</i> Regeneration (12 BODY per Turn) Doesn't Heal Damage Caused By Silver Weapons (-1/2)	0
5	<i>Werewolf's Regeneration:</i> Life Support (Immunity to all diseases)	0
2	<i>Long-Lived:</i> Life Support (Longevity: ages at one-fourth normal rate)	0
13	<i>Alpha's Legs:</i> Running +13m (25m total)	1
5	<i>Alpha's Legs:</i> Leaping +10m (14m forward, 7m upward)	1
12	<i>Alpha's Senses:</i> +4 PER with all Sense Groups	0
5	<i>Werewolf's Eyes:</i> Ultraviolet Vision	0
5	<i>Werewolf's Nose:</i> Discriminatory for Normal Smell	0
10	<i>Werewolf's Nose:</i> Tracking Smell	0

Skills

32	+4 HTH
2	Animal Handler (Canines) 15-
3	Climbing 14-
3	Interrogation 15-
2	KS: The Hunting World 11-
3	KS: Monsters 13-
2	KS: STFU 11-
7	Stealth 16-
2	TF: Ground Vehicles
4	WF: Common Melee Weapons, Small Arms

Total Powers & Skills Cost: 456

Total Cost: 847

200 Matching Complications (50)

20	<i>Accidental Change:</i> Always during the three nights of the full moon each month (Uncommon)
25	<i>Enraged:</i> Berserk in combat or when injured (Very Common), go 8-, recover 14-
10	<i>Hunted:</i> STFU (Infrequently, Mo Pow, NCI, Watching)
20	<i>Psychological Complication:</i> Wants Werewolves To Rule Humans (Common, Total)
20	<i>Vulnerability:</i> 2 x STUN from Silver Weapons (Common)
20	<i>Vulnerability:</i> 2 x BODY from Silver Weapons (Common)

Total Complications Points: 50

Experience Points: 647



ADAM CONOVER, THE ALPHA

Background/History: Adam Conover, the Alpha, the greatest of all modern werewolves, is the son of Kirk Conover (commander of STFU in Vietnam) and the half-siren Sharon Magnum. She was bitten by Earl Harbinger while pregnant with Adam. Although as a half-siren she couldn't contract lycanthropy, Adam did. Being one-quarter divine and a werewolf made him an immensely powerful lycanthrope — and that power led him to despise humanity as weak. He came to believe that werewolves should rule humans, as humans rule cattle.

As an adult he went to work for STFU and excelled, becoming one of Agent Stricken's confidants and most reliable operatives. It was during this time that he learned of the fabled Amulet of Koschei, which the earliest humans used to create the first werewolf. It contained the power to make him ruler of all werewolves and an unstoppable force of destruction. He began a long and frustrating search for it...

...and eventually discovered it had been taken from Europe to Copper Lake, Michigan. With the help of Lucinda Hood, he devised a plan to retrieve it and begin his attack on humanity (which included having packs of werewolves in most major US cities, ready and waiting for his call). The plan also required him to lure the powerful werewolves Earl Harbinger and Nikolai Petrov to Copper Lake, which he did with some unwitting help from his father. During what's become known as "the Copper Lake incident," Conover unleashed werewolves and *vulkodlak* on the town and stole Earl Harbinger's lycanthropy. Despite this, Harbinger, together with Petrov, Heather Kerkenon, and some other humans, found a way to defeat him (and in the process Harbinger was once again re-infected). The Alpha is now dead and the Amulet of Koschei destroyed, so in theory his threat has ended forever — but in the magical world of MHI, few such statements can be made with any certainty.

Personality/Motivation: The Alpha is a cold, cruel force of nature. He sees himself as the ultimate apex predator, and as such is entitled to rule (and terrorize) lesser beings such as humans. He envisions a world where werewolves run free, going where they will and hunting humans without repercussions — and where all werewolves pay him homage as the greatest of their kind.

Despite being the ultimate werewolf, the Alpha doesn't usually give in to instinct, rage, or passion. He's a logical man, a planner and schemer who prefers to analyze his moves before he makes them rather than doing something reckless.

Quote: "Let the great hunt begin."

Powers/Tactics: Adam Conover is a werewolf (see the character sheet on page 278 for more information about werewolves in general). He's actually the *Alpha* werewolf, the most powerful one ever to exist since the species was created by dark, ancient magics before human history. He's stronger, faster, and tougher than a typical werewolf (or even Earl Harbinger).

The Alpha's ability to regenerate damage is significantly better than that of a normal werewolf, or even a master vampire. You should apportion the BODY he regains so that he heals 1 BODY per Segment.



After the Alpha's death, the packs he had waiting in various major cities went the way of most werewolf packs: they quickly broke apart due to their members' quarrels. Some few may have remained intact, though, and could pose a significant threat to humanity at any time. Similarly, in many places Conover hid werewolf-slain corpses that could be turned into *vulkodlak*; they may remain a threat as well.

Appearance: In his human form, Adam Conover is an unremarkable-looking white male in his late twenties. In his Alpha form he's the biggest, fiercest-looking werewolf in the world. He's nearly nine feet tall (and can grow bigger and taller), his fur is pitch black, and his eyes glow like molten gold.

THE AMULET OF KOSCHEI

A flat silver pendant marked with the image of a three-fingered werewolf hand, the Amulet of Koschei was involved in the creation of all werewolves, and still holds great power over them. When it's in use (or being openly worn), werewolves can sense its presence within five miles; often its pull on them is so strong that they transform immediately. They instinctively respond to a werewolf who possesses it as if he were a leader (consider him to have +20 PRE only for making Presence Attacks and Interaction Skill rolls against other werewolves). If that's not enough, its possessor can exert Mind Control 16d6 over any werewolf. He can also Summon werewolves from up to 100 miles away (though they must get to him under their own power).





Even worse, the Amulet empowers werewolves. Those created while the Amulet is in effect or being used don't suffer from the standard vulnerability to silver that lycanthropes typically have. (In game terms, remove any Limitations pertaining to silver from their powers, and get rid of their two *Vulnerability Complications*.) It also increases their Regeneration by +2 BODY per Turn. Lastly, it can make a werewolf even bigger and tougher (treat this as an Aid 3d6 to all of the wearer's physical Characteristics that lasts as long as the Amulet's worn).

Additionally, the Amulet is a vital component in some Spells. It's the only known method that can remove the curse of lycanthropy from a person. It's also the only currently known way to create *vulkodlak* (zombie-werewolves). It may have other powers and capabilities not yet known.

All these powers come at a price, though. The Amulet burns life force to power itself, so using it too much can leave someone weak, emaciated, and near death. In game terms, most significant uses of the Amulet have a mandatory Side Effect, Drain BODY 1 point, and the Drained points don't return for 1 day or until the user eats a large amount of food. Furthermore, some of the Amulet's powers require the sacrifice of werewolf lives, or require energy drained from nearby werewolves (the extra Regeneration and Aid both do this, for example).

The Amulet of Koschei was generally thought to be indestructible, but it melted to nothingness during the Copper Lake incident. As far as anyone knows there's no way to re-create it or make a new one, nor are there any others like it. But who can say what may happen in a world where magic exists, and the Beasts are watching humanity ever more closely....

SUSAN SHACKLEFORD

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
25	DEX	30	14-	
25	CON	15	14-	
25	INT	15	14-	PER Roll 14-
25	EGO	15	14-	
35	PRE	25	16-	PRE Attack: 7d6
11	OCV	40		
11	DCV	40		
11	OMCV	24		
11	DMCV	24		
11	SPD	90		Phases: 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12
16	PD	14		Total: 16 PD (8 rPD)
10	ED	8		Total: 10 ED (8 rED)
13	REC	9		
60	END	8		
25	BODY	15		
80	STUN	30		
Total Characteristics Cost: 422				

Movement: Running: 24m
Leaping: 12m

Cost	Powers	END
15	<i>Claws:</i> HKA 1d6 (3d6 with STR)	1
10	<i>Fangs:</i> HKA 1d6 No STR Bonus (-½)	2
15	<i>Drink Blood:</i> RKA 1d6 Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Fangs Must Do BODY First (-½)	0
72	<i>Create Vampire:</i> Severe Transform 12d6 (humans into vampires, heals back through special exorcisms and holy rituals) Reduced Endurance (0 END; +½); Extra Time (minimum of 1 Turn, and often longer; -1¼), Limited Target (humans; -½), Must Kill Victim While Drinking His Blood (-½), No Range (-½)	0
88	<i>Create Other Undead:</i> Summon up to 32 corporeal undead built on up to 350 Total Points each Expanded Class (any corporeal undead; +½), Slavishly Devoted (+1), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼), Must Have Body She Herself Has Killed (-1)	0
93	<i>Hypnotic Gaze:</i> Mind Control 16d6 Telepathic (+¼), Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
90	<i>Telepathic Reading:</i> Telepathy 12d6 Reduced Endurance (0 END; +½)	0
67	<i>Undead Body:</i> Damage Negation (-10 DCs Physical and Energy) Does Not Apply To Stakes Through The Heart Or To Damage Suffered While Staked (-½)	0
8	<i>Undead Body:</i> Resistant (+½) for 8 PD/8 ED	0
77	<i>Hard To Slay:</i> Regeneration (6 BODY per Turn), Resurrection (others can stop resurrection by burning the body, driving a stake through the vampire's heart, or cutting off its head) Does Not Apply To Stakes Through The Heart Or To Damage Suffered While Staked (-½)	0
37	<i>Undead Vitality:</i> Life Support: Total (except Diminished Eating; including Longevity: Immortality)	0
12	<i>Swift:</i> Running +12m (24m total)	1
4	<i>Strong Leaper:</i> Leaping +8m (12m forward, 6m upward)	1
9	<i>Vampire's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Vampire's Eyes:</i> Nightvision	0
27	<i>Mist Form:</i> Desolidification (affected by wind, heat, or cold) Cannot Pass Through Solid Objects (-½)	4
Talents		
6	Striking Appearance +2/+2d6	





Skills

24	+3 HTH
3	Charm 16-
7	Climbing 16-
3	Deduction 14-
2	KS: MHI 11-
3	KS: Monsters 14-
2	Language: Spanish (fluent conversation; English is Native)
7	Stealth 16-
3	Tactics 14-
2	TF: Ground Vehicles
6	WF: Common Melee Weapons, Small Arms, Uncommon Modern Weapons

Total Powers & Skills Cost: 561

Total Cost: 1,083

175 Matching Complications (50)

20	Distinctive Features: No Reflection (Not Concealable; Causes Major Reaction)
20	Physical Complication: reduced to half power by stake through the heart (see text; Infrequently, Fully Impairing)
15	Physical Complication: can be fought off with Faith (Infrequently, Greatly Impairing)
20	Psychological Complication: Cannot Enter A Dwelling Without Invitation (Common, Total)
10	Psychological Complication: Considers Humanity Cattle (Common, Moderate)
15	Psychological Complication: Wants To Transform Julie Shackelford Into A Vampire (Common, Strong)
30	Susceptibility: to direct sunlight, takes 1d6 per Segment (Very Common)
25	Susceptibility: to holy objects and places, takes 2d6 per Phase is in contact with them (Common)
20	Vulnerability: 2 x BODY from Wooden Stakes Through The Heart (Common)

Total Complications Points: 50

Experience Points: 883

SUSAN SHACKLEFORD

Background/History: Susan Shackelford (nee Miner) became an MHI Hunter in her early twenties after surviving a nasty encounter with a skinwalker. She met Raymond Shackelford IV on the job; they fell in love, married, and had three children, Raymond V, Julie, and Nate.

During a mission in the early Nineties Susan was lost in action and presumed dead. What had actually happened was that she'd been turned into a vampire. Her sire was the powerful master vampire Jaeger, and she quickly made herself even more powerful by feeding on monsters as well as humans.

Susan's existence as a vampire became known during the DeSoya Caverns incident, when she served Lord Machado, transformed her now-insane husband into a vampire, and tried to turn her daughter Julie into a bloodsucker as well. She was the only master vampire in Machado's entourage to survive his plan. She soon appeared again, using a fragment of the *Kumaresh Yar* to further awaken Owen Pitt's powers and turn him and MHI against Martin Hood (whom she rightly believed was powerful enough to control her). Hood briefly defeated and staked her, but Owen Pitt freed her in the hope she'd fight Hood (she fled instead).

During Hood's summoning of the arbmunep in New Zealand, Susan showed up once more, attempting and failing to get the entire *Kumaresh Yar* for herself (and in the process tearing off Lucinda Hood's right hand). She also once again tried to transform her daughter into a vampire, but Julie's blood, now infused with the power of the Guardian, burned her, seering the flesh off her lower face so badly that it still hasn't fully healed.

Since then Susan's been in hiding. What she's planning next, no one but her knows — but it's for certain it won't be pleasant.

Personality/Motivation: Since becoming a vampire, Susan's been thoroughly selfish and evil. She cares only about herself and her goals, and isn't worried about who she harms or kills with her schemes. She claims to have killed over ten thousand people in her pursuit of power, and it's entirely possible she's not lying.

Susan particularly wants to turn her daughter Julie into a vampire. As long as Julie possesses the powers of the Guardian that seems to be impossible. When it comes right down to it, though, she'll kill Julie or Nate if she has to and not feel a twinge of regret.

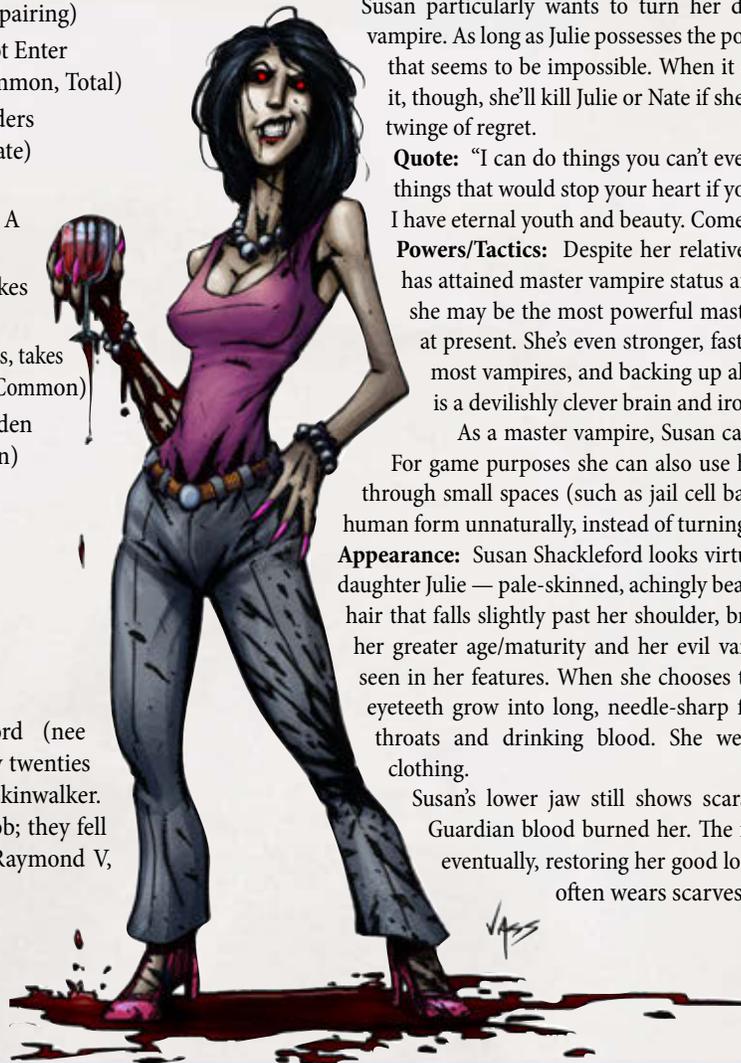
Quote: "I can do things you can't even imagine. I can feel things that would stop your heart if you experienced them. I have eternal youth and beauty. Come with me...[.]"

Powers/Tactics: Despite her relatively young age, Susan has attained master vampire status and powers — in fact, she may be the most powerful master vampire on Earth at present. She's even stronger, faster, and tougher than most vampires, and backing up all that physical might is a devilishly clever brain and iron willpower.

As a master vampire, Susan can assume mist form. For game purposes she can also use his power to squeeze through small spaces (such as jail cell bars) by distorting her human form unnaturally, instead of turning into a mist.

Appearance: Susan Shackelford looks virtually the same as her daughter Julie — pale-skinned, achingly beautiful, 5'9" tall, black hair that falls slightly past her shoulder, brown eyes — though her greater age/maturity and her evil vampire nature can be seen in her features. When she chooses to, she can make her eyeteeth grow into long, needle-sharp fangs for puncturing throats and drinking blood. She wears stylish women's clothing.

Susan's lower jaw still shows scars from where Julie's Guardian blood burned her. The flesh will heal in full eventually, restoring her good looks, but for now she often wears scarves to hide it.





MONSTERS

Your Monster Hunter PCs aren't going to have much to do without some monsters to hunt! Here are character sheets for numerous monsters from the world of MHI, all in need of a good shooting.

You can adjust the character sheets as needed — you don't have to use them “as written” if you don't want to. You can also use a character sheet as a “template” for creating other monsters of your own. For example, you could adapt the werewolf character sheet to be some other sort of lycanthrope, or another type of beast-man monster.

GIANT MUTANT MONSTERS (KAIJU)

Japan is sometimes plagued by a type of gigantic monster: enormous, magical beasts referred to as *kaiju*. There's no record of kaiju ever attacking another country, but it's certainly possible.

Typically a kaiju looks like a gargantuan version of some existing creature or dinosaur (such as a toad, a tyrannosaur, a bat, or a bipedal triceratops). They often have strange magical powers. For example, some of them can breathe fire, fly, emit devastating sonic shrieks, cause people to experience intense mental pain, or the like. And all of them are immensely strong and tough.

Japanese Hunters have developed many techniques for fighting these colossal monsters, but ultimately each one is different and requires some creative tactical thinking. Besides using military-grade heavy weapons (including things like tanks and jetfighters), Hunters have lured them into high-tension electrical lines, tripped them, caused them to sink in muddy or swampy ground, and collapsed buildings on them.



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BLOOD FIEND

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
13	DEX	6	12-	
15	CON	5	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
3	SPD	10		Phases: 4, 8, 12
6	PD	4		Total: 6 PD (2 rPD)
4	ED	2		Total: 4 ED (2 rED)
7	REC	3		
30	END	2		
13	BODY	3		
34	STUN	7		

Total Characteristics Cost: 81

Movement: Running: 12m

Cost	Powers	END
15	<i>Claws:</i> HKA ½d6 (1d6+1 with STR) Reduced Endurance (0 END; +½)	0
6	<i>Sharp Teeth:</i> HKA 1 point Armor Piercing (+¼), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
15	<i>Drain Blood:</i> RKA 1d6 Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Victim Must First Suffer At Least 1 BODY Damage From Some Other Source (see text; -½)	0
2	<i>Tough:</i> Resistant (+½) for 2 PD/2 ED	0
Skills		
3	Climbing 12-	
5	Stealth 13-	
Total Powers & Skills Cost: 46		
Total Cost: 127		
175	Matching Complications (50)	
0	Physical Complication: Human Size	

Total Complications Points: 0
Experience Points: 0





Ecology: Blood fiends are found all around the world, though they're most common in southern and eastern Asia and in the tropics. As the name implies, they feed on the blood of other beings. They prefer human blood, but can make do with animal blood if nothing else is available.

Although they're usually solitary, in areas with lots of humans to prey on blood fiends sometimes form "packs" or "clans" of up to a dozen individuals. Packs and individuals alike usually lair in underground areas (such as sewers) or in abandoned/ruined buildings.

