

GURPS®

Fourth Edition

MONSTER HUNTERS™ 4

SIDEKICKS™



Written by JASON "PK" LEVINE

Illustrated by DAN SMITH and JACOB WALKER

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GURPS System Design ■ STEVE JACKSON
GURPS Line Editor ■ SEAN PUNCH
 Managing Editor ■ PHILIP REED
 e23 Manager ■ STEVEN MARSH

Page Design ■ PHIL REED and
 JUSTIN DE WITT
 Art Director ■ SAMUEL MITSCHKE
 Production Artist & Indexer ■ NIKOLA VRTIS
 Prepress Checker ■ MONICA STEPHENS

Marketing Director ■ PAUL CHAPMAN
 Director of Sales ■ ROSS JEPSON
GURPS FAQ Maintainer ■
 VICKY “MOLOKH” KOLENKO

Special Thanks: Paige Holden

Master of Magic: Thomas Weigel

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INTRODUCTION

Scott leaned back into the couch cushion, rubbing his temples. "I really don't get it. That's three times this month alone."

Brad continued to pace. "No kidding. We show up, and the lair's cleaned out. At least it wasn't an ambush this time."

"Small favors."

"There's got to be a common thread, here. Something –" Danielle started, before her sentence was interrupted by a knock at the door.

The four teammates exchanged confused glances for a long moment. Finally, Everett shrugged and strode over to open the door. The young blonde woman there was just turning to leave. "Oh, good, you guys **are** here. I knew my info wasn't off!"

Everett blinked. There was something familiar about her. Change the hair, add some piercings, remove the fancy designer clothes . . . "Anna?"

"In the flesh! And out of the chains, thankfully. Sorry to just show up, but I owe you guys for saving me from those demons last year."

Danielle walked over. "How did you find this place?"

"That's your whole problem – I **could** find you. Right now, there are only a few snitches who really know about y'all, and they're getting rich selling tip-offs. But it's only a matter of time until one gets stupid, spills too much info to the wrong person, and the entire underworld has your number."

"Wait," Brad interrupted. "Someone's selling information . . . about us?"

Everett frowned. "If that's true, how did **you** get the info?"

"We all have our talents. You kill monsters. I find things out." Anna smiled. "Frankly, I think your job is a bit harder."

Everyone needs a hand sometimes. Even the mightiest champion can be in only one place at a time, and having someone you can trust to watch your back is invaluable. A hunter can truly live or die by the quality of his sidekicks.

GURPS Monster Hunters 4: Sidekicks continues the series' focus on hunting as a *team*, by offering a selection of templates for sidekicks and junior hunters. While these recruits are low-powered compared to a typical champion, each is a skilled hunter in his own right – trained and trustworthy enough to do any team proud.

HOW TO USE THIS BOOK

All of the sidekicks in this supplement would be a valuable asset to any monster-hunting team. There are several ways to use them, however – as NPCs or PCs!

Sidekicks Can Be Allies

Every champion template offers the option of a 200-point Ally, and the sidekicks in this book can fill that role admirably. Allies are a reasonably priced way to cover gaps in the team's knowledge or abilities; a group lacking religious skill can bring in a brother (pp. 5-6), one without a social expert can recruit a fixer (pp. 6-7), and so on. There are even a couple of low-end, 100-point Allies for champions on a budget! A sidekick can be

a way not only to bulk up the team, but to do so in a specific, useful way.

Sidekicks Can Be Junior Hunters

Some groups may balk at the thought of playing 400-point champions . . . or maybe somebody just wants to be an underdog. For those gamers, these templates *also* represent an alternative to the ones in **GURPS Monster Hunters 1: Champions**. Because these sidekicks represent real heroes – not comic relief! – gamers can play a 200-point "junior hunter" without sacrificing competence. **Sidekicks** offers advice for both the GM running a low-powered game *and* the GM running one with mixed power levels, including some unique approaches that specifically take advantage of each dynamic.

Sidekicks Can Be Champions

While the templates in this book are set at 200 points, it's relatively easy to "bump them up" to the 400-point range, to put them on equal footing with the other champions. Chapter 2 includes a selection of 200-point lenses for just this purpose. Did you want to play a psi, but dreamed of being a burly bruiser instead of a brain? Then take the muscle template (pp. 12-13) and add the psychic lens (p. 22)! Inhumans already have seven primary skill sets to choose from, but **Sidekicks** more than doubles that; each of the templates in Chapter 1 can be turned into an inhuman champion with almost no effort. **Sidekicks** significantly expands the range of hunters available for a standard **Monster Hunters** game, in a balanced and simple manner.