Personality/Motivation: Blood fiends are predatory and cruel. Unlike some monsters they don't just look upon humans as prey; there's a demonic side to them that makes them malicious. They actively enjoy causing harm, and will often kill humans for fun even when they're not hungry.

Powers/Tactics: A blood fiend seeks to drink human blood. It does this through tiny "mouths" in the palm of its hands that are normally unseen (they look like ordinary folds in the skin of the hand). Once a victim is injured and bleeding — whether by the blood fiend's own sharp claws and teeth, or something else — the fiend clamps its hand over the wound and begins to suck out the victim's blood at a rapid pace. In just a few seconds it can drain an adult human dry.

Blood fiends are essentially cowards. If confronted with any sort of force or resistance they usually flee to look for easier prey. There's always another, less vigilant, human victim awaiting them.

Appearance: Blood fiends are wretched, twisted, demonic-looking beings about 5'0" tall. Their skin is usually tinged red, and after they've gorged on blood it becomes noticeably redder.

BURROWER

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
10	DEX	0	11-	
10	CON	0	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
4	DCV	5		
0	OMCV	0		
0	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
6	PD	15		Total: 14 PD (12 rPD)
3	ED	6		Total: 11 ED (10 rED)
5	REC	1		
0	END	-4		
20	BODY	10		
—	STUN	—		Total Characteristics Cost: 78

Movement: Running: 4m Swimming: 1m
Leaping: 1m Tunneling: 4m

Cost	Powers	END
7	<i>Swallow Whole:</i> RKA ½d6 Constant (+½); Must Grab Target (see text; -½), No Range (-½)	1
22	<i>Claws:</i> HKA 1d6 (2½d6 with STR) Reduced Endurance (0 END; +½)	0
22	<i>Talons:</i> HKA 1d6 (2½d6 with STR) Reduced Endurance (0 END; +½)	0
12	<i>Tireless:</i> Reduced Endurance (0 END; +½) for STR 25	0
15	<i>Burrower's Body:</i> Does Not Bleed	0
10	<i>Burrower's Body:</i> No Hit Locations	0
45	<i>Burrower's Body:</i> Takes No STUN	0
4	<i>Burrower's Body:</i> +2 PD Only Protects Against Slashing Or Piercing Attacks (-½)	0
3	<i>Burrower's Body:</i> +2 PD Only Protects Against Piercing Attacks (-1)	0
15	<i>Burrower's Body:</i> Resistant (+½) for 8 PD/2 ED	0
48	<i>Armor Plating:</i> Resistant Protection (8 PD/8 ED) Activation Roll 11- (-½)	0
40	<i>Burrower's Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
16	<i>Burrowing:</i> Tunneling 4m through 6 PD materials	1
-8	<i>Slow:</i> Running -8m (4m total)	
-1	<i>Poor Leaper:</i> Leaping -3m (1m total)	
-1	<i>Poor Swimmer:</i> Swimming -3m (1m total)	
2	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
1	<i>Long Arms:</i> Reach +1m	0

Skills

3	Climbing 11-
1	Language (GM's choice)
3	Stealth 11-

Total Powers & Skills Cost: 299

Total Cost: 338

175	Matching Complications (50)
15	Physical Complication: Affected By Necromancy (has EGO 15 for purposes of necromancy spells, and can be affected by necromancy-based Presence Attacks) (Infrequently, Greatly Impairing)
10	Physical Complication: Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	Physical Complication: Machine Intelligence (Frequently, Greatly Impairing)

Total Complications Points: 45

Experience Points: 168





Ecology: Burrowers are undead creatures made by the necromancers, or by the Old Ones whom they serve.

Personality/Motivation: A burrower has only slightly more mental capacity than a zombie. It can think for itself a little and respond to outside stimuli (such as attackers), but generally it simply follows orders.

Powers/Tactics: A burrower is tall, extremely strong, and armed with large claws on each hand. But its most fearsome attack is its ability to swallow a person whole. Swallowing a target requires an Attack Roll using Grab, at an additional -2 OCV penalty. If the attack succeeds, the target has been ingested. He takes the burrower's STR damage that Segment. On each of the burrower's Phases thereafter, the victim (and everything he has with him) takes RKA ½d6 damage. The damage comes partly from muscle contractions, but mostly from stomach acids and the like.

A swallowed character can try to cut himself free if he has the means to do so. Typically this requires a Killing Attack of some sort, but enough dice of Normal Damage may do the trick. If the character had the attack ready or weapon drawn when he was swallowed, he can keep using it regardless of its size, though the GM may impose penalties for "cluttered and cramped" conditions (see page 201). If he has to ready or

draw the weapon, the GM may require a successful DEX Roll for him to do so, or may forbid the action entirely.

A burrower's interior has only half its regular defenses and DCV 0. If a swallowed character does BODY damage equal to half the burrower's positive BODY, he cuts a hole wide enough to get out. However, being in a burrower's stomach for any length of time may expose him to bacteria and viri that can make him seriously (even fatally) sick — the character has to succeed with a CON Roll at -4 or become ill (the more he fails the roll by, the worse the illness).

Appearance: A burrower is a 10-12 foot tall monstrosity composed of armored plates fitted around a core of quivering, blubbery grey flesh that shows at the joints and gaps; the whole thing looks vaguely like a horrific, deadly scarecrow. Its arms are so long that they drag the ground, and its block-like hands are tipped with three large, sharp metal claws. Its bulbous head is featureless except for a slash of a mouth large enough to swallow an adult human whole (when it swallows someone, the loose skin around its midsection bulges forward proportionately). Its neck is abnormally long, and the loose skin around it sways sickeningly back and forth as it moves. Its feet are two feet long and something like a rooster's, with three long, taloned toes and a sharp spur behind.



CHUPACABRA

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
12	DEX	4	11-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
13	PRE	3	12-	PRE Attack: 2½d6
4	OCV	5		
5	DCV	10		
3	OMCV	0		
4	DMCV	3		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 4 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
6	REC	2		
30	END	2		
10	BODY	0		
28	STUN	4		

Total Characteristics Cost: 47

Movement: Running: 12m
Leaping: 6m

Cost	Powers	END
15	<i>Jaws:</i> HKA ½d6 (1d6 with STR) Reduced Endurance (0 END; +½)	0
11	<i>Bone-Piercing Proboscis:</i> HKA ½d6 Armor Piercing (+¼), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
15	<i>Suck Blood:</i> RKA 1d6 Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Bone-Piercing Proboscis Must First Do BODY Damage (-½)	0
1	<i>Strong Leaper:</i> Leaping +2m (6m forward, 3m upward)	1
4	<i>Chupacabra's Nose:</i> +2 to PER Rolls with Smell/Taste Group	0
10	<i>Chupacabra's Nose:</i> Tracking Smell	0
Skills		
3	Stealth 11-	

Total Powers & Skills Cost: 59

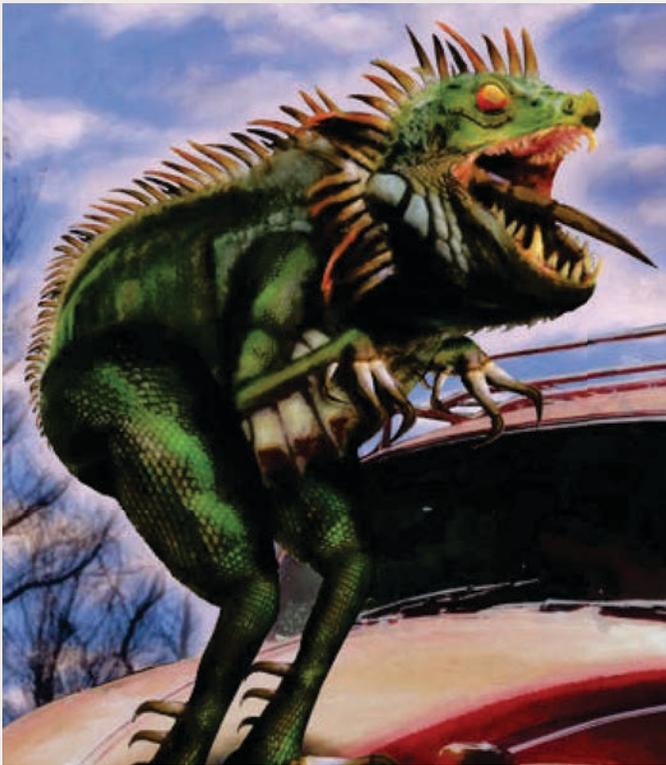
Total Cost: 106

175	Matching Complications (50)
15	Physical Complication: Near-Human Intelligence (Frequently, Slightly Impairing)
10	Physical Complication: Small (up to 1m long; +6m KB) (Infrequently, Slightly Impairing)

Total Complications Points: 25

Experience Points: 0





Ecology: A chupacabra (“goatsucker”) is a small humanoid creature that typically drinks blood from domesticated animals (hence its name). However, if it ever tastes human blood, that becomes its preferred meal, and it will kill more and more humans until destroyed. It consumes blood using a proboscis-like “tongue” that’s hard and sharp enough to pierce a human skull.

Chupacabras usually hunt by themselves, but sometimes form packs of up to two dozen individuals. The largest, toughest chupacabra leads the pack, though any other chupacabra may fight him to the death for the position at any time.

Chupacabras are primarily found in Mexico, though they also range into the southern parts of the United States and south into Central America. Occasionally one or more somehow sneaks onto a truck or ship and gets taken even further afield.

Personality/Motivation: Monster experts debate whether chupacabras are sentient or more akin to highly intelligent animals like dolphins and pigs. They seem to be far more clever than the average predator, but definitely don’t write or display any other signs of civilized behavior (though they have been known to use the simplest of tools, like using a rock to smash a window safely). At present the majority of academic opinion falls on the “not sentient” side, but no one’s ever studies chupacabras in the wild long enough to answer the question with any certainty.

Powers/Tactics: Typically a chupacabra approaches its prey by stealth, pounces on it, and holds it down while using its proboscis to suck blood until its satiated. Usually it won’t drink enough blood on its own to kill a goat (much less an adult human), but if it’s hungry enough it might. A pack of chupacabra will almost always drink enough blood to kill its prey. If confronted with force or fire, a chupacabra typically flees.

Appearance: A chupacabra is a roughly humanoid creature standing three to four feet tall. Its features and form are partly demonic, partly reptilian, and partly insectile, giving it an appearance guaranteed to horrify most people. From its large mouth projects a mosquito-like proboscis strong and sharp enough to pierce a human skull. It moves mostly by hopping.

DEEP ONE (SAUGHAFIN)

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
10	DEX	0	11-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
10	PRE	0	11-	PRE Attack: 2d6
3	OCV	0		
3	DCV	0		
3	OMCV	0		
3	DMCV	0		
2	SPD	0		Phases: 6, 12
4	PD	2		Total: 4 PD (1 rPD)
4	ED	2		Total: 4 ED (1 rED)
6	REC	2		
25	END	1		
12	BODY	2		
24	STUN	2		
				Total Characteristics Cost: 14

Movement: Running: 8m
Swimming: 14m

Cost	Powers	END
15	<i>Claws:</i> HKA ½d6 (1d6+1 with STR) Reduced Endurance (0 END; +½)	0
1	<i>Scaly Skin:</i> Resistant (+½) for 1 PD/1 ED	0
3	<i>Aquatic Body:</i> Life Support (Safe Environment: High Pressure, Intense Cold)	0
5	<i>Webbed Hands And Feet:</i> Swimming +10m (14m total)	1
-4	<i>Large, Webbed Feet:</i> Running -4m (8m total)	
5	<i>Aquatic Eyes:</i> Nightvision	5
5	<i>Aquatic Eyes:</i> Infrared Vision	0

Talents

4 Environmental Movement: Aquatic Movement (no penalties underwater)

Skills

3 Stealth 11-
2 Survival (Underwater) 11-
5 WF: Common Melee Weapons, Common Missile Weapons, Nets

Total Powers & Skills Cost: 44

Total Cost: 58

175 Matching Complications (50)

0 Physical Complication: Human Size
15 Psychological Complication: Devout Worshipers Of The Old Ones (Common, Strong)

Total Complications Points: 15

Experience Points: 0





Ecology: Deep Ones, also known as saughafin, are ichthyoid beings who live in the oceans (there are no records of them living in bodies of fresh water, even large ones such as inland seas). When they attack surface-dwellers it's almost always in large numbers, which probably means that they live in underwater communities of dozens or hundreds of individuals.

Deep Ones often drag humans underwater when they attack the surface world. It's unknown whether these victims are eaten, transformed into more Deep Ones, or sacrificed to the Deep Ones' gods.

Personality/Motivation: Deep Ones are malicious and cruel. Based on evidence they've left behind in some of their attacks (or that has been recovered from their bodies), they seem to be devout worshippers of some foul, ancient god(s).

Powers/Tactics: Deep Ones fight using their sharp claws. They usually attack in groups, trying to overwhelm their prey with numbers; if they don't have a numerical advantage, or if they face determined opposition, they often retreat and wait for a better opportunity to renew the attack.

Appearance: Deep Ones, also known as Saughafin, are fish-men (though some of their features have a slightly reptilian look to them as well). They're about five feet tall with ichthyoid heads, sickly green scaly skin covered with slime, and webbing between their clawed fingers and toes.



DEMONS

Foul beings who inhabit the dimensions of the Old Ones, demons (also known as devils) embody evil, chaos, destruction, torment, and wicked emotions. They exist only to further the causes of evil and mayhem, and revel in the terror and havoc they cause. Some rely on subtlety to work their wickedness; others prefer raw might.

Demons have a strict hierarchy based on power. Those who are weak serve those who are stronger, with the terrible demon princes ruling over all. The many princes connive and war with each other continuously, as each seeks to extend his sway over a greater and greater portion of the Hosts of Hell. Sometimes these wars spill over into the World of Men, but more often demons come to Earth only when called. Some calls are subconscious or unwitting — a desire for cruel vengeance in an aching heart, a curse inflicted out of malice. But most are deliberate, the work of sorcerers who summon demons to serve them or grant them power, and who all too often lose control of them, or find themselves the ones controlled....

Ecology: Demons are native to the realm of the Old Ones, but can exist on other planes. Beyond that, they have little in common — some prefer fire and heat, others revel in cold and frost; some feed on human blood, others souls, others living flesh; some mate in "traditional" ways, others spawn their broods through magic or diabolic alchemy.

Personality/Motivation: All demons are thoroughly evil. Even if they seem to act out of kindness or charity, they ultimately intend only malice and woe.

Powers/Tactics: Most demons share several common abilities. Some are physical (unusual strength, claws, bat-wings, resilience, immortality) and others mental or spiritual. But they also share some weaknesses. Pentagrams render them trapped and helpless (a fact most often taken advantage of by conjurers). Holy places and things can hurt or slay them. Someone who knows a demon's or devil's true name can command it effortlessly. And, oftentimes, their unwavering desire to do only evil things makes them easy to trick or elude.

BATTLE FIEND

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 HTH damage [2]
16	DEX	12	12-	
20	CON	10	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 3½d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
12	PD	10		Total: 12 PD (6 rPD)
12	ED	10		Total: 12 ED (6 rED)
10	REC	6		
40	END	4		
18	BODY	8		
42	STUN	11		Total Characteristics Cost: 172
Movement:			Running:	18m





Total Complications Points: 50

Experience Points: 113

Description: A battle fiend looks a lot like an infernal soldier (see below), but it's bigger, more massive, has no spines on its arms, and has bony plates over its joints (such as around the neck) to protect what are vulnerable spots on the soldier. It spits balls of green acid from its large mouth.

DEMON PRINCE

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
30	DEX	40	15-	
30	CON	20	15-	
30	INT	20	15-	PER Roll 15-
30	EGO	20	15-	
40	PRE	30	17-	PRE Attack: 8d6
10	OCV	35		
10	DCV	35		
10	OMCV	21		
10	DMCV	21		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
25	PD	23		Total: 25 PD (12 rPD)
25	ED	23		Total: 25 ED (12 rED)
16	REC	12		
60	END	8		
30	BODY	20		
60	STUN	20		

Total Characteristics Cost: 413

Movement:	Running:	24m
	Flight:	40m
	Teleportation:	60m

Cost	Powers	END
26	<i>Spitting Acid:</i> RKA 2d6 Area Of Effect (1m Radius; +¼), Armor Piercing (+¼); Limited Range (10m; -¼), 8 Charges (-½)	[8]
15	<i>Demonic Claws:</i> HKA 1d6 (2d6 with STR)	1
15	<i>Double Interlocked Jaws:</i> HKA 1d6 (2d6 with STR)	1
6	<i>Demon's Skin:</i> Resistant (+½) for 6 PD/6 ED	0
40	<i>Infernal Form:</i> Life Support: Total (including Longevity: Immortality)	0
6	<i>Demonic Legs:</i> Running +6m (18m total)	1
5	<i>Demon's Eyes:</i> Infrared Vision	0
Skills		
3	Stealth 12-	

Total Powers & Skills Cost: 116

Total Cost: 288

175	Matching Complications (50)
20	Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
20	Physical Complication: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
20	Physical Complication: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
25	Psychological Complication: Utterly Evil (Very Common, Total)
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Cost	Powers	END
300	<i>Demonic Powers:</i> 300 points' worth of Spells and other magic powers	var
105	<i>Demonic Blast:</i> Blast 14d6 Reduced Endurance (0 END; +½)	0
45	<i>Manifestation Of Power:</i> Aid Characteristics 5d6 Variable Effect (any one Characteristic at a time; +½)	0
37	<i>Demonic Claws:</i> HKA 2d6 (4d6-1 with STR) Armor Piercing (+¼)	4
12	<i>Demon's Skin:</i> Resistant (+½) for 12 PD/12 ED	0
100	<i>Infernal Shield:</i> Damage Negation (-10 DCs Physical and Energy)	0
20	<i>Demonic Mind:</i> Mental Defense (20 points)	0
20	<i>Demonic Shield:</i> Power Defense (20 points)	0
40	<i>Infernal Form:</i> Life Support: Total (including Longevity: Immortality)	0
27	<i>Demon Wings:</i> Flight 40m Restrainable (-½)	4
90	<i>Demon Gate:</i> Teleportation 60m Reduced Endurance (0 END; +½)	0
12	<i>Demon's Legs:</i> Running +12m (24m total)	1
5	<i>Demon's Eyes:</i> Infrared Vision	0
5	<i>Demon's Eyes:</i> Ultraviolet Vision	0
4	<i>Forked Tail:</i> Extra Limbs Limited Manipulation (-¼)	0





INFERNAL SCOUT

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
16	DEX	12	12-	
16	CON	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
6	PD	4		Total: 6 PD (2 rPD)
6	ED	4		Total: 6 ED (2 rED)
8	REC	4		
35	END	3		
13	BODY	3		
28	STUN	4		

Total Characteristics Cost: 88

Movement: Running: 20m

Cost	Powers	END
15	<i>Demonic Claws:</i> HKA 1d6 (1½d6 with STR)	1
10	<i>Demonic Jaws:</i> HKA ½d6 (1d6+1 with STR)	1
2	<i>Demon's Skin:</i> Resistant (+½) for 2 PD/2 ED	0
40	<i>Infernal Form:</i> Life Support: Total (including Longevity: Immortality)	0
8	<i>Demonic Legs:</i> Running +8m (20m total)	1
5	<i>Demon's Eyes:</i> Infrared Vision	0

Skills

7 Stealth 14-

Total Powers & Skills Cost: 87

Total Cost: 175

Skills

36	+3 Overall
3	High Society 17-
13	KS: Arcane And Occult Lore 25-
8	KS: True Names 20-
43	Magic 35-
3	Persuasion 17-
3	Stealth 15-
5	WF: Common Melee Weapons, Common Missile Weapons, Whip

Total Powers & Skills Cost: 936

Total Cost: 1,349

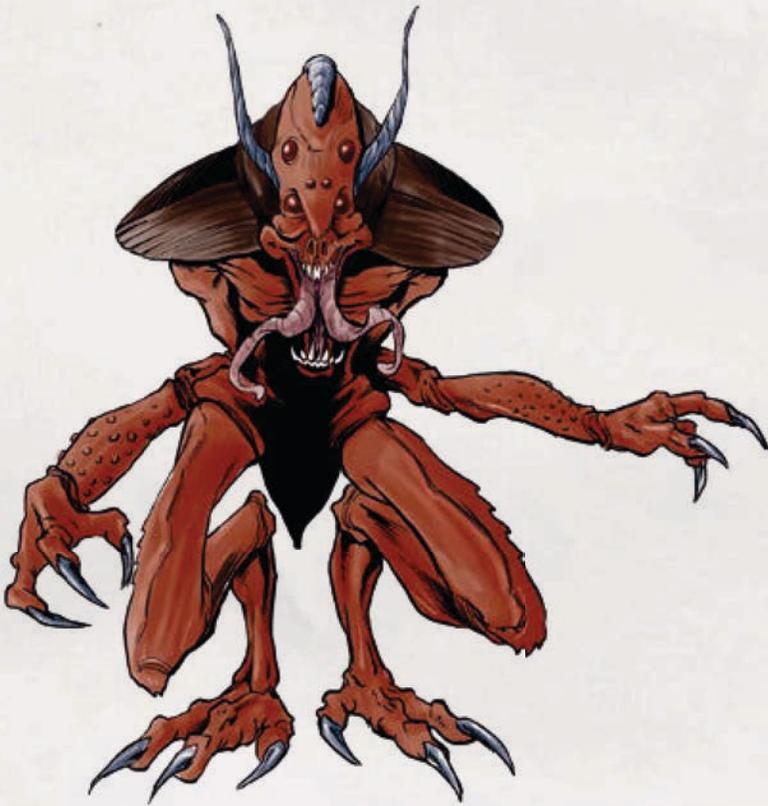
175 Matching Complications (50)

20	Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
20	Physical Complication: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
20	Physical Complication: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
25	Psychological Complication: Utterly Evil (Very Common, Total)
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 1,174

Description: A demon prince, one of the most powerful demons that can appear on Earth, looks a lot like the stereotypical demon: reddish-brown humanoid body, horns curving up from its head, batwings projecting from its shoulderblades; cloven feet; forked tail. It has three eyes in its blunted, skull-like head.



175 Matching Complications (50)

- | | |
|----|---|
| 20 | Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear) |
| 20 | Physical Complication: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing) |
| 20 | Physical Complication: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing) |
| 25 | Psychological Complication: Utterly Evil (Very Common, Total) |
| 25 | Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common) |

Total Complications Points: 50

Experience Points: 0

Description: An infernal scout is a humanoid demon about half the size of an adult human, with two multijointed arms and legs. Its insectile carapace is red-orange; its face a bony, skull-like thing with a large, fang-filled mouth and half a dozen eyes. Its hands and feet are tipped with claws sharp enough to tear through body armor.

INFERNAL SOLDIER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	10	12-	
18	CON	8	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
18	PRE	8	13-	PRE Attack: 3½d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
8	PD	6		Total: 8 PD (3 rPD)
8	ED	6		Total: 8 ED (3 rED)
9	REC	5		
35	END	3		
15	BODY	5		
32	STUN	6		
				Total Characteristics Cost: 102

Movement: Running: 12m

Cost	Powers	END
30	<i>Shooting Spines:</i> RKA 1½d6 Armor Piercing (+¼), 32 Charges (+¼); Limited Range (25m; -¼)	[32]
15	<i>Demonic Claws:</i> HKA 1d6 (2d6 with STR)	1
15	<i>Double Interlocked Jaws:</i> HKA 1d6 (2d6 with STR)	1
3	<i>Demon's Skin:</i> Resistant (+½) for 3 PD/3 ED	0
40	<i>Infernal Form:</i> Life Support: Total (including Longevity: Immortality)	0
5	<i>Demon's Eyes:</i> Infrared Vision	0

Skills

3 Stealth 12-

Total Powers & Skills Cost: 111

Total Cost: 213





INFERNAL WARRIOR

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
18	DEX	16	13-	
23	CON	13	14-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
6	DCV	15		
6	OMCV	9		
6	DMCV	9		
4	SPD	20		Phases: 3, 6, 9, 12
15	PD	13		Total: 15 PD (8 rPD)
15	ED	13		Total: 15 ED (8 rED)
12	REC	8		
45	END	5		
20	BODY	10		
46	STUN	13		
				Total Characteristics Cost: 214

Movement: Running: 18m

175 Matching Complications (50)

- 20 Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
- 20 Physical Complication: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
- 20 Physical Complication: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
- 25 Psychological Complication: Utterly Evil (Very Common, Total)
- 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 38

Description: An infernal soldier is a roughly human-sized demon, though its body is so hunched and contorted that it usually seems to be at least a foot smaller than it usually is. It's vaguely insectile, with an orange-red, hard outer carapace, four arms and two legs, two (sometimes three) joints in its limbs, and claws tipping its feet and hands. It has two sets of interlocking jaws filled with sharp, jagged teeth and a dozen red eyes in its blunted, skull-like face. Along their arms are needle-sharp spines which they can project at foes.

Cost	Powers	END
35	<i>Shooting Spines:</i> RKA 1½d6 Armor Piercing (+¼), 64 Charges (+½); Limited Range (30m; -¼)	[64]
18	<i>Covered With Spines:</i> RKA 1d6 Area Of Effect (personal Surface — Damage Shield; +¼), Armor Piercing (+¼), Constant (+½), Reduced Endurance (0 END; +½); Activation Roll 11- (-½), No Range (-½)	0
25	<i>Demonic Claws:</i> HKA 1½d6 (3d6+1 with STR)	2
8	<i>Demon's Skin:</i> Resistant (+½) for 8 PD/8 ED	0
40	<i>Infernal Shield:</i> Damage Negation (-4 DCs Physical and Energy)	0
5	<i>Demonic Mind:</i> Mental Defense (5 points)	0
5	<i>Demonic Shield:</i> Power Defense (5 points)	0
40	<i>Infernal Form:</i> Life Support: Total (including Longevity: Immortality)	0
6	<i>Demon's Legs:</i> Running +6m (18m total)	1
5	<i>Demon's Eyes:</i> Infrared Vision	0
5	<i>Six Arms:</i> Extra Limbs	0
Skills		
12	+1 Overall	
3	Stealth 13-	
4	WF: Common Melee Weapons, Common Missile Weapons	





WINGED TERROR



Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
18	DEX	16	13-	
23	CON	13	14-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
8	DCV	25		
6	OMCV	9		
6	DMCV	9		
4	SPD	20		Phases: 3, 6, 9, 12
15	PD	13		Total: 15 PD (8 rPD)
15	ED	13		Total: 15 ED (8 rED)
12	REC	8		
45	END	5		
20	BODY	10		
50	STUN	15		Total Characteristics Cost: 226

Movement:	Running:	18m
	Flight:	24m

Total Powers & Skills Cost: 211

Total Cost: 425

175 Matching Complications (50)

- | | |
|----|---|
| 20 | Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear) |
| 20 | Physical Complication: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing) |
| 20 | Physical Complication: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing) |
| 25 | Psychological Complication: Utterly Evil (Very Common, Total) |
| 25 | Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common) |

Total Complications Points: 50

Experience Points: 250

Description: An infernal warrior, a type of demon that may be a more powerful version of an infernal soldier, looks like an eight foot tall, six-armed, bipedal porcupine with an orange-red insectile carapace. Its fingers and toes are clawed.

Cost	Powers	END
150	<i>Demonic Powers:</i> 150 points' worth of Spells and other magic powers	var
25	<i>Demonic Claws:</i> HKA 1½d6 (3d6 with STR)	2
8	<i>Demon's Skin:</i> Resistant (+½) for 8 PD/8 ED	0
40	<i>Infernal Shield:</i> Damage Negation (-4 DCs Physical and Energy)	0
5	<i>Demonic Mind:</i> Mental Defense (5 points)	0
5	<i>Demonic Shield:</i> Power Defense (5 points)	0
40	<i>Infernal Form:</i> Life Support: Total (including Longevity: Immortality)	0
16	<i>Demon Wings:</i> Flight 24m Restrained (-½)	2
6	<i>Demon's Legs:</i> Running +6m (18m total)	1
5	<i>Demon's Eyes:</i> Infrared Vision	0
4	<i>Forked Tail:</i> Extra Limbs Limited Manipulation (-¼)	0

Skills

12	+1 Overall
10	KS: Arcane And Occult Lore 20-
3	KS: True Names 13-
27	Magic 25-
3	Stealth 13-
4	WF: Common Melee Weapons, Common Missile Weapons



Total Powers & Skills Cost: 361

Total Cost: 589

175 Matching Complications (50)

- 20 Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
- 20 Physical Complication: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
- 20 Physical Complication: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
- 25 Psychological Complication: Utterly Evil (Very Common, Total)
- 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 414

Description: A winged terror looks like a smaller, weaker version of a demon prince. It's about the same size as an adult human, with a dark red body, bat wings, a horned head, clawed hands and feet, and a forked tail.



DOPPELGANGER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	10	12-	
15	CON	5	12-	
20	INT	10	13-	PER Roll 13-
12	EGO	2	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
4	DMCV	3		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
6	REC	2		
40	END	4		
10	BODY	0		
26	STUN	3		

Total Characteristics Cost: 85

Movement: Running: 12m

Cost	Powers	END
50	<i>Shapechanging:</i> Multiform (Shape Shift; any humanoid form, can imitate other persons) Costs Endurance Only To Change Shape (+1/4)	4
90	<i>Reading Your Mind:</i> Telepathy 12d6 Reduced Endurance (0 END; +1/2)	0
10	<i>Iron Grip:</i> +20 STR Only For Grabs (-1)	2
3	<i>Doppelganger's Senses:</i> +1 PER with all Sense Groups	0
10	<i>Doppelganger's Nose:</i> Tracking Smell	0

Skills

6	+3 OCV with Grab
3	Climbing 12-
3	Sleight Of Hand 12-
7	Stealth 14-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 186

Total Cost: 271

175 Matching Complications (50)

- 0 Physical Complication: Human Size

Total Complications Points: 0

Experience Points: 146



Ecology: Doppelgangers are carnivores who eat the flesh of humans. They use their powers of shape-changing and shape-mimicking to approach their victims without arousing suspicion, then attack from surprise.

Doppelgangers are rare; usually MHI goes decades between encounters with them (though the one working for Martin Hood claimed there were far more of them on Earth than any human realizes). Therefore no one knows what sort of society (if any) they maintain, or how they reproduce.

Personality/Motivation: Normal sentient humanoid motivations, tinged with a certain predatory malice. Many of them enjoy using their powers to play mind games with their prey.

Powers/Tactics: A doppelganger has two powers that make it extremely dangerous. The first is the ability to change its shape, including the ability to flawlessly mimic an existing human (right down to things like accents and body odors). The second is telepathy, which they use to pull details out of someone's mind so they can imitate people that person will find trustworthy or difficult to deal with.

Doppelgangers rely on stealth and surprise to make their attacks. All they have to do is get close enough to use their strong hands and arms to Grab someone, and then it's usually over after a brief struggle (no normal human can break a doppelganger's grip, and even a strong, trained Hunter will find it difficult at best).

Appearance: A doppelganger is a type of Fey with the ability to mimic the forms of other humanoids perfectly. In its natural form it's a light ochre-colored, damp-skinned, doughy, asexual humanoid blob with few distinguishing features — it doesn't even have a true mouth, just an indentation in its head. Its flesh is soft and squishy to the touch; it's been compared to the consistency of raw dough. Its fingers are white, stubby, and terminate in yellowish points.

ELF

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
10	CON	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
13	PRE	3	12-	PRE Attack: 2½d6
3	OCV	0		
3	DCV	0		
3	OMCV	0		
4	DMCV	3		
3	SPD	10		Phases: 4, 8, 12
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
4	REC	0		
25	END	1		
10	BODY	0		
20	STUN	0		
				Total Characteristics Cost: 27

Movement: Running: 12m

Cost	Powers	END
2	<i>Elven Ears:</i> +2 to PER Rolls with Normal Hearing	0
5	<i>Magic Sense:</i> Detect Magic (Sight Group) 11-	0
3	<i>Elven Longevity:</i> Life Support (Longevity: 800-year lifespan)	0
Perks		
3	Fringe Benefit: PUFF Exemption	
Skills		
2	Language: one human language of choice (Elven is Native)	
3	Stealth 11-	
2	WF: Small Arms	

Total Powers & Skills Cost: 20

Total Cost: 47

175	Matching Complications (50)
10	Distinctive Features: elf (Easily Concealed, Causes Major Reaction)
0	Physical Complication: Human Size
15	Psychological Complication: Hatred/Fear Of Orcs (Common, Strong)

Total Complications Points: 25

Experience Points: 0





OPTIONS

Cost	Power
1	<i>Archery Training:</i> Add WF: Bows
11	<i>Elven Tracker:</i> +3 INT, +1 to Stealth, Tracking 13-, +1 to Detect Magic
var	<i>Magic Spells And Powers:</i> a <i>Magic Skill</i> and various spells
3+	<i>Otherworldly Beauty:</i> Striking Appearance +1/+1d6 (or more)

Ecology: Elves — or *alfar*, in their ancient language — are humanoids who (unbeknownst to them) were created eons ago as servants by the Fey (see page 227). The Fey also created orcs as warriors and lesser servants, and set the elves to control them as overseers and commanders, resulting in the two species having a deep-seated, almost instinctual hatred for one another. (The legends and histories of both species speak of an ancient war between the two, which actually occurred when the Fey stopped paying attention to them and the orcs revolted against the elves.) After this conflict the elves settled primarily in Europe, but have since migrated to many parts of the world through various means. They came to the Americas approximately 400 years ago.

Like humans, elves can live just about anywhere. Typically their communities are isolated from nearby human settlements and are ruled by elf royalty — a king or queen, who’s served by various elf nobles as well as the common folk. Elven populations tend to have an even gender mix, so two-spouse households are the custom. Children are born after a nine-month gestation period and are raised by their parents.

Elves speak their own language — a flowing, musical tongue that’s a delight to human ears. They also tend to learn at least one human language to help them remain unnoticed in human society and interact with human merchants when necessary.

Elves are currently exempt from PUFF as long as they don’t attract any attention to themselves or use magic. Some of them do a little “work” or cast spells on the side secretly; for example, Queen Irondelia sometimes hires out her best elven trackers (“diviners”) to MHI to supplement the “welfare” checks she gets from the government. (The Elf Template on page 85 doesn’t have the *PUFF Exemption Fringe Benefit* because by working for MHI an elf character’s automatically forfeited his exemption; on the other hand he can upgrade his Hunted by the MCB from “Watched” to “Capture/Kill.”)

Personality/Motivation: Normal sentient humanoid motivations. Elves’ personalities range from kind to selfish, lazy to ambitious, just like humans’.

Powers/Tactics: Elves are swifter, more graceful, and lighter on their feet than humans. By human standards even the clumsiest elf looks like he’s moving with great dexterity.

Elves are innately magical, and thus have a gift for using magic. They can see the presence of magic (which sometimes involves seeing partly into other dimensions), and often learn to cast spells. See the *Magic* section of Part One for more information on elven magic.

Appearance: The average elf looks more or less like a finely-featured, long-limbed, attractive (even *very* attractive) human, though he’s several inches shorter than the average human. They’re often blonde-haired and blue-eyed. The primary visual difference is that elves have pointed ears, but those who frequently mingle with unaware humans usually arrange their hair to conceal this fact. The elves that MHI most often deals with, the ones who live in the Enchanted Forest Trailer Park, tend to dress and talk in a “redneck” way, and some of them (such as Queen Irondelia) have really let their bodies go. Elves living elsewhere dress and act in different ways according to the customs of their local community.

GARGOYLE

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
15	DEX	10	12-	
10	CON	0	11-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
5	DCV	10		
0	OMCV	0		
0	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
8	PD	21		Total: 8 PD (5 rPD)
8	ED	21		Total: 8 ED (5 rED)
4	REC	0		
0	END	-4		
15	BODY	5		
—	STUN	—		
				Total Characteristics Cost: 123

Movement: Running: 12m
Flight: 20m



Cost	Powers	END
22	<i>Gargoyle's Talons:</i> HKA 1d6 (3d6 with STR) Reduced Endurance (0 END; +½)	0
10	<i>Gargoyle's Teeth:</i> HKA ½d6 Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
15	<i>Golem's Body:</i> Does Not Bleed	0
10	<i>Golem's Body:</i> No Hit Locations	0
45	<i>Golem's Body:</i> Takes No STUN	0
15	<i>Tireless:</i> Reduced Endurance (0 END; +½) on STR	0
6	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
15	<i>Body Of Stone:</i> Resistant (+½) for 5 PD/5 ED	0
40	<i>Body Of Stone:</i> Damage Negation (-4 DCs Physical and Energy)	0
24	<i>Heavy:</i> Knockback Resistance -8m	0
40	<i>Golem's Body:</i> Life Support: Total (including Longevity: Immortality)	0
20	<i>Gargoyle's Wings:</i> Flight 20m Reduced Endurance (0 END; +½); Restrainable (-½)	0
5	<i>Gargoyle's Sight:</i> Nightvision	0

Skills

- | | |
|---|---------------------|
| 4 | +2 OCV with Move By |
| 3 | Stealth 12- |

Total Powers & Skills Cost: 276

Total Cost: 399

175 Matching Complications (50)

- | | |
|----|--|
| 20 | Physical Complication: Human Size, Weighs 5,000 kg (All The Time, Greatly Impairing) |
| 20 | Physical Complication: Machine Intelligence (Frequently, Greatly Impairing) |

Total Complications Points: 40

Experience Points: 234

OPTIONS

Cost Power

- | | |
|---|--|
| 7 | <i>Agile Flyer:</i> +2 DCV; Only While Flying (-½) |
|---|--|

Ecology: Gargoyles are a form of stone golem created with powerful magic spells.

Personality/Motivation: As a golem, a gargoyle only obeys the orders of its creator. However, it's more intelligent than most other automatons (such as zombies), and can react to changing circumstances and its opponents' actions to a certain degree.

Powers/Tactics: Gargoyles fight with the talons on their hands and feet, and to a lesser extent with their short fangs. They favor flying Move Bys, which allow them to swoop past their prey and claw it to death. Older, more experienced gargoyles are often quite agile while in the air, difficult to capture or hit.

The most vulnerable places on a gargoyle's body are its joints: elbows, knees, shoulders, hips. They need the flexibility to move, so they're softer and weaker there — almost fluid, in fact. Consider those places to have only half as much PD/ED and Damage Negation as the other parts of the body. Attackers can target any given joint at a -6 OCV Hit Location penalty. When an attacker does this, a gargoyle will often fold its wings around itself for full protection, but this prevents it from flying or attacking.

If a gargoyle's lava-like blood splatters or leaks onto flammable objects, there's a good chance they'll catch on fire. This isn't likely to bother the gargoyle, but may cause serious difficulties for any Hunters fighting it.