RECOMMENDED BOOKS

The templates found in **Sidekicks** are designed to complement and support those from **Champions**, using the rules found in **GURPS Monster Hunters 2: The Mission**. While the GM can run a game using these templates *instead* of the ones from **Champions**, he'll still need **Champions** for its details on magic, powers, races, and gear. Chapter 1 includes rules for adapting the templates from both **GURPS Action 1: Heroes** and **GURPS Action 3: Furious Fists**; readers looking for further sidekicks will thus find those books useful.

ABOUT THE AUTHOR

Rev. Jason "PK" Levine is seeking employment with an established monster-hunting team in the northern Georgia area. His references include Steve Jackson Games, where he is currently employed as the Sidekick **GURPS** Line Editor, and the Church of the SubGenius, a spiritual movement for which he regularly rants and raves. His skills include extensive toy knowledge, experience herding cats and dogs, and an unorthodox-yet-delicious cooking style. Please contact him at the attached number with information regarding salary, benefits, and average number of limbs lost per teammate per month.

CHAPTER ONE

SIDEKICK

TEMPLATES

“... and **she** traded the info to Kelly, who has a connection to most of the vamps on the north side.”

Brad's fingers were a blur on the laptop, as his custom clue-association software hungrily devoured the new information. “That totally fits the pattern **and** would explain the ambush from six weeks ago.”

“Convenient . . . how it all checks out,” Everett mused.

The room fell silent for a moment. Indignation passed over Anna's face for a moment, then faded. “Look, Everett, I get the need for some healthy paranoia. But honestly, I just want to help.”

“There's a disconnect here, for me,” Everett said. “Last time we saw you, you didn't even know demons existed until one kidnapped you. Now you know the local clan names, their alliances, and more. That's a bit of a jump.”

“Not really. Street networking is what I do. Trading rumors with snitches, my client base, the homeless . . .”

“Client base?” Danielle raised an eyebrow. “What exactly do you do for a living?”

“Sales.” Anna's tone of voice made the period in that sentence clear. Danielle obviously considered pressing the issue for a moment, but decided to let it drop.

“Anyway,” Anna continued, “the fact that I didn't know about demons and vampires and voodoo just meant that a lot of things didn't add up. After you rescued me, and I learned everything I could about the supernatural and occult, it actually made things easier! The stuff I used to think was random weirdness now makes sense. Honestly, once you know vampires exist, it's not **that** hard to find out what kind of information they're buying and selling.”

“And right now, they're buying and selling . . . us.”

“Exactly. The underworld knows that you guys exist, but they don't have any details. Someone's managed to get those details; I just don't know who.”

“I think I might.” Everyone fell silent as Brad spun the laptop around to face them. “When you add Anna's intel to ours, look who shows up in the middle.”

As was done in **Champions**, the sidekicks here are designed using *character templates*. To create a sidekick quickly, simply choose an appropriate template, make any necessary choices, and copy the given traits onto a character sheet. Each sidekick may take up to five quirks; the points acquired from these may be spent on anything the GM approves of.

Each template occupies its own niche *as a sidekick* – the fixer is uniquely a “face man,” the magician is the only caster, etc. – but it *may* overlap with one of the templates from **Champions**. For example, in a group with a sage (**Champions**, p. 15), an occultist (p. 13) becomes somewhat redundant. This is intentional, so that a team *without* a sage can add an occultist to partially cover that gap in their knowledge; see *Niche Substitution* (p. 5) for more suggestions. Of course, a

team *with* a sage may still want an occultist *because of* the redundancy; there are several situations under which a backup can be useful! If one fails at a roll, the other may be able to succeed; if the party has to split up, they can keep one knowledge expert with each group. If either the sage or occultist *dies* (an unfortunately common job hazard!), the team doesn't lose access to *all* of their occult lore.

Sidekicks are assumed to be human; only the gifted (pp. 8-10) has an “inhuman-blooded” option that allows for actual exotic traits. However, *any* sidekick can have weak ties to the supernatural – as long as they're added for flavor, not function. A muscle (pp. 12-13) Ally may represent a vampire's ghoul companion, a magician (pp. 11-12) may be 1/16 demon on his mother's side, and so on. As long as there are no additional supernatural traits being added to the template, this sort of thing is just a special effect . . . and a fun one!



MOTIVATION

The same general urges drive *all* hunters, regardless of power level. Thus, all of the standard templates in this chapter use the 15-point motivational lenses from pp. 6-9 of *Champions*. However, unusual character concepts may necessitate a unique reason for fighting; e.g., a gifted with Bioenhancement may have an engineered Dependency on compounds that can only be derived from certain monsters. The GM must approve any such change to the motivational lens' mandatory -15-point disadvantage.

Every template includes the option of taking Sense of Duty (One hunter *or* Teammates) [-2 *or* -5]. The former is intended solely for sidekicks purchased as NPC Allies; it represents the Ally feeling particularly close to and protective of the PC champion. The latter can be taken by NPCs *or* PCs, as it represents anyone who cares deeply about the team as a whole.

Niche Substitution

If a small team lacks a particular type of champion, adding one or more sidekicks can help take up the slack. Use this table to determine what kinds of sidekicks your team may need.

<i>If You Lack a . . .</i>	<i>Consider a . . .</i>
Commando	Gunman or Scout
Crusader	Brother or Gifted
Experiment	Geek or Gifted
Inhuman	Gifted or Occultist
Psi	Gifted
Sage	Occultist or Magician
Sleuth	Fixer, Scout, or Whitecoat
Techie	Geek or Whitecoat
Warrior	Muscle
Witch	Magician

STANDARD SIDEKICKS

These 200-point templates cover a wide range of talents useful to a *Monster Hunters* game.

BROTHER

200 points

You are one of the faithful. Whether a priest, a *houngan*, or simply a village "wise woman," your religious knowledge makes you a valuable asset to any team. While you have no actual mystical powers, your piety may grant you a few minor supernatural blessings. Although you can hold your own in a fight, your knowledge of The Enemy is more valuable than your ability to slay them personally.

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

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 15 [8]; Will 14 [5]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: Close to Heaven 2 [10]. • One of the 15-point lenses from *Champions* (pp. 6-9). • Another 15 points chosen from among Blessed [Varies], Clerical Investment [5], Close to Heaven 3-4 [5/level], Higher Purpose (Defend the Faith) [5], Prophetic Dreams [5], Serendipity [15/level], or True Faith [15]. • A further 25 points chosen from among the previous traits or DX +1 [20], Autotrance [1], Brave [1], Charisma [5/level], Combat Reflexes [15], Common Sense [10], Contact Group (Clergy, etc.; Skill-12, 15, *or* 18; 9 *or* less; Somewhat Reliable) [5, 10, *or* 15] *or* (Local spirits, etc.; Supernatural) [10, 15, *or* 20], Contacts (Local priest, etc.; Skill-12, 15, *or* 18; 9 *or* less; Usually Reliable) [2, 4, *or* 6] *or* (Outcast angel, etc.; Supernatural) [4, 6, *or* 8], Extra Life 1 [25], Fearlessness [2/level] *or* Unfazeable [15], High Pain Threshold [10], Luck [15], Patrons [10 *or* 20], Signature Gear [Varies], Voice [10], *or* Wealth [Varies].

Disadvantages: -15 points chosen from among Charitable [-15*], Code of Honor (Professional) [-5], Curious [-5*], Disciplines of Faith [Varies], Fanaticism (Religious) [-15], Honesty [-10*], Intolerance (Religious) [-5 *or* -10], Sense of Duty

(One hunter *or* Teammates) [-2 *or* -5], *or* Vow (Never kill a human) [-10]. • Another -20 points chosen from among the previous traits or Absent-Mindedness [-15], Bad Sight (Mitigator, Glasses, -60%) [-10], Easy to Read [-10], Gluttony [-5*], Gullibility [-10*], Nightmares [-5*], Oblivious [-5], Odious Personal Habit (Dirty) [-5], Social Stigma (Second-Class Citizen *or* Minority Group) [-5 *or* -10], Stubbornness [-5], Truthfulness [-5*], Wealth [Varies], *or* Workaholic [-5].