Since they're "manufactured" by sorcerers, gargoyles can come in many shapes and varieties. You can easily add extra limbs or heads to this basic character sheet, for example, or make a gargoyle larger or smaller. Due to the wide range of sizes and "varieties" of gargoyle, their PUFF bounty varies widely.

Appearance: A gargoyle is a type of stone golem — its body is animated rock, its "blood" akin to lava. It has a twelve foot tall humanoid form with a horned, reptilian head, unnaturally long arms, clawed hands and feet, a stubby tail, and large, bat-like wings sprouting from its shoulderblades (their wingspan is approximately 40 feet).





GHOUL

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
15	DEX	10	12-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
8	PD	6		Total: 8 PD (4 rPD)
6	ED	4		Total: 6 ED (4 rED)
8	REC	4		
40	END	4		
20	BODY	10		
50	STUN	15		Total Characteristics Cost: 101

Movement: Running: 12m
Tunneling: 2m

Cost	Powers	END
15	<i>Teeth:</i> HKA ½d6 (2d6 with STR) Reduced Endurance (0 END; +½)	0
17	<i>Claws:</i> HKA 1d6 Armor Piercing (+¼), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
4	<i>Ghoul's Body:</i> Resistant (+½) for 4 PD/4 ED	0
30	<i>Ghoul's Body:</i> Damage Negation (-4 DCs Physical, -2 DCs Energy)	0
32	<i>Ghoul's Vitality:</i> Life Support: Total (except for Diminished Eating)	0
4	<i>Digging:</i> Tunneling 2m through 1 PD materials	1
6	<i>Ghoul's Nose:</i> +3 PER with Smell/Taste Group	0
10	<i>Ghoul's Nose:</i> Tracking Smell	0
Skills		
7	Stealth 14-	

Total Powers & Skills Cost: 125

Total Cost: 226

175	Matching Complications (50)
0	Physical Complication: Human Size

Total Complications Points: 0

Experience Points: 101



Ecology: Ghouls have a ravenous hunger for human flesh and blood. Typically they dig up graves and break into crypts to feed on corpses, but they gladly eat fresh human meat if they can obtain it without great risk to themselves.

Personality/Motivation: Ghouls' personalities barely rise above those of animals; they think about little more than safety, shelter, and feeding. They possess a devious, malicious cunning that serves them well for eluding or tricking foes.

Powers/Tactics: Ghouls prefer not to fight at all, but if they must, or if they feel they can defeat a victim with numbers, they use their teeth and claws to rip a victim to shreds. More organized, intelligent groups of ghouls use Tactics and Teamwork to overwhelm their prey.

Ghouls sometimes make tough opponents due to their resistance to physical damage. You can compensate for this by decreasing or removing their Damage Negation. Alternately, if your PCs find ghouls easy opponents, make them stronger, tougher, and smarter.

Appearance: A ghoull looks like a thin (if not emaciated), dead human whose teeth have become jagged fangs and whose eyes have a frightening, feral gleam. Any clothes they wear are rotten rags.

ICE GHOUL

A variant of the normal ghoull found only in polar latitudes, the ice ghoull has bluish skin and white hair. Its body is freezing cold; touching or being touched by it is painful. (In *HERO System* terms, give it a Drain STUN 1d6 Damage Shield.)





GNOME

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
13	DEX	6	12-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
13	PRE	3	12-	PRE Attack: 2½d6
4	OCV	5		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
6	PD	4		Total: 6 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
5	REC	1		
25	END	1		
15	BODY	5		
26	STUN	3		
Total Characteristics Cost: 66				

Movement: Running: 12m

Cost	Powers	END
30	<i>Vanishing:</i> Teleportation 30m	3
20	<i>Vanishing:</i> Invisibility to Sight Group, No Fringe Requires A Stealth Roll (-½)	3
2	<i>Good Nose:</i> +2 to PER Rolls with Normal Smell	

Skills

11	Stealth 16-
2	WF: Small Arms

Total Powers & Skills Cost: 65

Total Cost: 131

175 Matching Complications (50)

10	Distinctive Features: gnome (Easily Concealed, Causes Major Reaction)
15	Physical Complication: Diminutive (.5m; +12m KB) (Frequently, Slightly Impairing)
10	Psychological Complication: Distrustful Of "Talls," Resents Height References (Common, Moderate)

Total Complications Points: 35

Experience Points: 0

OPTIONS

Cost	Power
var	<i>Magic Spells And Powers:</i> a <i>Magic</i> Skill and various spells

Ecology: Gnomes (or *tomte*, in Old Country parlance) are diminutive humanoids who (unbeknownst to them) were created eons ago by the Fey as servants. As the Fey faded away from the world over time, Gnomes eventually gained their freedom and began creating their own culture and customs.

Gnomes originally hail from Scandinavia, but have since spread to many parts of the world. Gnomes in the United States have adopted a "gangsta" culture based on where they're from in their homeland — gnomes from Norway forming gangs that fight with gangs of gnomes from Denmark or Sweden, for example. Swedish gnomes (the kind MHI most often deals with) live in the southern US and wear red hats; Norwegian gnomes live in California and wear blue hats.

Gnome females are even rarer than males. The gnome males keep them *extremely* well hidden and protected.

Personality/Motivation: Normal sentient humanoid motivations. Some gnomes are kindly, some selfish or malicious; some are loyal, other treacherous; and so on. However, nearly all gnomes tend to distrust "Talls" (as they refer to humans and other ordinary-sized humanoids), and often get angry if a Tall makes jokes about gnomish height.





Powers/Tactics: Gnomes have several powers that help them hide from humans and also make them excellent spies. First, they can teleport over short distances (up to 30 meters). Second, they're so stealthy they can actually become invisible. The invisibility's most likely to "hold" if they remain still, but they can move when invisible if they want to. (In game terms, a gnome has to succeed with a Stealth roll or else its invisibility "slips" enough for nearby humans to see him.)

Appearance: Gnomes are humanoids who are typically about 18" tall, though some reach the towering height of as much as 30". They have long white beards and pointy red hats, and six fingers on each hand. In modern America they often dress in "gangsta" fashions — sports jerseys, sweatpants, bling, gold grills on their teeth. They usually carry handguns or other weapons. Their voices are surprisingly deep, given their size.

FLESH GOLEM

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
12	DEX	4	11-	
10	CON	0	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	
18	PRE	8	13-	PRE Attack: 3½d6
6	OCV	15		
4	DCV	5		
0	OMCV	0		
0	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
4	PD	9		Total: 4 PD (4 rPD)
4	ED	9		Total: 4 ED (4 rED)
4	REC	0		
0	END	-4		
15	BODY	5		
—	STUN	—		

Total Characteristics Cost: 66

Movement: Running: 12m

Cost	Powers	END
15	<i>Golem's Body:</i> Does Not Bleed	0
10	<i>Golem's Body:</i> No Hit Locations	0
45	<i>Golem's Body:</i> Takes No STUN	0
10	<i>Tireless:</i> Reduced Endurance (0 END; +½) on STR	0
6	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
12	<i>Body Of Reanimated Flesh:</i> Resistant (+½) for 4 PD/4 ED	0
4	<i>Body Of Reanimated Flesh:</i> +2 PD Only Protects Against Crushing Or Piercing Attacks (-½)	0
3	<i>Body Of Reanimated Flesh:</i> +2 PD Only Protects Against Piercing Attacks (-1)	0
40	<i>Golem's Body:</i> Life Support: Total (including Longevity: Immortality)	0

Skills

1	Climbing 8-
2	Language (native)
3	Stealth 12-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 155

Total Cost: 221

175	Matching Complications (50)
0	Physical Complication: Human Size
20	Physical Complication: Machine Intelligence (Frequently, Greatly Impairing)
20	Psychological Complication: Fear Of Fire (Common, Total)
20	Vulnerability: 2 x STUN from Fire (Common)
20	Vulnerability: 2 x BODY from Fire (Common)

Total Complications Points: 50

Experience Points: 46

Ecology: Golems are humanoid constructs, sculpted or made out of various materials — clay, stone, metal, even dead flesh — and animated with magic. Wizards and priests create them as servants and bodyguards. As constructed creatures, golems have no ecology *per se*. They do what their creator orders them to do, go where he says go, and so forth. They do not need to eat, sleep, or perform most of the other functions living beings must to survive.

The most common type of golem is the flesh golem, which is sewn together from pieces of corpses and animated through Necromancy or Alchemy. A flesh golem is, in essence, an improved form of zombie (see page 297).





Personality/Motivation: None. Flesh golems, as Automaton, follow their creator's orders. They do not think or feel. In potentially confusing situations, the GM may allow a golem an INT Roll to interpret its orders correctly.

Powers/Tactics: Flesh golems possess enormous strength and use it to good effect in combat. Most know how to use weapons, but even those who do not can strike devastating blows with their fists. Their implacable nature, high degree of invulnerability, and untiring bodies make them terrifying opponents.

Although its movements are jerky and seemingly inept, a flesh golem has more speed and agility than its appearance and composition suggest.

Due to the wide range of sizes and "varieties" of flesh golem, their PUFF bounty varies widely.

You can easily use the flesh golems as a "Template" for creating golems made of other substances. Typically all you have to do is alter their defenses, STR, and a few other parameters, and maybe remove or change an ability or two. The possibilities are practically endless. See the Gargoyle, above, for an example of an unusual type of stone golem.

GRINDER

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
15	DEX	10	12-	
20	CON	10	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
10	PD	8		Total: 10 PD (6 rPD)
10	ED	8		Total: 10 ED (6 rED)
9	REC	5		
40	END	4		
18	BODY	8		
50	STUN	15		

Total Characteristics Cost: 116

Movement:	Running:	6m
	Leaping:	0m
	Tunneling:	6m

Cost	Powers	END
22	<i>Grinding Bite:</i> HKA 1d6 (2½d6 with STR) Constant (+½)	2
6	<i>Tough Body:</i> Resistant (+½) for 6 PD/6 ED	0
20	<i>Tough Body:</i> Damage Negation (-4 DCs Physical)	0
6	<i>Heavy:</i> Knockback Resistance -6m	0
11	<i>Boring Through The Ground:</i> Tunneling 6m through 5 PD materials Only Through Earth/Rock (-½)	2
-6	<i>Slow:</i> Running -6m (6m total)	
-2	<i>Can't Leap:</i> Leaping -4m (0m total)	
10	<i>Wall-Walking:</i> Clinging (normal STR)	0

Skills

16	+2 HTH
3	Stealth 12-

Total Powers & Skills Cost: 102

Total Cost: 218

175 Matching Complications (50)

20	Physical Complication: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Complication: Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)





Total Complications Points: 50
Experience Points: 43

Ecology: Undetermined. Grinders may be extradimensional creatures who serve the Old Ones or some other Outsider Faction, but it's also possible (and perhaps more likely) that they were created by the Fey tens of thousands of years ago to hunt humans. They're carnivorous, and seem to prefer eating humans over other prey.

Personality/Motivation: Normal animal motivations, including a hunger for human flesh.

Powers/Tactics: A grinder's main weapon is its bite, from which it gets its name. Its mouth is circular and filled with sharp teeth. Once it bites someone, the mouth locks on and the teeth begin rotating with a horrible sound like a demonic chainsaw. Unless the grinder's killed quickly — which is difficult because their pulpy bodies absorb bullets and other physical attacks with relatively little effect — it will usually chew its prey into bloody gobbets and consume them within seconds.

A grinder's main weakness is that it moves slowly. It has to rely on surprise, or on trapping its prey, to catch it. Its most common way of feeding is to burrow under a house, dig up through the floor, and eat the inhabitants while they're sleeping.

Appearance: A grinder is a black, almost protoplasmic blob-monster with hundreds of small tentacles and cilia surrounding a circular mouth with multiple rows of sharp teeth that it uses to grind and ingest its prey (hence its name).

HOBGOBLIN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
11	DEX	2	11-	
12	CON	2	11-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-2	11-	
10	PRE	0	11-	PRE Attack: 2d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 4 PD (1 rPD)
3	ED	1		Total: 4 ED (1 rED)
4	REC	0		
25	END	1		
11	BODY	1		
22	STUN	1		
Total Characteristics Cost: 26				

Movement: Running: 12m

Cost	Powers	END
10	<i>Claws:</i> HKA ½d6 (1d6+1 with STR)	1
1	<i>Leathery Skin:</i> Resistant (+½) for 1 PD/1 ED	0
5	<i>Hobgoblin's Eyes:</i> Nightvision	0

Skills

- 3 Stealth 11-
- 4 WF: Common Melee Weapons, Small Arms

Total Powers & Skills Cost: 23

Total Cost: 49

175 Matching Complications (50)

- 10 Distinctive Features: hobgoblin (Easily Concealed, Causes Major Reaction)
- 0 Physical Complication: Human Size

Total Complications Points: 10

Experience Points: 0

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR	
						Min	Notes
Knife	+0	+0	1d6	1d6-1	—	8	Can Be Thrown
Machete	+0	—	1d6	+0	—	7	
Pistol	+1	+0	2d6	+1	8	10	
AK-47	+1	+1	2d6	+1	30	14	2H, AF5



Ecology: Similar to orcs in many respects (but more bestial and brutish), hobgoblins were, like orcs, created eons ago by the Fey as servants and warriors on Earth. Their original homeland seems to have been somewhere in the Middle East or eastern Africa.

Modern groups of hobgoblins tend to live in wilderness areas (mostly in Europe and Asia). They form small communities and support themselves through robbery and banditry against local humans. They usually kill their victims; survivors usually believe their attackers wore monstrous masks.

Personality/Motivation: Normal sentient humanoid motivations. Most hobgoblins are self-interested and greedy, making them difficult to lead or command except through force and fear.

Powers/Tactics: Hobgoblins use the full range of tactics available to sentient humanoids. In millennia past they relied on melee weapons and bows, but modern hobgoblins arm themselves with the best firearms they can obtain — often some form of the AK-47 or surplus US Army weaponry.

Appearance: A hobgoblin is about 5'0" to 5'6" tall, broad-shouldered, and hirsute (though usually lacking facial hair). His facial features are brutish and sometimes slightly porcine. His skin tends to be green-black, but sometimes takes on a more reddish or purplish sheen.

HUMBOLDT FOLK

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
14	DEX	8	13-	
15	CON	5	12-	
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
5	DCV	10		
4	OMCV	3		
4	DMCV	3		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	6		Total: 8 PD (3 rPD)
6	ED	4		Total: 6 ED (3 rED)
6	REC	1		
25	END	1		
10	BODY	0		
26	STUN	1		
				Total Characteristics Cost: 101

Movement: Running: 12m

Cost	Powers	END
3	<i>Unnaturally Tough:</i> Resistant (+½) for 3 PD/3 ED	0

Skills

8	+1 HTH
3	Stealth 12-
6	WF: Common Melee Weapons, Common Missile Weapons, Small Arms

Total Powers & Skills Cost: 20

Total Cost: 121

175 Matching Complications (50)

10	Distinctive Features: Humboldt Folk (Easily Concealed, Causes Major Reaction)
0	Physical Complication: Human Size
15	Psychological Complication: Evil And Cannibalistic (Common, Strong)

Total Complications Points: 25

Experience Points: 0



EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	Shots	STR	
						Min	Notes
Hatchet	+0	+0	1d6	+0	—	6	Can Be Thrown
Knife	+0	+0	1d6	1d6-1	—	8	Can Be Thrown
Machete	+0	—	1d6	+0	—	7	
Pistol	+1	+0	2d6	+1	8	10	

Ecology: Humboldt Folk are humans warped by dark magics. Whether they were the ones practicing the magic or had it practiced on them is uncertain; it may be both. Regardless, once transformed they have an instinctive desire to join up with others of their kind. They live in “clans” by themselves in wild places such as swamps and deep forests. They kidnap humans to eat (or, in the case of women, forced breeding).

Personality/Motivation: Aside from satisfying their desire to eat human flesh (and make clothing out of human skin), Humboldt Folk primarily just want to be left alone — don’t bother them, and they won’t bother you (until they get hungry). However, if you trespass on their chosen land, they’ll kill you immediately.

Powers/Tactics: Humboldt Folk use weapons, though they prefer knives, hatchets, and other bladed weapons to firearms. In some ways they seem to “feed” off the terror they create and thus will either toy with their victims (for example, letting them think they’re escaping when in fact they haven’t a prayer of getting away) or attack in overwhelming numbers. Their speed and toughness make them dangerous opponents.

Appearance: The Humboldt Folk are eerie, cannibalistic mutants whose formerly human bodies have been warped by curses and other dark magic. They emit a green glow.

LINDWYRM

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
15	DEX	10	12-	
28	CON	18	15-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
25	PRE	15	14-	PRE Attack: 5d6
5	OCV	10		
5	DCV	10		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		Phases: 4, 8, 12
12	PD	10		Total: 18 PD (6 rPD)
12	ED	10		Total: 16 ED (4 rED)
10	REC	6		
55	END	7		
20	BODY	10		
50	STUN	15		

Total Characteristics Cost: 138

Movement: Running: 48m

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (3d6 with STR)	1
10	<i>Talons:</i> HKA ½d6 (2½d6 with STR)	1
15	<i>Scaly Skin:</i> Resistant Protection (6 PD/4 ED)	0
18	<i>Heavy:</i> Knockback Resistance -18m	0
36	<i>Long Legs:</i> Running +36m (48m total)	3
5	<i>Eyestalks:</i> Nightvision	0
10	<i>Eyestalks:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
9	<i>Eyestalks:</i> Telescopic (+6 versus Range Modifier) for Sight Group	0
3	<i>Reptilian Senses:</i> +1 PER with all Sense Groups	0
4	<i>Tail:</i> Extra Limb Limited Manipulation (-¼)	0

Total Powers & Skills Cost: 125

Total Cost: 263

175 Matching Complications (50)

20	Physical Complication: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Complication: Huge (16m long; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
20	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)





Total Complications Points: 50
Experience Points: 88

Ecology: Undetermined. Monster experts theorize that lindwyrms are some sort of offshoot of dragons — perhaps even a form of dragon mutated eons ago by exposure to strange magics. It's also possible that, like many monsters, they're creations of the Fey.

Due to their size, lindwyrms need to eat a great deal, so once one moves into an area it's usually discovered pretty quickly and someone calls Hunters to go after it. Some scholars believe that, like dragons, lindwyrms hibernate for decades or centuries after eating enough food; that's why they appear so rarely and suddenly. Some orc tribes consider lindwyrm steaks a delicacy.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: A lindwyrm relies on its size and strength in combat. If possible it prefers to open battle with a Move Through — it charges and tramples its prey. Then it uses its fang-filled mouth and sharp talons to cut its prey to pieces before feasting.

Because its eyes are on stalks, a lindwyrm can see all around itself for a great distance. This makes it difficult to sneak up on one. Hunters have found that sniping them is an effective tactic, especially if the sniper's skilled enough to shoot through the eyestalks and blind the beast.

Appearance: A lindwyrm looks something like a lizard that at adulthood is at least 25 feet long, and can reach lengths of up to 100 feet if it lives long enough. It typically has at least two pairs of clawed legs per ten feet of length, sometimes more. Its eyes are on stalks, allowing it to see further and more clearly than it otherwise could, and its sharp fangs fill its mouth.