Primary Skills: Exorcism (H) Will+1 [2]-15†‡; Occultism (A) IQ [2]-13; *and* Theology (Abrahamic, Shamanic, *or* Voodoo) (H) IQ+1 [2]-14†. • *Three* of Public Speaking *or* Research, both (A) IQ [2]-13; Naturalist *or* Pharmacy (Herbal)§, both (H) IQ-1 [2]-12; Religious Ritual (same as Theology) (H) IQ+1 [2]-14†; Meditation (H) Will+1 [2]-15†; *or* Esoteric Medicine (H) Per-1 [2]-12. • 6 points spent on skills from *Know Thy Enemy* (*Champions*, p. 16).

Secondary Skills: *Two* of Brawling *or* Knife, both (E) DX+2 [4]-13; *or* Axe/Mace, Broadsword, Saber, Shortsword, Spear, Staff, Whip, *or* Wrestling, all (A) DX+1 [4]-12. • *Two* of Crossbow, Guns (Pistol, Rifle, Shotgun, *or* SMG), Liquid Projector (Sprayer *or* Squirt Gun), Thrown Weapon (Axe/Mace, Knife, *or* Spear), all (E) DX+1 [2]-12; *or* Throwing (A) DX [2]-11. • *Four* of Stealth (A) DX [2]-11; Interrogation *or* Leadership, both (A) IQ [2]-13; Psychology *or* Tactics, both (H) IQ-1 [2]-12; Intimidation (A) Will [2]-14; Body Language *or* Observation, both (A) Per [2]-13; *or* Detect Lies (H) Per-1 [2]-12.

Background Skills: *Four* of Fast-Draw (any) (E) DX [1]-11; Driving (Automobile *or* Motorcycle) (A) DX-1 [1]-10; Area Knowledge (any), Computer Operation, *or* Current Affairs (Regional), all (E) IQ [1]-13; Administration, Animal Handling (any), Fast-Talk, Photography, Speed-Reading, Teaching, *or* Writing, all (A) IQ-1 [1]-12; Archaeology *or* Law (Liturgical), both (H) IQ-2 [1]-11; *or* Scrounging (E) Per [1]-13.

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

† Includes +2 from Close to Heaven.

‡ Never used at -4, even if you lack holy traits.

§ Requires Naturalist prerequisite.

Customization Notes

The brother (or sister, if you prefer) meshes well with the clergy lens (*Champions*, pp. 7-8); use the lens to acquire Clerical Investment, Contacts, etc. – then use the points in the template to add personal abilities. You don't *have* to be a member of the clergy, of course! This template fits any pious student of religion, from an enlightened mobster (criminal) to a “rent-a-houngan” (hired gun).

Most brothers can be classified into one of two types:

Social: You enjoy interacting with others, and care about how society perceives you. You may lead a congregation, or you may simply be aware that you're a reflection of your faith. For advantages, consider Charisma, Clerical Investment, Voice, and mundane Contacts. When it comes to skills, look at Current Affairs, Psychology, Public Speaking, Religious Ritual, and Teaching.

Antisocial: Society's expectations mean nothing to you. All that matters is your faith – social mores be damned. This fits the wild-eyed street preacher, the shaman living in a filthy apartment, and so on. Shunning the world tends to enhance spiritualism, so for advantages, load up on blessings from the first list, along with Autotrance, Fearlessness, and supernatural Contacts. For skills, poor mystics will want Esoteric Medicine, Meditation, and Scrounging; those with a “natural” bent will benefit from Animal Handling, Naturalist, and Pharmacy.

Your Theology gives you knowledge of certain types of enemies. For your *Know Thy Enemy* skills (*Champions*, p. 16), it's best to choose those that relate to *different* supernatural foes, to maximize your role as an expert. For example, if you have Theology (Shamanic), you *already* know about free-willed spirits and ghosts, so it makes sense to pick up skills related to other supernatural foes (e.g., demons or zombies).

FIXER

200 points

You know this town, you know its people, and you know its dirty little secrets. If someone needs to locate a person, place, or thing, you either know where it is, or you know someone who knows someone who does. When an investigation calls for working the streets or talking to witnesses, you're a natural fit for the job – and if the team has a dedicated driver, it's probably you. Others might have twitchier reflexes, but nobody knows the streets like you do!

Attributes: ST 10 [0]; DX 12 [40]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 13 [6]; Will 14 [0]; Per 14 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: One of the 15-point lenses from *Champions* (pp. 6-9). • Another 30 points chosen from among ST +1 [10], HP +1 or +2 [2/level], Absolute Direction [5], Appearance [Varies], Charisma [5/level], Combat Reflexes [15], Contact Group (Gangs, underworld societies, etc.; Skill-12, 15, or 18; 9 or less; Somewhat Reliable) [5, 10, or 15], Contacts (Cops, snitches, etc.; Skill-12, 15, or 18; 9 or less; Usually Reliable) [2, 4, or 6], Driver's Reflexes 1-4 [5/level]†, Extra Life 1 [25], Fearlessness [2/level] or Unfazeable [15], Honest Face [1], Luck [15], Patrons [10 to 30], Smooth Operator [15/level], Voice [10], or Wealth [Varies].

Disadvantages: -15 points chosen from among Compulsive Carousing [-5*], Compulsive Gambling [-5*], Lecherousness

[-15*], Sense of Duty (One hunter or Teammates) [-2 or -5], Trickster [-15*], Vow (Never kill a human) [-10], or Wealth [Varies]. • Another -20 points chosen from among the previous traits or Alcoholism [-15], Callous [-5], Compulsive Snooping [-5*], Curious [-5*], Impulsiveness [-10*], Jealousy [-10], Kleptomania [-15*], Overconfidence [-5*], Post-Combat Shakes [-5*], Selfish [-5*], or Xenophilia [-10*].

Primary Skills: Area Knowledge (any local) and Current Affairs (Regional), both (E) IQ [1]-14; Fast-Talk, Interrogation, Occultism, and Streetwise, all (A) IQ [2]-14; and Carousing (E) HT+1 [2]-13. • Three of Area Knowledge (any not yet chosen), Current Affairs (any not yet chosen), or Savoir-Faire (any), all (E) IQ [1]-14. • Three of Acting or Shadowing, both (A) IQ [2]-14; Diplomacy or Psychology, both (H) IQ-1 [2]-13; Sex Appeal (A) HT [2]-12; Intimidation (A) Will [2]-14; Urban Survival (A) Per [2]-14; or Detect Lies (H) Per-1 [2]-13.

Secondary Skills: Brawling (E) DX+1 [2]-13 and Wrestling (A) DX [2]-12. • 4 points spent on skills from *Know Thy Enemy* (*Champions*, p. 16). • One of Crossbow, Guns (Pistol, Rifle, Shotgun, or SMG), or Liquid Projector (Flamethrower, Sprayer or Squirt Gun), all (E) DX+2 [4]-14; or Throwing (A) DX+1 [4]-13. • Two of the following 4-point training packages:

1. Administration and Merchant, both (A) IQ [2]-14.
2. Boating (Motorboat) (A) DX+1 [4]-13.
3. Disguise (A) IQ [2]-14 and Forgery (H) IQ-1 [2]-13.
4. Driving (Automobile, Heavy Wheeled, or Motorcycle) (A) DX+1 [4]-13.
5. Piloting (Glider, Helicopter, Light Airplane or Ultralight) (A) DX+1 [4]-13.
6. Stealth (A) DX+1 [4]-13.
7. One of Knife (E) DX+2 [4]-14 or Axe/Mace, Broadsword, Saber, Shortsword, or Staff, all (A) DX+1 [4]-13.

Background Skills: Three of Fast-Draw (any) (E) DX [1]-12; Filch (A) DX-1 [1]-11; Computer Operation (E) IQ [1]-14; Connoisseur (any), Gambling, Holdout, Leadership, Public Speaking, or Smuggling, all (A) IQ-1 [1]-13; or Body Language or Observation, both (A) Per-1 [1]-13.

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

† A Talent (p. B89) benefiting Boating, Driving, Piloting and Submarine. *Reaction bonus:* passengers; gamblers betting on you at the Grand Prix.

Customization Notes

The fixer's abilities revolve around social engineering (*The Mission*, pp. 8-9), with a focus on interviews, getting the word on the street, and using Contacts. In many ways, Contacts *define* a fixer; you should have two Contacts or one Contact Group at a minimum. The remainder of your traits should be determined largely by what kind of fixer you are:

Combatant: A fixer is a talker, not a fighter; you have a decent ranged weapon skill, plus hand-to-hand training for emergencies, but you avoid the front line in a battle. To change this assumption, try to save points for extra ST, Combat Reflexes, or both. Then, in secondary skills, use option 7 to add melee training . . . and possibly option 6 to give you a chance to sneak up on the bad guys. When taking background skills, be sure to add every applicable Fast-Draw specialty; Observation can also be useful for sizing up a situation before moving in.