LUSKA

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
15	DEX	10	12-	
27	CON	17	14-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-2	11-	
30	PRE	20	15-	PRE Attack: 6d6
7	OCV	20		
5	DCV	10		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		Phases: 4, 8, 12
12	PD	10		Total: 12 PD (4 rPD)
8	ED	6		Total: 8 ED (4 rED)
12	REC	8		
50	END	6		
25	BODY	15		
60	STUN	20		
				Total Characteristics Cost: 162

Movement: Running: 2m
Swimming: 36m

Cost	Powers	END
25	<i>Jaws:</i> HKA 1½d6 (3½d6 with STR)	2
7	<i>Barbed Tentacles:</i> HKA ½d6 No STR Bonus (-½)	1
6	<i>Spray Ink:</i> Darkness to Sight Group 3m radius Only Works Underwater (-½), Limited Range (5m; -¼), 5 Charges (-¾)	[5]
4	<i>Tough Skin:</i> Resistant (+½) for 4 PD/4 ED	0
12	<i>Heavy:</i> Knockback Resistance -12m	0
16	<i>Shark's Body:</i> Swimming +32m (36m total)	2
-10	<i>Mostly Swims:</i> Running -10m (2m total)	
6	<i>Shark's Senses:</i> +2 PER with all Sense Groups	0
6	<i>Shark's Nose:</i> +3 PER with Smell/Taste Group	0
10	<i>Shark's Nose:</i> Tracking Smell	0
10	<i>Shark's Nose:</i> Targeting for Normal Smell	0
5	<i>Can Breathe Air:</i> Life Support (Expanded Breathing: can breathe in air as well as water)	0
4	<i>Tentacles:</i> Extra Limbs Limited Manipulation (-¼)	0





Personality/Motivation: Normal animal motivations, though it's virtually as intelligent as a human and possesses a devilish cunning.

Powers/Tactics: A luska is aggressive and fearless. It attacks by Grabbing its prey with its tentacles, then pulling it toward its jaws to be bitten and torn into pieces. It then carries the pieces to its underwater lair to devour at its leisure. If it suffers more than 100DY worth of damage it flees, unless hunger or anger overcome its survival instincts.

Appearance: A luska, sometimes known as a shark-kraken or sharkkraken, looks like a thirty foot long, red-eyed, particularly vicious black or grey shark with a ring of heavy, squid-like tentacles fringed all around its head. The two longest tentacles end in jagged barbs that look something like hands with long fingers similar to a crab's legs. It can use these to grasp prey even more firmly than its regular tentacles can. It has a smell of ocean rot when out of the water.

LYCANTHROPE, WEREWOLF

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [2]
20	DEX	20	13-	
18	CON	8	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		Phases: 3, 5, 8, 10, 12
9	PD	7		Total: 9 PD (2 rPD)
6	ED	4		Total: 6 ED (2 rED)
8	REC	4		
35	END	3		
16	BODY	6		
36	STUN	8		

Total Characteristics Cost: 145

Movement: Running: 18m
Leaping: 12m

Skills

- 6 +3 OCV with Jaws
- 3 Stealth 12-

Total Powers & Skills Cost: 110

Total Cost: 272

175 Matching Complications (50)

- 35 Enraged: berserk when smells blood (Common), go 11-, recover 8-
- 15 Physical Complication: Enormous (up to 8m long; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
- 20 Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Psychological Complication: Voracious Appetite (Common, Strong)

Total Complications Points: 50

Experience Points: 97

Ecology: A luska is a fearsome monstrosity that's almost perpetually hungry. Except when driven by its annual need to mate in the late winter, or protecting itself from an attacker, it's on the search for food. It usually consumes other marine life, but will also prey on land creatures near the shore. (It can breathe air, but prefers not to spend time on the land because it's difficult to support its bulk.)





Cost	Powers	END
13	<i>Shapechanging</i> : Multiform (change shape into 175-point human; true form is man-beast form) Costs Endurance (to change shape; -½), Extra Time (takes 3 Turns to change shape; -1¼)	0
20	<i>Fangs</i> : HKA 1d6+1 (2d6+1 with STR)	2
15	<i>Claws</i> : HKA 1d6 (2d6 with STR)	1
83	<i>Werewolf's Bite</i> : Major Transform 12d6 (human into werewolf; heals back through special magic ritual involving Amulet of Koschei) Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), All Or Nothing (-½), Fangs HKA Must Do BODY (see text; -½), Limited Target (humans and related beings; -½), Linked (to Fangs HKA; -¼) Martial Arts: Red In Tooth And Claw	0
	Maneuver OCV DCV Notes	
4	Avoid Harm — +5 Dodge all attacks, Abort	
4	Chomp/Claw Slash +0 +2 Strike +2 DC	
3	Holding Bite +0 -1 Grab One Limb, +10 STR	
3	Knockover +2 -1 Strike +1 DC; Target Falls	
2	<i>Werewolf's Resilience</i> : Resistant (+½) for 2 PD/2 ED	0
20	<i>Werewolf's Resilience</i> : Damage Negation (-4 DCs Physical) Doesn't Work Against Silver-Based Attacks (-½) plus Damage Negation (-2 DCs Energy) Doesn't Work Against Fire Attacks (-½)	0
32	<i>Werewolf's Regeneration</i> : Regeneration (3 BODY per Turn) Doesn't Heal Damage Caused By Silver Weapons (-½), Cannot Regenerate Lost Limbs (-0)	0
5	<i>Werewolf's Regeneration</i> : Life Support (Immunity to all diseases)	0
2	<i>Long-Lived</i> : Life Support (Longevity: ages at one-fourth normal rate)	0
6	<i>Werewolf's Legs</i> : Running +6m (18m total)	1
4	<i>Werewolf's Legs</i> : Leaping +8m (12m forward, 6m upward)	1
9	<i>Werewolf's Senses</i> : +3 PER with all Sense Groups	0
5	<i>Werewolf's Eyes</i> : Ultraviolet Vision	0
5	<i>Werewolf's Nose</i> : Discriminatory for Normal Smell	0
10	<i>Werewolf's Nose</i> : Tracking Smell	0

Skills
24 +3 HTH
2 Animal Handler (Canines) 13-
3 Climbing 13-
3 Stealth 13-

Total Powers & Skills Cost: 277

Total Cost: 422

175	Matching Complications (50)
20	Accidental Change: Always during the three nights of the full moon each month (Uncommon)
15	Accidental Change: 11- when exposed to certain forms of stress (see text; Common)
35	Enraged: Berserk in combat or when injured (Very Common), go 11-, recover 11-
0	Physical Complication: Human Size
20	Vulnerability: 2 x STUN from Silver Weapons (Common)
20	Vulnerability: 2 x BODY from Silver Weapons (Common)

Total Complications Points: 50

Experience Points: 247

OPTIONS

Cost	Power
5	<i>Greater Self-Control</i> : decrease "stress" Accidental Change roll to 8-
10	<i>Experienced Werewolf</i> : increase SPD to 6
20	<i>Very Experienced Werewolf</i> : increase SPD to 7
5	<i>Experienced Werewolf</i> : increase STR to 20
-16	<i>Inexperienced Werewolf</i> : reduce HTH Combat Skill Levels to +1

Lycanthropes are humanoid beings with the characteristics of a type of animal (such as a wolf). While they're often thought of as man-beast hybrids or crossbreeds, in truth each lycanthrope is a separate species from humanity. However, as discussed below, a lycanthrope can infect a human with a DNA-altering virus that turns him into a lycanthrope himself — one with the power to change shape between human and man-beast forms. Many people consider lycanthropy a curse, a dreaded disease they would give anything to be cured of, but some accept (or even revel in) their bestial nature and abilities.

The most common type of lycanthrope by far is the *werewolf*, which is described here. See *Other Lycanthropes*, below, for information on other types of man-beasts. Other than information particular to the wolf foundation of a werewolf (such as sometimes working in packs), what's said about werewolves generally applies to other lycanthropes as well.

Ecology: Werewolves are, loosely speaking, beings who can transform into man-wolf "hybrids." The first werewolf was created in prehistoric times, when primitive men used magic to infuse one of their number with the power of the Wolf, but then lost control of him.



Many (if not most) werewolves live as humans in human society, transforming into their true bestial selves at night to feed whenever the need or mood takes them. As humans they eat cooked human food and conduct themselves as humans, though their predatory nature may reveal itself in their lives (for example, a financier who's a werewolf is likely to be a "corporate raider" type, rather than a more peaceful sort of capitalist). But some werewolves spend nearly all their time in bestial form and live in the wilderness and on the outskirts of human society, preying on animals and men.

Although many werewolves are solitary, as befits their lupine nature they join together in packs (usually of up to a dozen, rarely more) when they live in proximity. Each pack is led by the "alpha male" — the toughest werewolf in the bunch, the one who can fight off any challengers. (Similarly, some werewolves believe that a werewolf belongs to the "pack" of the werewolf who created him, and must obey that werewolf's orders.) As a whole, the world's "werewolf community" is in theory ruled by the King of the Werewolves. He establishes the rules for werewolf conduct — but his rules are usually far more often observed in the breach than in obedience, because many werewolves scoff at the idea of having a King unless he's standing nearby. For the past several decades Earl Harbinger (page 32) has been King, though Adam Conover deprived him of the title for a few hours during the Copper Lake incident. Harbinger's primary rule is that werewolves must leave humans alone. But as can be seen from all the werewolf hunting work MHI and similar organizations do, few werewolves pay any attention to this rule. His second rule is "Don't get on my bad side," and most werewolves who break that one end up dead.

A mating between two werewolves produces a child who's also a werewolf. A mating between a werewolf and an ordinary human produces offspring who's a werewolf about half the time.

Personality/Motivations: Typically, werewolves have ordinary human motivations (ranging from pure beneficence to utter evil), but their personalities usually have a touch of the bestial nature of their wolfish self, as mentioned above. Initially a werewolf is often disgusted or horrified by his condition, and does whatever he can to control it (which usually isn't much). But as time goes by even the strongest-willed victims of lycanthropy usually come to accept and even revel in their condition, eventually thinking of themselves as a species apart from humanity — a predator species. Eventually even the saintliest person becomes a bloodthirsty killer.

Werewolves also have an intense survival instinct. That urge prevents them from committing suicide, but it can also compel them to flee when faced with what are (or seem to be) overwhelming opposition. The desire to live burns stronger in them than any other... except appetite.

Powers/Tactics: Werewolves possess two forms: a normal human form; and a human-wolf "mixed" form that runs on two legs and has claws on the tips of its fingers. For the sake of simplicity, the character sheet above portrays the half-animal, half-human form as the "true form," and uses a 175 Total Point human as the other form. However, established characters who contract lycanthropy from a werewolf's attack should take their human form as their true form.



Changing from one form to another typically takes 3 Turns (36 seconds) once a werewolf is relatively experienced. (Younger werewolves may take as long as one minute [5 Turns], or rarely more, whereas extremely experienced and powerful werewolves like Earl Harbinger or Nikolai Petrov sometimes can transform in as little as 1 Turn [12 seconds].) During this time the werewolf can do nothing else (for example, he can't fight, run, or drive) — the transformation is too physically demanding and too painful. In situations of extreme stress, or where magic is involved, the GM may rule that the change takes place much more quickly — even instantaneously.

Werewolves are significantly stronger, tougher, and faster than most humans (even trained humans like Hunters). They often retain their speed and strength even when in human form. They rely on their natural weapons — sharp fangs and claws — which they use with great skill (as represented by their Martial Arts and Combat Skill Levels; the Martial Maneuvers improve the damage their claws and fangs do, rather than the amount of damage they'd do with a punch or kick). What's worse is that a person bitten by a werewolf who's not killed in the attack will himself become a werewolf! A DNA-altering virus lives in a werewolf's saliva, just waiting to infect ordinary humans. (In *HERO System* terms this is defined as a Major Transform with the Limitation *All Or Nothing*, meaning the Transform roll has to succeed with only one roll, or nothing happens to the victim.) Additionally, there's a much smaller chance (in game terms, a roll of 6- on 3d6) that a claw attack that does BODY damage will infect the victim with the same Transform. In either case, the signs of werewolfhood always show up within five days at the latest.



On the first night of the next full moon, or when exposed to some other appropriate form of stress, an infected character transforms into man-beast form and goes on a rampage. As far as anyone knows, there is *no cure* for lycanthropy once it's contracted, aside from a special magic ritual involving the Amulet of Koschei (which was destroyed during the Copper Lake incident and presumably cannot be remade).

As far as anyone knows, only humans are susceptible to lycanthropy. Divine and semi-divine beings (such as sirens and half-sirens) are definitely immune to it; so are elves. Whether orcs are is unknown, with scholars of the subject divided in their opinions.

But werewolves aren't just good on offense, they're plenty defensive too. Hurting them is difficult; they quickly regenerate most types of harm they suffer, and they don't get sick. (This is represented partly by their Damage Negation, partly by their Regeneration.) However, they cannot regenerate lost limbs or similar significant injuries. A werewolf also cannot regenerate around a foreign object inserted into his body (such as a spear, a sword, or a piece of deeply-imbedded shrapnel). The best way to hurt one is with silver weapons (see below), fire, or major amounts of physical trauma (like smashing into him with a car, crushing him under a bulldozer, chopping his head off, cutting out his heart, or somehow causing him to lose most of his blood). If injured to the point of death, a werewolf stops regenerating — self-healing requires energy, and there's only so much any werewolf's body contains. (In fact, after going through a lot of shape changes or regeneration in a short period a werewolf is often ravenously hungry.)

Werewolves have extraordinarily keen senses, particularly smell. Once a werewolf gets someone's scent, he's not likely to ever forget it. Wearing wolfsbane can conceal a person's (or another werewolf's) scent from a werewolf — the herb distorts the smells around it to a werewolf's nostrils — but the presence of wolfsbane tells a werewolf that there's a knowledgeable enemy nearby.

Werewolves relate well to wolves and other canines; their *Animal Handler* Skill represents this. Sometimes this relationship is based on respect and sometimes on fear, but in either case it benefits the werewolf.

Despite their many strengths, werewolves also have some weaknesses that Hunters know well and exploit whenever possible. First and foremost, they're badly hurt by bullets and other weapons made of silver — not only do they take extra damage from them, their Physical Damage Negation and Regeneration don't apply to that damage! Second, they're not always able to control their ability to remain in human form. All werewolves automatically change to man-wolf form during the three nights of the full moon; not even the oldest, most experienced werewolves can resist this lunar call. Beyond that, various forms of stress — being injured or tortured, being subjected to serious emotional turmoil, smelling another werewolf, smelling significant amounts of blood, being extremely hungry — can sometimes force a change. (In these situations, a werewolf must roll its "stress" Accidental Change, and if it succeeds, it changes involuntarily, though the GM may permit the werewolf to make an EGO Roll to resist the change for a minute or two so it can get to someplace private or safe.) Lastly, werewolves are prone to losing control and becoming bestially fierce when hurt in battle; this makes them even more terrifying opponents, but also deprives them of the ability to think with human cunning.

The character sheet above represents a typical werewolf — one who's come to terms with his abilities but doesn't have years and years of experience as a lycanthrope. For more or less experienced werewolves, use the Options to customize the sheet. (For what a *really* experienced or powerful werewolf can do, see Earl Harbinger's or Adam Conover's character sheets.)

Even a new werewolf (like Cecil Huffman) is worth a high PUFF bounty (\$50,000). Experienced ones are double that. And for an old, experienced one — a werewolf with "a lot of blood on its jaws," as an MCB agent once put it — the sky is practically the limit.

Pursuant to the Anti-Lycanthropy Act of 1995, it's US policy to terminate all confirmed lycanthropes immediately. The MCB has special testing kits it can use in the field to determine if someone's a lycanthrope (see page 165), though these are not 100% reliable. Its full laboratory tests are, however.

Appearance: A werewolf looks like a cross between a wolf and a man, with a man's body, the head of a ferocious wolf, and sharp claws on his fingers and toes. Typically a werewolf's fur is roughly the same color as the person's natural hair color when in human form, and its eyes are golden.

OTHER LYCANTHROPES

Most of the time when a Hunter or MCB agent says "lycanthrope" he means "werewolf," since werewolves are by far the most common type of lycanthrope encountered (particularly in the United States, Canada, Europe, and Russia). But they're not the *only* type. Some other known lycanthropes include:

- werebears, found primarily in Siberia and Alaska/northern Canada.
- weredolphins, who tend to be friendly and helpful toward humans when they can do so without being discovered. A weredolphin codenamed "Miss Fish" served with Operation Unicorn during World War II doing naval reconnaissance.
- werejaguars, found in Mexico and Central/South America.
- wereleopards, found in various parts of Africa.
- wererats, found in some large cities
- weresharks, who are the opposite of weredolphins in many ways: aggressive, fierce, and prone to eating humans. Weredolphins and weresharks tend to fight when they encounter each other.
- weretigers, found in India.

How these other types of lycanthropes came to exist is unknown, since they weren't affected by the Amulet of Koschei. Perhaps similar amulets exist for other types of creatures, or maybe the Beasts have more than one way to re-skin a human.



MINOTAUR (BULLMAN)

Val	Char	Cost	Roll	Notes
23	STR	13	14-	Lift 600 kg; 4½d6 HTH damage [2]
10	DEX	0	11-	
25	CON	15	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	3		Phases: 4, 8, 12
12	PD	10		Total: 12 PD (3 rPD)
8	ED	6		Total: 8 ED (3 rED)
10	REC	6		
50	END	6		
18	BODY	8		
42	STUN	11		
Total Characteristics Cost: 103				

Movement: Running: 20m

Cost	Powers	END
15	<i>Horns:</i> HKA 1d6 (2d6+1 with STR)	1
2	<i>Bellow:</i> +5 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must bellow; -¼)	0
10	<i>Bullman's Leathery Hide:</i> Resistant (+½) for 12 PD/8 ED	0
90	<i>Bullman's Leathery Hide:</i> Damage Negation (-12 DCs Physical, -6 DCs Energy)	0
2	<i>Heavy:</i> Knockback Resistance -2m	0
8	<i>Long Legs:</i> Running +8m (20m total)	1
6	<i>Minotaur's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Minotaur's Eyes:</i> Nightvision	0
10	<i>Keen Nose:</i> Tracking Smell	0
Skills		
8	+1 HTH	
6	+2 with Move By, Move Through, and Strike	
3	Stealth 11-	

Total Powers & Skills Cost: 165

Total Cost: 268

175	Matching Complications (50)
15	Distinctive Features: minotaur (Concealable With Difficulty, Causes Major Reaction)
15	Enraged: Berserk in combat or when injured (Very Common), go 8-, recover 14-
0	Physical Complication: Human Size
10	Psychological Complication: Short-Tempered (Common, Moderate)



Total Complications Points: 40

Experience Points: 103

Ecology: Minotaurs (or, as some of them prefer to be called, bullmen) live in small, isolated groups. They prefer temperate, Mediterranean, or at worst subtropical climates. They're vegetarians; eating meat is not only abhorrent to them, it makes them physically ill. As a result they can only live in places where they can gather a lot of plant material on a regular basis; otherwise they have to be nomadic, with all the dangers and difficulties that implies.

Like humans, minotaurs form couples and raise children in a nuclear family environment (though it's customary for minotaurs to look after one another's children in the group much more closely than humans tend to). A minotaur reaches adulthood at 12 years of age.

Personality/Motivation: Most minotaurs are intelligent, and have the normal motivations common to intelligent beings: comfort, power, survival, and more. Some are entirely bestial (they have the *Near-Human Intelligence* Physical Complication). But no matter how intelligent, minotaurs have short tempers; they're quick to anger and slow to forgive.

Powers/Tactics: Minotaurs typically fight by bellowing (to scare the opponent) and then charging, so they can butt their opponent or gore him with their horns. They prefer to fight one-on-one, and usually avoid charging into groups of foes if they can. However, knowing how well-protected they are by their thick hides, they don't hesitate to take on multiple enemies, or to take other risks, if they have to.

Appearance: A minotaur is a creature with the body of a large, muscular man and the head (and sometimes hooves) of a bull. His horns can be up to a foot long on either side (rarely longer). Thick, coarse, short dark hair covers his body.



MUTANT AND MONSTROUS ANIMALS

The magical forces in the world, not to mention evil wizards, sometimes “mutate” ordinary animals, turning them into large, monstrous creatures — creatures that often desire human flesh, or that cause other significant problems for humans through property damage, spreading disease, or the like.

Space considerations prevent including animal character sheets in this book; you can find plenty of them in *The HERO System Bestiary* if you like. Then mutate them to taste. Often all you have to do is apply a *Size Template* to make the creature bigger, stronger, and meaner.

Some of the mutated or monstrous animals MHI has encountered include:

Catfish, Giant Mutated
Frogs, Screaming Killer
Lizard, Mutant Shrieker
Mollusk, Giant Killer

OGRE

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
12	DEX	4	11-	
23	CON	13	14-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-2	11-	
15	PRE	5	12-	PRE Attack: 3d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
11	PD	9		Total: 11 PD (2 rPD)
8	ED	6		Total: 8 ED (2 rED)
11	REC	7		
45	END	5		
20	BODY	10		
48	STUN	14		Total Characteristics Cost: 109

Movement: Running: 16m

Cost	Powers	END
10	<i>Tusks:</i> HKA ½d6 (2½d6 with STR)	1
2	<i>Ogreish Hide:</i> Resistant (+½) for 2 PD/2 ED	0
4	<i>Ogreish Legs:</i> Running +4m (16m total)	1
5	<i>Ogreish Eyes:</i> Nightvision	0
3	<i>Ogreish Senses:</i> +1 PER with all Sense Groups	0
Skills		
2	Survival (one environment) 11-	
2	WF: Common Melee Weapons	

Total Powers & Skills Cost: 28

Total Cost: 137



175 Matching Complications (50)

- 10 Distinctive Features: ogre (Easily Concealed, Causes Major Reaction)
- 0 Physical Complication: Human Size

Total Complications Points: 10

Experience Points: 2

OPTIONS

Cost	Option
+5	<i>Large-Fanged Ogre:</i> Increase Fangs/Tusks to HKA 1d6 (3d6 with STR)
10	<i>Claws:</i> HKA ½d6 (2½d6 with STR)

Ecology: Ogres are large, monstrous humanoids — and like others of their ilk, were created by the Fey in the time before humanity existed to serve as soldiers and playthings. Monster experts’ best guess is that they originated somewhere in what today is eastern Russia.

Modern ogres live in small bands in wilderness areas and prey on local humans, or serve a sorcerer, lich, or other master.

Personality/Motivation: Brutish and crude, ogres usually have simple motivations: hunger, comfort, greed, a love of fighting and violence. They make superb shock troops and guards, provided the tasks assigned them don’t require much mental acumen.

Powers/Tactics: Ogres carry weapons appropriate to their size and enormous strength (and can even use large, everyday items, like stop signs or pieces of furniture, as weapons when necessary). They typically don’t know how to use firearms; to them an assault rifle would just be a small, easily-broken club. They usually attack aggressively, trying to quickly overwhelm foes with brute force.

Appearance: Ogres are eight to ten foot tall humanoids with dun, ochre, grey, or dark skin (sometimes mottled). They have thick, squat, prognathous heads featuring large, heavy browridges, and pointed ears; some have upward-pointing tusks.





ONI

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
14	DEX	8	12-	
26	CON	16	14-	
18	INT	8	13-	PER Roll 13-
18	EGO	8	13-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
6	DCV	15		
6	OMCV	9		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
12	PD	10		Total: 12 PD (10 rPD)
10	ED	8		Total: 10 ED (6 rED)
12	REC	8		
60	END	8		
20	BODY	10		
60	STUN	20		Total Characteristics Cost: 227

Movement: Running: 24m

Cost	Powers	END
20	<i>Claws:</i> HKA 1d6+1 (3½d6 with STR)	2
5	<i>Tusks:</i> HKA 1 point (2½d6 with STR)	1
24	<i>Soul Leeching:</i> Drain BODY 3d6 Limited Range (20m; -¼)	3
20	<i>Walk Unseen:</i> Invisibility to Sight Group	2
8	<i>Tough:</i> Resistant (+½) for 10 PD/6 ED	0
30	<i>Tough:</i> Damage Negation (-6 DCs Physical)	0
32	<i>Oni Regeneration:</i> Regeneration (2 BODY per Turn)	0
10	<i>Soul Defense:</i> Power Defense (10 points)	0
6	<i>Heavy:</i> Knockback Resistance -6m	0
12	<i>Longer Legs:</i> Running +12m (24m total)	1
5	<i>Oni Eyes:</i> Nightvision	0
3	<i>Oni Senses:</i> +1 PER with all Sense Groups	0
1	<i>Reach:</i> Reach +1m	0
5	<i>Immortal:</i> Life Support (Longevity: Immortality)	0

Skills

20	+2 with All Combat
2	KS: Arcane And Occult Lore 11-

Total Powers & Skills Cost: 203

Total Cost: 430

175	Matching Complications (50)
10	Physical Complication: Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)



Total Complications Points: 10

Experience Points: 295

Ecology: An oni is a physical being, but its physical form is a “vessel” for the souls of those it has slain (or with which sorcerers “pay” them for services). It has the power to leech the soul from living beings, thus adding that soul to its own “life substance.” As long as it gets a regular supply of souls, it’s effectively immortal. If an oni’s injured, its souls leak out of it like a white, wispy vapor — that’s how it “bleeds.”

Personality/Motivation: As intelligent beings, oni can have just about any motivation or personality, but nearly all of them are greedy, rapacious, and cruel. They enjoy causing harm and destruction, particularly if they get something out of it (like souls to feed on, or treasure).

Powers/Tactics: An oni is immensely strong and resilient, with large claws and fangs. That alone would qualify it as a major threat to mortals, but what really makes it dangerous is its mystical power over souls (see above). Its soul leeching power has a range of about 20 meters.

An oni can withstand most forms of physical injury (and can regenerate as well). Energy, such as electricity or fire, can harm it more easily.

Oni have the power to become invisible. Some may have other mystic powers as well, or are even stronger and tougher than average.

Appearance: An oni is a large, well-muscled humanoid ten to thirteen feet tall with unusually-colored skin — typically some shade of purple or red. Its head and face are longer and pointier than a human’s, and its eyes may be a burning red or an evilly-gleaming pure black. Tusks, sometimes extremely large ones, jut up from its lower jaw. It has six fingers on each hand, each one tipped with a razor-sharp black claw as long as a steak knife. Its toes are also clawed.





BIA AND CRATOS

During the Martin Hood incident, two supernatural mercenaries hired by Hood stalked Owen Pitt: a pair of ancient, powerful oni called Cratos and Bia. They were no ordinary oni. Like Agent Franks, they were Fallen spirits who found physical forms to occupy so they could exist on Earth rather than in Hell. How they took over two onis' bodies remains unknown, though it probably relates to the fact that oni "feed" on souls.

Both Bia and Cratos were killed during the Hood incident. It remains to be seen whether the Fallen spirits inside them were also slain, or if they're still present on Earth, looking for new forms to inhabit.

ORC

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 133 kg; 2d6 HTH damage [1]
12	DEX	4	11-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
10	PRE	0	11-	PRE Attack: 2d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (1 rPD)
4	ED	2		Total: 4 ED (1 rED)
6	REC	2		
25	END	1		
13	BODY	3		
26	STUN	3		

Total Characteristics Cost: 43

Movement: Running: 12m

Cost	Powers	END
40	<i>Life Gift:</i> see text	
15	<i>Fangs:</i> HKA ½d6 (1d6+1 with STR) Reduced Endurance (0 END; +½)	0
1	<i>Orcish Hide:</i> Resistant (+½) for 1 PD/1 ED	0
5	<i>Orcish Eyes:</i> Nightvision	0
3	<i>Orcish Senses:</i> +1 PER with all Sense Groups	0
Skills		
3	Stealth 11-	
4	WF: Common Melee Weapons, Small Arms	

Total Powers & Skills Cost: 71

Total Cost: 114

175 Matching Complications (50)

10	Distinctive Features: orc (Easily Concealed, Causes Major Reaction)
0	Physical Complication: Human Size
15	Psychological Complication: Hatred Of Elves (Common, Strong)

Total Complications Points: 25

Experience Points: 0

Ecology: Orcs — *urks*, in their language, or *Homo ogrillion* in Latin — are humanoids who (unbeknownst to them) were created eons ago as servants and warriors by the Fey (see page 227). The Fey also created elves to serve as their overseers and commanders, resulting in the two species having a deep-seated, almost instinctual hatred for one another. (The legends and histories of both species speak of an ancient war between the two, which actually occurred when the Fey stopped paying attention to them and the orcs revolted against the elves.) Orcs were originally found primarily in Central Asia, but have since migrated to many parts of the world through various means.

Like humans, orcs can reside just about anywhere. They usually live in clans or tribes whose size is dictated by the available local resources and the need to maintain secrecy (so typically no more than a few hundred orcs, at most). A chieftain — normally the strongest or cleverest orc in the group, or the eldest male — rules the tribe (his wife often also has a prominent role in tribal matters).

Females tend to outnumber males by a significant margin in most orc tribes, so the typical custom is for a male to take multiple wives. To win a wife's hand he has to kill an enemy or monster on her behalf — and the tougher or more dangerous the foe, the more devoted the wife will be, and the more sons she'll supposedly give her husband.

Orc children are born after a seven-month gestation period. They're raised communally by their village or clan until they reach early puberty, when they undergo the "Reckoning Day" ritual (see below and page 47). Depending on the outcome of that ritual and his tribe's customs, a young orc may find himself now considered an adult, exiled, or executed. An orc who is accepted into the tribe and passes into adulthood must then complete some sort of challenge or journey to prove himself to the tribe. The chieftain or tribal elders may suggest one to him, but it's more likely he'll find something that's a challenge based on his life gift and tackle it on his own.

Orcs have prominent tusks. Although they can use these as weapons if necessary, generally they prefer not to.

Orcs are omnivores, though they prefer a meat-heavy diet when they can get it. Their systems are better able to handle not fully ripe or partly spoiled food than humans' without negative consequences.

Orcs speak their own language, one that's very difficult for humans to learn. Like human languages it comes in variations and dialects; Uzbek Orcish differs from Kazakh Orcish, for example. They can learn human languages (and usually do learn the dominant one in the region where they live), but they tend to speak them haltingly, with a harsh, grating accent.



Orcs aren't PUFF-exempt and therefore rarely mingle with humans (even human allies). When they must interact with humans, they usually wear full-body clothing (including deep hoods, balaclavas, or masks) to hide their unusual appearance.

Personality/Motivation: Normal sentient humanoid motivations. Many orcs seem brutal and harsh by human standards, but this is simply their cultural/biological norm — they were bred as a warrior species, after all. Despite this they're capable of great kindness toward one another, profound acts of creativity and philosophy, and significant learning, should any of those things appeal to a given orc.

Most orcs worship the god *Gnrlwz*, the "fist of the North." He's a powerful warrior deity who represents all the best qualities of his people.

Powers/Tactics: Orcs use the full range of tactics available to sentient humanoids. They tend to favor large, powerful, and/or noisy weapons as a cultural matter, but they're more concerned with winning a battle than anything else.

Compared to humans, orcs are unusually tough and strong. Their senses are also more highly developed; they can see easily at night, and can smell things that elude the human olfactory senses.

As inherently mystical beings, orcs possess an unusual quality: the *life gift*. Each orc is supernaturally gifted at one particular endeavor or skill — so much so that he makes even the best human experts look untalented by comparison or violates what humans would consider the incontrovertible laws of physics. Life gifts can range from the relatively focused (for example, Skippy's piloting abilities) to the relatively broad (Edward's melee combat prowess, Gretchen's healing skills). They also range from the extraordinarily useful (like Skippy's, Edward's, and Gretchen's gifts) to the mundane (skill at gambling, skill at working crossword puzzles, phenomenal cooking ability, having a great singing voice). Life gifts aren't unique; more than one orc can have the same gift. For example, many orc women share Gretchen's gift for healing and shamanic magic.

As compensation for the life gift, each orc is also dismally bad at something — usually something that mirrors his life gift. For example, Skippy's a great pilot but can barely drive no matter how much he practices; Edward is death on two feet with a blade but can't shoot accurately regardless of how much time he spends at the target range.

An orc's life gift usually becomes apparent long before puberty; it shows in what interests him and what he seems to have a native talent for. His elders, recognizing this, encourage him to explore his interests and develop his abilities. It's expected by the time the child hits puberty that he'll have become well-versed in whatever his life gift is, so that he can demonstrate it to the tribal chieftain at his Reckoning Day ceremony and thus prove his worth to the tribe.

In game terms, the orc character sheet above (and the Orc Template on page 86) allots 40 Character Points for purchasing an orc's life gift — but that's just an estimate. Depending on how you define an orc's gift, 40 points may be too many or too little. You can represent many gifts with just a high roll in a particular Skill, but others require multiple Skills, high Characteristics, and/or building special abilities with Powers. See Skippy's, Edward's, and Gretchen's character sheets on pages 48-53 for examples.

How you represent an orc's compensating "area of weakness" is even more open-ended. Depending on what his gift is and what sort of weakness you choose for him, the weakness might be a Complication, a Limitation on an ability, not buying some ability other characters have (or can have), or two or more of these things. For example, Skippy isn't allowed to buy TF: Ground Vehicles, and Edward can't buy WF: Small Arms (so he suffers the default -3 OCV "unfamiliar weapon" penalty if he tries to use a gun, and the GM will probably penalize him even further).

Campaign Use: This character sheet represents a typical competent, adult male orc the PCs might encounter in a situation where you need a character sheet — such as a battle. If you need a character sheet for a female or younger orc, adjust the Characteristics and Skills accordingly.

Appearance: Orcs are humanoids who are about 5'0" to 5'6" tall on the average. Their bumpy skin is usually a dark green, sometimes grey-green and/or mottled with hints of brown. Their heads are prognathous and somewhat porcine, with squat or snout-like noses, visible tusks jutting up from the lower jaw, and long, pointed ears. Their eyes are rounder than humans', and are usually blue or yellow; they're deeply set, with heavy, bony brow-ridges and short foreheads. Many have piercings on their face or other parts of their body set with gold or bone jewelry. Most males are bald, or have wispy white hair; females tend to have more hair, also white.





REPTOID

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 133 kg; 2d6 HTH damage [1]
14	DEX	8	12-	
12	CON	2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
13	PRE	3	12-	PRE Attack: 2½d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (1 rPD)
4	ED	2		Total: 4 ED (1 rED)
4	REC	0		
25	END	1		
12	BODY	2		
24	STUN	2		

Total Characteristics Cost: 55

Movement:	Running:	12m
	Swimming:	8m

Cost	Powers	END
10	<i>Fangs:</i> HKA ½d6 (1d6+1 with STR)	1
10	<i>Claws:</i> HKA ½d6 (1d6+1 with STR)	1
1	<i>Lizard-Folk Skin:</i> Resistant (+½) for 1 PD/1 ED	0
2	<i>At Home In The Water:</i> Swimming +4m (8m total)	1
4	<i>Tail:</i> Extra Limb Limited Manipulation (-¼)	0

Talents

4	<i>Watery Warrior:</i> Environmental Movement: Aquatic Movement (no penalties in/under water)
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Skills

2	AK: City Sewer System 11-
5	Stealth 13-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 42

Total Cost: 97

175 Matching Complications (50)

10	Distinctive Features: reptoid (Easily Concealed, Causes Major Reaction)
0	Physical Complication: Human Size

Total Complications Points: 10

Experience Points: 0

Ecology: Reptoids are reptile-men created eons ago by one of the Outsider Factions for its inscrutable purposes — perhaps as warriors or guards, maybe for some other reason. They most likely originated in what today is South and/or Central America, but today live in many places around the world. They typically prefer wet, underground lairs, and thus can frequently be found in the sewer systems of major cities. They're carnivores, and while they can subsist on the meat of animals, they tend to prefer human flesh. Those who live in cities try to prey on the homeless, prostitutes, and others who aren't likely to be missed.

Personality/Motivation: Reptoids are secretive and clever. They know their existence depends in large part on not attracting human attention, so they've gotten good at hiding, striking from surprise, and fleeing before anyone's aware of what really happened.

Powers/Tactics: Reptoids usually rely on their natural weapons in combat — claws and fangs to rend enemy flesh, the tail for blows from unexpected angles. They can wield simple weapons (clubs, knives, and the like), but have never been known to use firearms. However, they're quite skilled at setting up ambushes and traps.

Appearance: A reptoid is a 5'5" to 6'5" tall reptilian humanoid with green, scaly skin, a fang-filled mouth, short claws on its fingers and toes, and a tail. Some are saurian in appearance, others more ophidian.



SHOGGOTH

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
18	DEX	16	13-	
25	CON	15	14-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
6	OCV	15		
5	DCV	10		
3	OMCV	0		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
15	PD	13		Total: 15 PD (5 rPD)
15	ED	13		Total: 15 ED (5 rED)
11	REC	7		
50	END	6		
20	BODY	10		
50	STUN	15		Total Characteristics Cost: 214

Movement: Running: 8m
Leaping: 0m

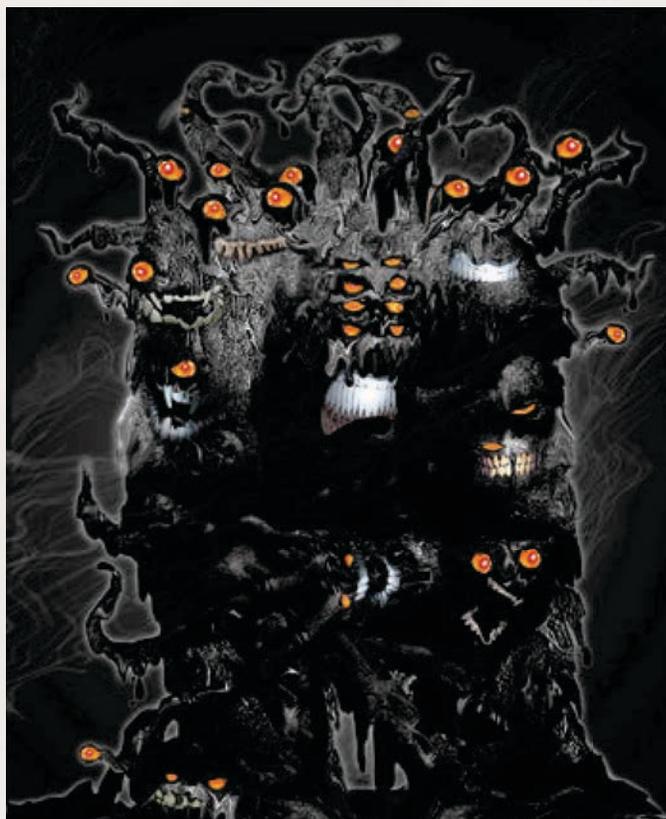
Cost	Powers	END
15	<i>Fanged Mouth I:</i> HKA 1d6 (3d6 with STR)	1
15	<i>Fanged Mouth II:</i> HKA 1d6 (3d6 with STR)	1
15	<i>Fanged Mouth III:</i> HKA 1d6 (3d6 with STR)	1
15	<i>Clawed Hand I:</i> HKA 1d6 (3d6 with STR)	1
15	<i>Clawed Hand II:</i> HKA 1d6 (3d6 with STR)	1
15	<i>Clawed Hand III:</i> HKA 1d6 (3d6 with STR)	1
5	<i>Semisolid Body:</i> Resistant (+½) for 5 PD/5 ED	0
30	<i>Semisolid Body:</i> Damage Negation (-6 DCs Physical)	0
48	<i>Rapid Healing:</i> Regeneration (3 BODY per Turn)	0
20	<i>Semisolid Body:</i> Life Support (Self-Contained Breathing; Immunity: all diseases and poisons)	0
10	<i>Semisolid Body:</i> No Hit Locations (see text)	0
-4	<i>Slow:</i> Running -4m (8m total)	0
-2	<i>Can't Leap:</i> Leaping -4m (0m total)	0
5	<i>Many Eyes:</i> Increased Arc Of Perception (360 Degrees) for Normal Sight	0
40	<i>Oozing Body:</i> Stretching 12m, x8 body dimensions Reduced Endurance (0 END; +½)	0
5	<i>Pseudopods And Tentacles:</i> Extra Limbs (as many as needed)	0
10	<i>Semisolid Body:</i> Clinging (normal STR)	0

Talents

12 Striking Appearance (ugliness) +4/+4d6

Skills

24 +3 HTH
3 Stealth 13-



Total Powers & Skills Cost: 308

Total Cost: 522

175 Matching Complications (50)

- 20 Physical Complication: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
- 10 Physical Complication: Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
- 20 Psychological Complication: Utter Devotion To Its Master (Very Common, Strong)
- 20 Vulnerability: 2 x BODY from Fire (Common)

Total Complications Points: 50

Experience Points: 347

Ecology: A shoggoth is an extradimensional horror sent to this world by the Old One or other Elder Thing who made it.