Using GURPS Action

As discussed in *Sidekicks in Action* (*Champions*, p. 19), the templates from **GURPS Action 1: Heroes** and **GURPS Action 3: Furious Fists** can be modified to fit into the “sidekick mold.” This requires three simple changes, reproduced here for convenience:

1. Reduce either DX or IQ by one level. Alternatively, drop both ST and HT by one level, though this may impact the sidekick’s survivability. Your choice must not reduce any attribute below 10.
2. Remove Luck and add it to the advantage options. The champion, not Fate, is supposed to look out for the sidekick.
3. Add one of the -15-point disadvantages from *Why We Fight* (*Champions*, p. 7).

The only issue with this method is that the template ends up with an unusually high disadvantage load: -65 points before quirks, as opposed to the -50 points assumed in *Sidekicks*. If the GM feels this is a problem, he may add these additional steps:

4. Delete -15 points in other disadvantages.

5. Either spend 15 fewer points on advantages or repeat Step 1 and spend 5 additional points on advantages. In the latter case, you may target a different attribute (e.g., if you reduced DX in Step 1, you may reduce IQ for Step 5); your choice must not reduce any attribute below 10.

Either method will produce a 200-point sidekick, which is comparable to the choices in this chapter . . . in theory. It’s important to realize that the **Action** templates were created for a non-supernatural setting. As such, they have no Occultism, no *Know Thy Enemy* skills, little to no melee weapon training, and so on – all of which represents a serious lack of preparation in the art of monster hunting! Thus, an **Action**-based sidekick is best used to represent a skilled “normal” who has only recently been introduced to the secret underbelly of the world. Players should consider carefully before deciding to play one as a junior hunter (pp. 18-20) or full champion (pp. 20-22); an undertrained PC can cause more issues than an undertrained Ally can!

For more advice regarding specific **Action** roles, see *Appropriate Action Heroes* (p. 9).

Social Animal: Every fixer has a decent selection of social skills, but you’re a *master* of manipulation. In addition to your Contacts, grab a mix of Appearance, Charisma, Smooth Operator, and Voice. Consider Acting, Detect Lies, Diplomacy, Intimidation, and Sex Appeal for primary skills. For secondary skills, options 1 and 3 can complement your con games. In background skills, Body Language, Connoisseur, Gambling, Leadership, and Public Speaking all fit the concept.

Wheel Man: This is a natural fit for someone who knows the streets as well as you do, but you want Driver’s Reflexes (all four levels, if possible) for *extreme* driving. Load up on Area Knowledge specialties, and grab Shadowing – it’s as useful in a car as on foot! In secondary skills, you can select option 4 twice if you want to be good at handling multiple ground vehicles, though *some* paramilitary-styled teams find themselves on boats or planes just as often. In background skills, Connoisseur (Vehicles) fits – and don’t overlook Smuggling.

It is possible to fall into more than one of these categories, but the more you generalize your abilities, the less effective you’ll be at each! One of the easiest ways to add versatility is to choose a lens with the traits you want. For example, being an accidental hero is a quick way to improve your attributes, while the avenger lens improves your occult knowledge and combat skill. When in doubt, consider *criminal*; its traits mesh very well with this template, and it doesn’t actually require you to break the law, just to “spend time in back alleys and the shadows.”

GEEK

200 points

You handle tech support for the team – which is *far* more complex than it sounds. Given the range of activities involved in hunting monsters, this can involve hacking databases,

tuning car engines, hand-crafting silver bullets, analyzing strange energies, and much more! You’re a fair hand at *using* all of this tech as well, of course. After all, the right tools can be a crucial factor in a successful hunt.

Attributes: ST 10 [0]; DX 12 [40]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 13 [6]; Will 14 [0]; Per 14 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: One of the 15-point lenses from *Champions* (pp. 6-9). • Another 25 points chosen from among ST +1 [10], HP +1 or +2 [2/level], Absolute Timing [2], Artificer 1-2 [10/level], Born to Be Wired 1-4 [5/level]†, Combat Reflexes [15], Contact Group (Online community, etc.; Skill-12, 15, or 18; 9 or less; Somewhat Reliable) [5, 10, or 15], Contacts (Engineer, hacker, etc.; Skill-12, 15, or 18; 9 or less; Usually Reliable) [2, 4, or 6], Eidetic Memory [5] or Photographic Memory [10], Equipment Bond [1], Extra Life 1 [25], Fearlessness [2/level] or Unfazeable [15], Gizmos [5/gizmo], High Manual Dexterity [5/level], High Pain Threshold [10], Luck [15], Patrons [10 or 20], Signature Gear [Varies], Versatile [5], or Wealth [Varies].