Personality/Motivation: Shoggoths are intelligent, though their thought processes are at least partly alien to humans. Their goal in life is to serve their master and carry out his every order.

Powers/Tactics: Fighting a shoggoth is difficult due to its semisolid body, its ability to grow however many tentacles and pseudopods it needs, its multiple sets of fangs and claws, and the fact that it has eyes looking every direction and thus is difficult to surprise. Its chief vulnerability is to fire, which it avoids if possible.

The shoggoth has the *No Hit Locations* Automaton Power, even though it's not an Automaton, to reflect the unusual nature of its body.

Appearance: A shoggoth is an extradimensional horror, a servant of the Old Ones. It's a black, blob-like creature about fifteen feet across and weighing approximately two tons. It's bulbous, lumpy, and asymmetrical, with white eyes and sharp-toothed mouths at many different points all over its body. It can grow tentacles and pseudopods at will.



SPIDER, GIANT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	10	12-	
15	CON	5	12-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-2	11-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
6	PD	4		Total: 8 PD (2 rPD)
6	ED	4		Total: 8 ED (2 rED)
10	REC	6		
40	END	4		
19	BODY	9		
44	STUN	11		Total Characteristics Cost: 109

Movement:	Running:	24m
	Leaping:	8m

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
9	<i>Venom:</i> RKA 3d6 Extra Time (onset time begins 1 Minute after victim is bitten; -1½), No Range (-½), Bite HKA Must Do BODY (-½), Linked (to Bite HKA; -½), 4 Charges (-1)	[4]
6	<i>Exoskeleton:</i> Resistant Protection (2 PD/2 ED)	0
12	<i>Long Legs:</i> Running +12m (24m total)	4
2	<i>Leaper:</i> Leaping +4m (8m total)	2
9	<i>Eight Eyes And Arachnid Senses:</i> +3 PER with all Sense Groups	0
8	<i>Spider Legs:</i> Clinging (normal STR) Cannot Resist Knockback (-¼)	0
4	<i>Eight Legs:</i> Extra Limbs Limited Manipulation (-¼)	0

Skills

3	Climbing 12-
7	Stealth 14-

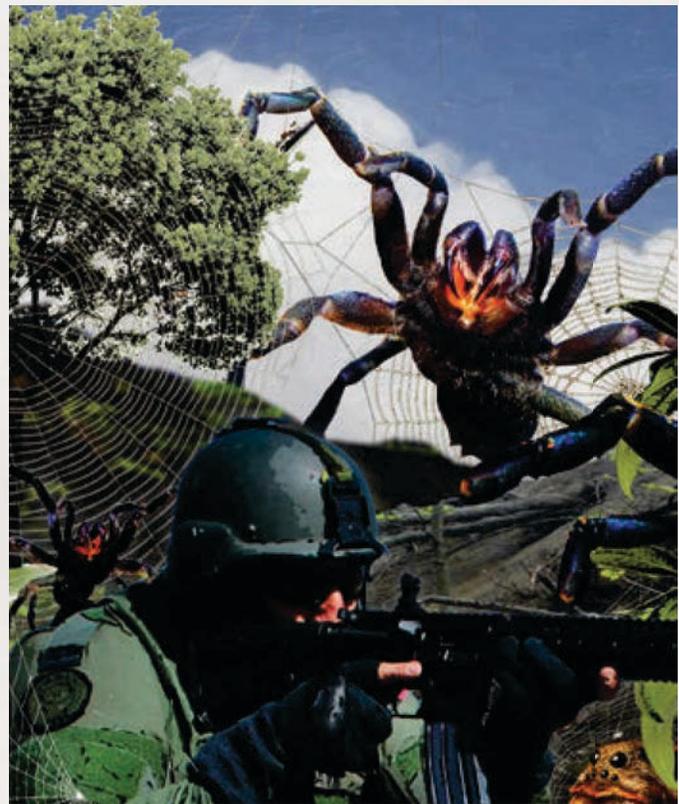
Total Powers & Skills Cost: 75

Total Cost: 184

175	Matching Complications (50)
30	Physical Complication: Instinctive Intelligence (All The Time, Greatly Impairing)
20	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 9



OPTIONS

Cost	Giant Webspinning Spider	END
62	<i>Webs:</i> Multipower, 125-point reserve; 4 Charges for [4] entire Multipower (-1)	
4f	1) <i>Standard Web:</i> Barrier 6 PD/6 ED, 8 BODY (up to 8m long, 8m high, ½m thick); Extra Time (takes at least 1 Minute to weave each 1m x 1m section of the web; -1½) plus Entangle 3d6, 3 PD/3 ED, Constant (+½), Area Of Effect (Surface large enough to cover Barrier, Damage Shield; +1), Personal Immunity (+¼); Extra Time (takes at least 1 Minute to weave each 1m x 1m section of the web; -1½), Linked (-¼), No Range (-½)	
2f	2) <i>Wrapping Up Prey:</i> Entangle 6d6, 6 PD/6 ED; Extra Time (1 Turn; -1¼), No Range (-½)	

Total cost: +68 points

Ecology: Giant spiders are like regular spiders — just much, much larger. As such they're the stuff of many peoples' nightmares.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Giant spiders prefer to attack from ambush. They sneak up on prey using their Stealth and Clinging to remain unseen, then leap to the attack. Once a giant spider sinks its fangs into someone, that person usually doesn't have long to live, for those fangs inject a virulent poison.

Most giant spiders are of the "wolf spider" variety — they chase prey down and pounce on it rather than building webs. If you want a giant spider that spins a web, use the "Webspinning" option, which defines both a standing web and webbing that the spider might wrap around an unconscious enemy.

Appearance: A giant spider resembles a tarantula, but is much larger — from roughly the size of a kitten to the size of a large dog.



TROLL

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
13	DEX	6	12-	
18	CON	8	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	6		Total: 8 PD (4 rPD)
6	ED	4		Total: 6 ED (4 rED)
8	REC	4		
40	END	4		
15	BODY	5		
36	STUN	8		Total Characteristics Cost: 95

Movement: Running: 15m

Cost	Powers	END
15	<i>Claws:</i> HKA 1d6 (2½d6 with STR)	1
4	<i>Trollish Resilience:</i> Resistant (+½) for 4 PD/4 ED	0
25	<i>Trollish Resilience:</i> Damage Negation (-5 DCs Physical)	0
21	<i>Trollish Regeneration:</i> Regeneration (2 BODY per Turn) Does Not Work Against Fire Damage (-½)	0
3	<i>Long Legs:</i> Running +3m (15m total)	1

Skills

3 Computer Programming 11-

Total Powers & Skills Cost: 71

Total Cost: 166

175 Matching Complications (50)

10	Distinctive Features: troll (Easily Concealed, Causes Major Reaction)
0	Physical Complication: Human Size
20	Vulnerability: 2 x BODY from Fire (Common)

Total Complications Points: 30

Experience Points: 11

Ecology: Trolls, like most other humanoid monsters, were created by the Fey eons ago to serve them. In the modern world they've spread across the world and often live in small communities called "packs," which support themselves through their computer skills (trolls take to computers like Hunters do to firearms).

Trolls are carnivores who prefer to eat human flesh (especially that of children). Some of them have developed a taste for junk food instead.

Personality/Motivation: Most trolls are malicious and cruel; they like to make trouble for the sake of trouble, and have no qualms about hurting their human prey. But some have, through exposure to the Internet, become at least slightly better mannered.

Powers/Tactics: Trolls are lazy and usually prefer to avoid fighting (or any other hard work) if possible. But if they must fight, their enormous strength and long claws serve them well. Even better, trolls are very difficult to harm. They regenerate injuries at a rapid pace, and can even regrow lost limbs. The one chink in their armor is fire; they can't heal burn damage any faster than a human can.

Appearance: A troll is an eight foot tall humanoid with green, rubbery skin; its body looks almost like a mass of greasy water hoses rolled up and stacked into a human shape. (Their flesh feels warm and squishy to the touch.) Its nose is long and pointed, its mouth full of large, dirty, blunt teeth. Its arms and legs are unnaturally long; its hands and feet are large and sport claws a half-inch long. It has round, yellow eyes and stringy black hair.





VAMPIRE, STANDARD

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
7	DCV	20		
7	OMCV	12		
7	DMCV	12		
7	SPD	50		Phases: 2, 4, 6, 7, 9, 11, 12
12	PD	10		Total: 12 PD (4 rPD)
6	ED	4		Total: 6 ED (2 rED)
10	REC	6		
40	END	4		
18	BODY	8		
50	STUN	15		Total Characteristics Cost: 236

Movement: Running: 18m
Leaping: 8m

Cost	Powers	END
10	<i>Claws:</i> HKA ½d6 (2d6 with STR)	1
7	<i>Fangs:</i> HKA ½d6 No STR Bonus (-½)	1
15	<i>Drink Blood:</i> RKA 1d6 Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Fangs Must Do BODY First (-½)	0
60	<i>Create Vampire:</i> Severe Transform 10d6 (humans into vampires, heals back through special exorcisms and holy rituals) Reduced Endurance (0 END; +½); Extra Time (minimum of 1 Turn, and often longer; -1¼), Limited Target (humans; -½), Must Kill Victim While Drinking His Blood (-½), No Range (-½)	0
54	<i>Create Other Undead:</i> Summon up to 16 corporeal undead built on up to 350 Total Points each Expanded Class (any corporeal undead; +½), Slavishly Devoted (+1), Reduced Endurance (0 END; +½); Extra Time (1 Hour; -3), Must Have Body The Vampire Himself Has Killed (-1)	0
60	<i>Hypnotic Gaze:</i> Mind Control 12d6 Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
40	<i>Undead Body:</i> Damage Negation (-6 DCs Physical and Energy) Does Not Apply To Stakes Through The Heart Or To Damage Suffered While Staked (-½)	0

Cost	Powers	END
3	<i>Undead Body:</i> Resistant (+½) for 4 PD/2 ED	0
45	<i>Hard To Slay:</i> Regeneration (3 BODY per Turn), Resurrection (others can stop resurrection by burning the body, driving a stake through the vampire's heart, or cutting off its head) Does Not Apply To Stakes Through The Heart Or To Damage Suffered While Staked (-½)	0
37	<i>Undead Vitality:</i> Life Support: Total (except Diminished Eating; including Longevity: Immortality)	0
6	<i>Swift:</i> Running +6m (18m total)	1
2	<i>Strong Leaper:</i> Leaping +4m (8m forward, 4m upward)	1
6	<i>Vampire's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Vampire's Eyes:</i> Nightvision	0

Skills		
16	+2 HTH	
40	Skills and Talents (abilities and interests in life, or learned since undeath)	
3	Charm 14-	
7	Climbing 15-	
7	Stealth 15-	

Total Powers & Skills Cost: 423
Total Cost: 659

Cost	Matching Complications (50)	END
15	<i>Distinctive Features:</i> No Reflection (Not Concealable; Causes Major Reaction)	
0	<i>Physical Complication:</i> Human Size	
20	<i>Physical Complication:</i> paralyzed by stake through the heart (see text; Infrequently, Fully Impairing)	
15	<i>Physical Complication:</i> can be fought off with Faith (see text; Infrequently, Greatly Impairing)	
20	<i>Psychological Complication:</i> Cannot Enter A Dwelling Without Invitation (Common, Total)	
10	<i>Psychological Complication:</i> Considers Humanity Cattle (Common, Moderate)	
35	<i>Susceptibility:</i> to direct sunlight, takes 2d6 per Segment (Very Common)	
25	<i>Susceptibility:</i> to holy objects and places, takes 2d6 per Phase is in contact with them (Common)	
20	<i>Vulnerability:</i> 2 x BODY from Wooden Stakes Through The Heart (Common)	

Total Complications Points: 50
Experience Points: 484





OPTIONS

Cost	Power
+5	<i>Bestial Fangs:</i> Increase Fangs to HKA 1d6
10	<i>Faster:</i> +1 SPD
-10	<i>Slower:</i> -1 SPD
-54	<i>Very Young Vampire:</i> remove Create Other Undead

Ecology: Vampires are a powerful form of undead — *the* most powerful kind, in fact, other than liches (which are much rarer). No one knows for certain how the first one was created (probably through some particularly foul necromantic ritual), but all subsequent ones have arisen when an existing vampire kills a human while drinking his blood. (This typically occurs 3-6 nights after death if the body's not destroyed.) Monster experts have suggested that there may be a limit to how many “children” a vampire can create, but if this is true, it may apply only to standard vampires and not to masters.

Vampires survive by drinking the blood of the living (though they can also ingest normal human food if desired). Typically they like to consume about one adult human's worth of blood per week (more when they're younger, less when they're older), though they can substitute less tasty animal blood if they must. At a minimum a vampire needs one adult human's worth of blood per month or he'll starve to death. Some vampires ensure themselves of a food supply by

keeping kidnapped humans in “pens” (typically pits in the ground) and bringing them out periodically to feed on them.

Broadly speaking, vampires come in two types: the standard (or “lesser”) vampire, the type far most commonly encountered); and the master (or “greater”) vampire, who's much rarer but also much more powerful. A vampire's initial power at the time of his creation depends primarily on how strong its creator is: “the more powerful the creator, the stronger the creation,” as Julie Shackleford once put it. Thus, a vampire created by a master vampire begins unlife more powerful than one created by a standard vampire — and the more powerful the master, the more powerful the child. Thereafter a vampire grows in power based upon its age and experiences, the types and number of beings it feeds upon, and so forth, eventually ascending into the ranks of the masters if it lives long enough. An experienced master vampire is a terror almost unequalled in the supernatural world. The most powerful vampire known to MHI to have ever existed is Jaeger, a former soldier of Nazi Germany who was at last slain during the DeSoya Caverns incident. Susan Shackleford (see page 254) may soon be in a position to usurp that title, though — if she hasn't already.

Standard vampires sometimes work in groups of two to three (rarely larger), though they're often solitary. Master vampires always work alone; the only known instance of them working together (seven of them, possibly all there were in the world at the time) was the DeSoya Caverns incident.



Personality/Motivation: Vampires are thoroughly evil and cruel. They exist only to satisfy their perverse and deadly appetites, and gladly toy with humans and meddle in human affairs purely for the joy of causing misery, despair, and havoc. But each vampire is an individual, with his own approach to evil.

Powers/Tactics: Vampires possess a plethora of powers and abilities, making them the ideal predator. Most obvious are their fangs and claws, backed by their immense strength, agility, and speed — a standard vampire reacts at least three times as fast as an ordinary human, a master vampire five or six times as fast. Thus, either type can move so quickly in combat that it's difficult for normal human sight to track them continuously; with a master vampire it may seem as if he can cross large spaces in the blink of an eye.

But vampires possess many other weapons as well. First, they have hypnotic gazes, which they use to render prey helpless so they can feed. Second, master vampires can change form into a mist and thus approach by stealth or escape a dangerous foe. Third, masters can also invade human minds telepathically to send messages, read memories, and the like.

On the other hand, vampires have a number of severe weaknesses which are well known to Hunters. First, they suffer horrendous burns if they touch, or are touched by, holy objects or places. Second, they cannot enter a dwelling unless invited in by someone inside or the building's owner. Unfortunately, even something as simple as a doormat saying "Welcome" constitutes an invitation. After a vampire's entered a building once, it can freely do so forever. Third, they do not show reflections in mirrors or shiny surfaces. Fourth, they cannot stand direct sunlight; it burns and kills them quickly.

Fifth, a vampire can be weakened by impaling him through the heart with a wooden stake. Targeting the heart requires an Attack Roll at a -8 OCV penalty, and a sharpened wooden stake is considered to do HKA 2d6, Armor Piercing (STR Minimum 5) for these purposes only. If the attack does even 1 BODY damage beyond the vampire's defenses, he is considered impaled. This paralyzes standard vampires, leaving them totally unable to move or regenerate, and thus vulnerable to having their heads cut off so that they die. But it only weakens a master vampire: reduce his STR to 15, DEX to 10, CVs and MCVs to 5, and SPD to 5; he cannot use his Mind Control and Telepathy; and decrease his +4 HTH Combat Skill Levels to just +2.

Lastly, a vampire can be fought off by someone with sufficiently strong religious convictions — with faith, in other words. The religion in question isn't what matters; what's crucial is genuine, sincere belief in a higher, divine power. In *HERO System* terms, you represent this as a Skill Versus Skill Contest pitting the vampire's EGO Roll against the victim's Faith roll. If the victim wins the Contest, the vampire cannot approach close enough to touch him (unless the victim's concentration waivers for some reason). However, the vampire could throw things at the victim, set the building he's in on fire, or the like. This is rare (most vampires flee and await another opportunity to strike if defeated by Faith), but it's possible. If the vampire wins the Contest, the victim's faith simply isn't strong enough and he ends up becoming a tasty meal for the bloodsucker.

Although many old stories about vampires contain useful information, some of the "facts" presented in vampire legends, movies, and books simply aren't true. They can't change shape into wolves or bats, nor can they summon wolves, bats, or any other animal. They're not scared of garlic (unless maybe you put way too much of it in their lasagna). They can freely cross running water, and aren't harmed by water (other than holy water). They don't *have* to sleep in coffins filled with their graveyard soil, but many of them *prefer* to (though why this is remains unknown).

Appearance: Vampires look like normal human beings, with pale skin; their hair is the same color as it was when they were alive (unless they dye it). Some dress at the height of fashion; others favor a punk or goth look. Only when they allow their fangs and claws to grow is it obvious they're not human.

When a vampire's extremely angry or badly injured, it may reveal its true form: elongated body; grey skin stretched tight over twitching muscles; fangs and claws as long as fingers; ears lengthened and swept up to give it a bat-like look.

VAMPIRE, MASTER

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
25	DEX	30	14-	
25	CON	15	14-	
25	INT	15	14-	PER Roll 14-
25	EGO	15	14-	
30	PRE	15	15-	PRE Attack: 6d6
10	OCV	35		
10	DCV	35		
10	OMCV	21		
10	DMCV	21		
10	SPD	80		Phases: 2, 3, 4, 5, 6, 8, 9, 10, 11, 12
15	PD	13		Total: 15 PD (8 rPD)
8	ED	6		Total: 8 ED (8 rED)
12	REC	8		
40	END	4		
23	BODY	13		
72	STUN	26		Total Characteristics Cost: 372
Movement:				
			Running:	24m
			Leaping:	12m





Cost	Powers	END	Skills
15	<i>Claws</i> : HKA 1d6 (3d6 with STR)	1	24 +3 HTH
10	<i>Fangs</i> : HKA 1d6 No STR Bonus (-1/2)	2	60 Skills and Talents (abilities and interests in life, or learned since undeath)
15	<i>Drink Blood</i> : RKA 1d6 Constant (+1/2), Reduced Endurance (0 END; +1/2); No Range (-1/2), Fangs Must Do BODY First (-1/2)	0	3 Charm 15- 7 Climbing 16-
72	<i>Create Vampire</i> : Severe Transform 12d6 (humans into vampires, heals back through special exorcisms and holy rituals) Reduced Endurance (0 END; +1/2); Extra Time (minimum of 1 Turn, and often longer; -1 1/4), Limited Target (humans; -1/2), Must Kill Victim While Drinking His Blood (-1/2), No Range (-1/2)	0	7 Stealth 16-
88	<i>Create Other Undead</i> : Summon up to 32 corporeal undead built on up to 350 Total Points each Expanded Class (any corporeal undead; +1/2), Slavishly Devoted (+1), Reduced Endurance (0 END; +1/2); Extra Time (1 Turn; -1 1/4), Must Have Body The Vampire Himself Has Killed (-1)		
93	<i>Hypnotic Gaze</i> : Mind Control 16d6 Telepathic (+1/4), Reduced Endurance (0 END; +1/2); Eye Contact Required (-1/2)	0	
90	<i>Telepathic Reading</i> : Telepathy 12d6 Reduced Endurance (0 END; +1/2)	0	
53	<i>Undead Body</i> : Damage Negation (-8 DCs Physical and Energy) Does Not Apply To Stakes Through The Heart Or To Damage Suffered While Staked (-1/2)	0	
8	<i>Undead Body</i> : Resistant (+1/2) for 8 PD/8 ED	0	
77	<i>Hard To Slay</i> : Regeneration (6 BODY per Turn), Resurrection (others can stop resurrection by burning the body, driving a stake through the vampire's heart, or cutting off its head) Does Not Apply To Stakes Through The Heart Or To Damage Suffered While Staked (-1/2)	0	
37	<i>Undead Vitality</i> : Life Support: Total (except Diminished Eating; including Longevity: Immortality)	0	
12	<i>Swift</i> : Running +12m (24m total)	1	
4	<i>Strong Leaper</i> : Leaping +8m (12m forward, 6m upward)	1	
9	<i>Vampire's Senses</i> : +3 PER with all Sense Groups	0	
5	<i>Vampire's Eyes</i> : Nightvision	0	
27	<i>Mist Form</i> : Desolidification (affected by wind, heat, or cold) Cannot Pass Through Solid Objects (-1/2)	4	
			Total Powers & Skills Cost: 716
			Total Cost: 1,088
175 Matching Complications (50)			
15	<i>Distinctive Features</i> : No Reflection (Not Concealable; Causes Major Reaction)		
0	<i>Physical Complication</i> : Human Size		
20	<i>Physical Complication</i> : reduced to half power by stake through the heart (see text; Infrequently, Fully Impairing)		
15	<i>Physical Complication</i> : can be fought off with Faith (see text; Infrequently, Greatly Impairing)		
20	<i>Psychological Complication</i> : Cannot Enter A Dwelling Without Invitation (Common, Total)		
10	<i>Psychological Complication</i> : Considers Humanity Cattle (Common, Moderate)		
30	<i>Susceptibility</i> : to direct sunlight, takes 1d6 per Segment (Very Common)		
25	<i>Susceptibility</i> : to holy objects and places, takes 2d6 per Phase is in contact with them (Common)		
20	<i>Vulnerability</i> : 2 x BODY from Wooden Stakes Through The Heart (Common)		
			Total Complications Points: 50
			Experience Points: 913
OPTIONS			
Cost	Power		
var	Reduce the effect of one or more Complications		
10	<i>Faster Vampire</i> : +1 SPD		
20	<i>Much Faster Vampire</i> : +2 SPD		
+64	<i>Swifter Healing</i> : increase Regeneration to 12 BODY/Turn (or 1 BODY/Segment)		





WENDIGO

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
15	DEX	10	12-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6
7	OCV	20		
7	DCV	20		
7	OMCV	12		
7	DMCV	12		
4	SPD	20		Phases: 3, 6, 9, 12
16	PD	14		Total: 16 PD (10 rPD)
16	ED	14		Total: 16 ED (10 rED)
15	REC	11		
60	END	8		
20	BODY	10		
60	STUN	20		Total Characteristics Cost: 236

Movement: Running: 20m

Cost	Powers	END
100	<i>Magic Powers:</i> 100 points' worth of Spells and magical powers	var
62	<i>Control Beasts:</i> Mind Control 10d6 Telepathic (+¼); Only Works On Animals (-0)	5
37	<i>Cause Hunger:</i> Mind Control 12d6 Telepathic (+¼); Set Effect (only to make victim intensely hungry; -1)	7
120	<i>Animal Call:</i> Summon up to 64 animals built on up to 250 Character Points each Expanded Class (any animal; +½), Slavishly Loyal (+1), Reduced Endurance (0 END; +½); Arrives Under Own Power (-½), Summoned Animal Must Inhabit Locale (-½)	0
10	<i>Spirit Resilience:</i> Resistant (+½) for 10 PD/10 ED	0
40	<i>Spirit Immortality:</i> Life Support (Total, including Longevity: Immortality)	0
8	<i>Swift As The Winter Wind:</i> Running +8m (20m total)	1
80	<i>Animal Shapes:</i> Multiform (64 animal shapes built on up to 250 Character Points each)	0
Skills		
12	+1 Overall	
17	Magic 20-	
7	Stealth 14-	



Total Powers & Skills Cost: 493
Total Cost: 729

175 Matching Complications (50)

25 Psychological Complication: Must Guard Its Land (Very Common, Total)

Total Complications Points: 25
Experience Points: 579

Ecology: A wendigo is a terrifying Fey monstrosity that arises when a shaman commits some horrible sin (often cannibalism) and is doomed to live forever as a guardian of the land.

Personality/Motivation: The wendigo is a personification not only of the fear of cannibalism, but of famine/starvation, greed/gluttony, and similar sins. Its goal is to protect the region it lives in from exploitation, degradation, overhunting, and the like. It avoids interacting with humans except to punish them for harming its protected land.

Powers/Tactics: A wendigo is not only physically strong and swift, but magically powerful. It can cast Spells and several other powers, including the ability to summon and control animals native to its region. (At the GM's option it can also use this power to Summon beast-like local monsters, such as sasquatches, giant spiders, and mutated animals.)

Appearance: A wendigo is ten feet tall, unnaturally lean, and has deer antlers rising from the center of its oddly elongated head. It wears filthy animal skins.





WIGHT

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
16	DEX	12	12-	
25	CON	15	14-	
10	INT	0	11-	PER Roll 11-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
5	DCV	10		
3	OMCV	0		
5	DMCV	6		
3	SPD	10		Phases: 4, 8, 12
8	PD	6		Total: 8 PD (6 rPD)
8	ED	6		Total: 8 ED (6 rED)
9	REC	5		
50	END	6		
20	BODY	10		
40	STUN	10		Total Characteristics Cost: 146

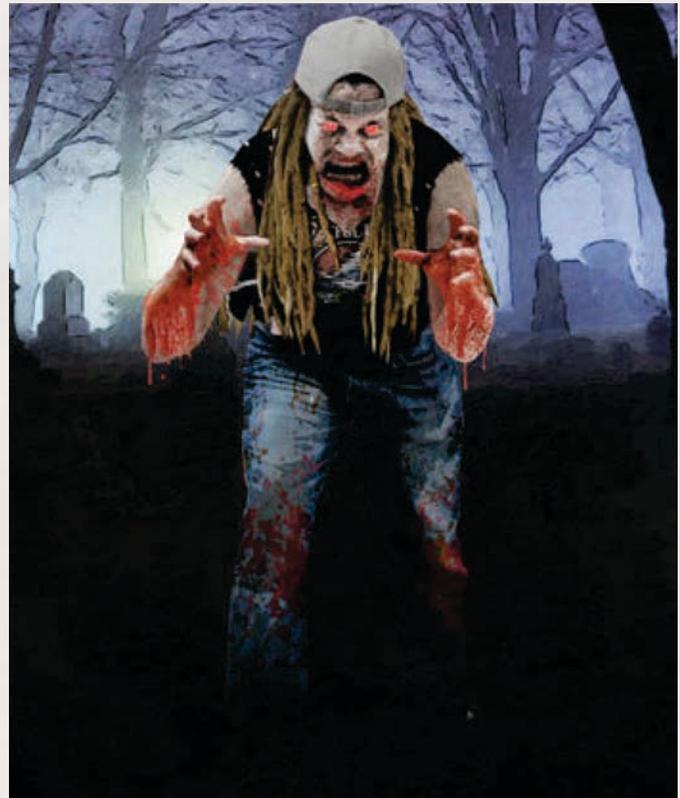
Movement: Running: 12m

Cost	Powers	END
8	<i>Teeth:</i> HKA ½d6 Armor Piercing (+¼); No STR Bonus (-½)	1
10	<i>Claws:</i> HKA ½d6 (2½d6 with STR)	1
40	<i>Paralyzing Touch:</i> Entangle 4d6, 4 PD/4 ED Takes No Damage From Attacks (+1); No Range (-½), Vanishes After One Minute (-½)	8
15	<i>Untiring Body:</i> Reduced Endurance (0 END; +½) for STR	0
15	<i>Wight's Body:</i> Does Not Bleed	0
10	<i>Wight's Body:</i> No Hit Locations	0
8	<i>Wight's Body:</i> Resistant (+½) for 10 PD/6 ED	0
20	<i>Wight's Body:</i> Damage Negation (-4 DCs Physical)	0
1	<i>Wight's Body:</i> +2 PD Only Protects Against Slashing Or Piercing Attacks (-½)	0
1	<i>Wight's Body:</i> +2 PD Only Protects Against Piercing Attacks (-1)	0
40	<i>Wight's Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
5	<i>Wight's Senses:</i> Nightvision	0
6	<i>Wight's Senses:</i> +2 PER with all Sense Groups	0
10	<i>Clings To Walls:</i> Clinging (normal STR)	0

Skills

4	+2 OCV with Paralyzing Touch	
5	Stealth 13-	

Total Powers & Skills Cost: 198
Total Cost: 344



175	Matching Complications (50)
0	Physical Complication: Human Size
20	Psychological Complication: Must Obey Its Creator (Common, Total)

Total Complications Points: 20
Experience Points: 199

Ecology: Wights are the corpses of the dead, returned to life through necromancy or other foul sorceries. Although superficially similar to zombies, they're superior to them in three respects (and thus are often referred to by Hunters as "the worst of the zombie family of undead"). First, they're usually better preserved; second, they retain their own intelligence and malevolence (*i.e.*, they're not Automaton); third, they're not slow, but in fact are faster than ordinary humans.

Personality/Motivation: As creatures created by necromancy or the powers of greater undead such as vampires, a wight must obey its master (at least until he dies or grants it its freedom). If left to itself, a wight's driven by its hatred and hunger for the living.

Powers/Tactics: In battle, wights use their claws and teeth to slaughter living victims. But the most dangerous thing about wights is that their touch can paralyze the living, even through body armor. The immobility only lasts for a minute, but that's usually more than long enough for the wight to tear his victim to shreds while he's not even able to scream.

Escaping from a wight is difficult. Not only can it crawl up walls like an insect, its acute senses allow it to sniff out or hear a victim it can't see.

Appearance: A wight is a corporeal undead creature similar a zombie, but faster and more powerful. It looks like a normal, if pallid, human except that its face is horribly distorted and it has red eyes and sharp, black teeth.





ZOMBIE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
10	DEX	0	11-	
10	CON	0	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	
13	PRE	3	12-	PRE Attack: 2½d6
3	OCV	0		
3	DCV	0		
0	OMCV	0		
0	DMCV	0		
2	SPD	0		Phases: 6, 12
4	PD	9		Total: 4 PD (4 rPD)
2	ED	3		Total: 2 ED (2 rED)
5	REC	1		
0	END	-4		
10	BODY	0		
—	STUN	—		Total Characteristics Cost: 17

Movement:	Running:	4m
	Leaping:	1m
	Swimming:	1m

Cost	Powers	END
10	<i>Teeth</i> : HKA ½d6 Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
7	<i>Fingernails Like Claws</i> : HKA 1 point (1½d6 with STR) Reduced Endurance (0 END; +½)	0
162	<i>Zombie's Bite</i> : Severe Transform 12d6 (human into zombie; heals back through rare, special magic ritual) Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), Teeth HKA Must Do BODY (see text; -½), Limited Target (humans, related beings, and animals; -¼), Linked (to Teeth HKA; -¼)	0
10	<i>Tireless</i> : Reduced Endurance (0 END; +½) for STR 20	0
15	<i>Zombie's Body</i> : Does Not Bleed	0
10	<i>Zombie's Body</i> : No Hit Locations	0
45	<i>Zombie's Body</i> : Takes No STUN	0
4	<i>Zombie's Body</i> : +2 PD Only Protects Against Slashing Or Piercing Attacks (-½)	0
3	<i>Zombie's Body</i> : +2 PD Only Protects Against Piercing Attacks (-1)	0
15	<i>Zombie's Body</i> : Resistant (+½) for 8 PD/2 ED	0

Cost	Powers	END
40	<i>Zombie's Vitality</i> : Life Support: Total (including Longevity: Immortality)	0
-8	<i>Slow</i> : Running -8m (4m total)	
-1	<i>Poor Leaper</i> : Leaping -3m (1m total)	
-1	<i>Poor Swimmer</i> : Swimming -3m (1m total)	
2	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Swimming	0
5	<i>See Life</i> : Infrared Vision	0

Skills		
3	Climbing 11-	
1	Language (GM's choice)	
3	Stealth 11-	
4	WF: Common Melee Weapons, Common Missile Weapons	

Total Powers & Skills Cost: 331

Total Cost: 348

175 Matching Complications (50)		
15	Physical Complication: Affected By Necromancy (has EGO 13 for purposes of necromancy spells, and can be affected by necromancy-based Presence Attacks) (Infrequently, Greatly Impairing)	
0	Physical Complication: Human Size	
20	Physical Complication: Machine Intelligence (Frequently, Greatly Impairing)	

Total Complications Points: 35

Experience Points: 188

OPTIONS

Cost	Optional Zombie Powers
36	<i>Armor Plating I</i> : Resistant Protection (8 PD/8 ED); Activation Roll 11- (-1)
58	<i>Armor Plating II</i> : Resistant Protection (8 PD/8 ED); Activation Roll 14- (-¼)
14	<i>Construct (Many Arms)</i> : Autofire (4 shots; +½) for 15 STR, Reduced Endurance (0 END; +1)
4	<i>Construct (Many Arms)</i> : Autofire (4 shots; +½) for Fingernails Like Claws, Reduced Endurance (0 END; +1)
8	<i>Construct (Many Arms)</i> : +2 SPD; Activation Roll 11- (-1), Only To Punch Or Wield One-Handed Weapons (-½)
10	<i>Construct (Many Eyes)</i> : Increased Arc Of Perception (360 Degrees) for Sight Group
+4	<i>Construct (Many Legs, Animal Legs)</i> : increase Running to 8m





Cost Optional Zombie Powers

- +14 *Fast Zombie*: increase SPD to 3 and Running to 8m
- 96 *Only A Head Shot Will Kill It*: Damage Negation (-12 DCs Physical and Energy); Does Not Apply Against Attacks To Hit Locations 3-5 (-¼)
- 4 *Sea Zombie*: Environmental Movement: Aquatic Movement (no penalties in water)

Ecology: Zombies are the corpses of the dead re-animated by necromantic magics (or sometimes mad science). However, the root causes of zombieism is a virus. Any organic, relatively normal being with earthly DNA (including elves, orcs, trolls, minotaurs, and ogres) can be zombified. Mystical beings or those not originating on Earth (such as chupacabra and demons) are immune to the zombie virus — as far as anyone knows.

Although the zombie character sheet indicates Total Life Support (meaning the monster doesn't have to eat), zombies hunger for human flesh, particularly brains.

Personality/Motivation: Zombies have no personalities. They simply follow the orders given to them by their creators. If given no orders, they're usually motivated by their hunger for human flesh.

Powers/Tactics: In battle, zombies use their fists, their fang-like teeth, or their claw-like fingernails (they can also wield weapons). They never flee; they fight until victorious or destroyed.

A zombie's bite is especially dangerous. A person bitten by one is destined to turn into a zombie, even if they're just bitten once and not killed by the zombie — even immediate amputation of the bitten limb can't stop this from happening. If the zombie kills the victim, or he dies shortly after being bitten, the transformation into a zombie happens quickly (depending on the strength of the strain of zombie virus, it can be almost immediate). If the victim survives the zombie attack, he'll spend the next few hours (an average of less than two, maximum of five) sick and in pain. Over that time the virus works its way throughout his body and eventually overwhelms his brain. Then the transformation completes itself, and he dies and then simultaneously rises as one of the shambling undead.

Zombies are hard to kill. They don't feel pain, though a wound that removes a limb (or renders it nonfunctional) hampers them. The surest way to kill them is to cut off the head or destroy most of the brain — a shot to the head *usually* does the trick, but it's got to destroy enough of the brain to matter. Some devious necromancers bolt armor plating onto their zombies, making the undead horrors even harder to kill (even just bolting on a metal helmet of some sort makes a zombie much more dangerous). (Similarly, it's possible to replace a zombie's teeth with steel fangs, attach bladed weapons to their arms, and so forth.)

Zombies have one significant weakness: they're slow. A trained Hunter can easily outrun one (assuming he has some place to run to). Unfortunately, some necromancers know how to create *fast zombies*, who move much more quickly (though still not as fast as a Hunter).

Appearance: A zombie is a walking human corpse in some stage of decay. It may have some body parts missing or obvious death-wounds. Its teeth are black, rotten, and often sharp; its fingernails have become thicker and more claw-like.

CONSTRUCTS

Skilled necromancers know how to combine parts from multiple bodies (including animal bodies) into one before zombifying the overall creation. These creatures are known to Hunters as *constructs*, and they come in a basically infinite variety of shapes and sizes. Most commonly they have multiple arms (thus allowing them to attack more, or to Grab some targets while attacking others), multiple or animal legs (so they can run faster), or multiple eyes arranged so they can see all around themselves. You can find powers to represent these abilities under *Options*, above, but you can also think up other construct powers that aren't listed here.

ZOMBIE CREATURES

Expert necromancers (such as Martin Hood) can also animate the bodies of animals as zombies. Bears seem to work best for this (since they're big, tough, and can stagger around on two legs), but just about any large or predatory creature makes a fearsome zombie. The "Armor Plating" option listed above is particularly appropriate for zombie creatures, since they can easily handle the weight/bulk of it.



See also the *HERO System Glossary* on page 216.

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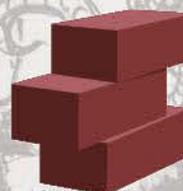
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ISBN 978-1-58366-146-8



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