Disadvantages: -15 points chosen from among Absent-Mindedness [-15], Appearance [Varies], Bad Sight (Mitigator; Glasses, -60%) [-10], Clueless [-10], Curious [-5*], Impulsiveness [-10*], Oblivious [-5], Odious Personal Habit (Poor hygiene) [-5], Sense of Duty (One hunter or Teammates) [-2 or -5], Short Attention Span [-10*], Shyness [Varies], Stubbornness [-5], Wealth [Varies], or Workaholic [-5]. • Another -20 points chosen from among the previous traits or Charitable [-15*], Easy to Read [-10], Greed [-15*], Gullibility [-10*], Honesty [-10*], Jealousy [-10], Klutz [-5], Low Self-Image [-10], No Sense of Humor [-10], Overweight [-1] or Skinny [-5], Post-Combat Shakes [-5*], or Vow (Never kill a human) [-10].

Primary Skills: Computer Operation (E) IQ+1 [2]-15; Occultism (A) IQ [2]-14; and Research (A) IQ [2]-14. • *Four* of Armoury (Body Armor, Melee Weapons, Missile Weapons, or Small Arms), Electronics Operation (Comm, Psychotronics, Scientific, or Security), Electronics Repair (Comm, Computers, Psychotronics, Scientific, or Security), or Mechanic (Automobile, Clockwork, Gasoline Engine, Motorcycle, or Wheeled), all (A) IQ [2]-14; or Computer Programming or Engineer (Automobiles, Electrical, Electronics, Psychotronics, or Small Arms)‡, both (H) IQ-1 [2]-13. • *One* of Computer Hacking§, Physics‡, or Weird Science, all (VH) IQ [8]-14; or spend 8 points to add or improve any primary skills from the previous two lists.

Secondary Skills: 4 points spent on skills from *Know Thy Enemy* (*Champions*, p. 16). • *Four* of Brawling or Forced Entry, both (E) DX+1 [2]-13; Climbing, Stealth, or Wrestling, all (A) DX [2]-12; Fast-Talk, Lockpicking, Photography, Speed-Reading, or Traps, all (A) IQ [2]-14; Intelligence Analysis (H) IQ-1 [2]-13; Scrounging (E) Per+1 [2]-15; or Lip Reading, Observation, or Search, all (A) Per [2]-14. • *Two* of Beam Weapons (Projector), Guns (Pistol, Rifle, Shotgun, or SMG), or Liquid Projector (Flamethrower, Sprayer, or Squirt Gun), all (E) DX+2 [4]-14. • *One* of Crossbow or Knife, both (E) DX+1 [2]-13; Axe/Mace, Broadsword, Saber, Shortsword, or Throwing, all (A) DX [2]-12; or spend 2 points to add another ranged weapon skill from the previous list, at -1 skill.

Background Skills: *Five* of Fast-Draw (Pistol or Long Arm) (E) DX [1]-12; Driving (Automobile, Heavy Wheeled, or Motorcycle) (A) DX-1 [1]-11; Area Knowledge (any), Current Affairs (any), or First Aid, all (E) IQ [1]-14; Administration, Explosives (Demolition), Holdout, Merchant, Teaching, or Writing, all (A) IQ-1 [1]-13; Mathematics (Applied) (H) IQ-2 [1]-12; or Swimming (E) HT [1]-12.

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

† A Talent (p. B89) benefiting Computer Hacking, Computer Operation, Computer Programming, Electronics Repair (Computers), and – in games that use them – Cryptography and Expert Skill (Computer Security). *Reaction bonus:* hackers; people buying stock in your dot-com.

‡ Requires Mathematics (Applied) prerequisite, from background skills.

§ Requires Computer Programming prerequisite.

Customization Notes

Decide early on what your focus will be – if you'll even have one! By giving up your final (8-point) primary skill choice, you can free up enough points to add a *wide* range of low-level skills, becoming a real jack-of-all-tech. Specializing in just one or two areas can make you more effective, however.

Analyst: You're an expert at figuring out how things work. Grab a few Engineer specialties; Electronics Operation (Scientific), to use cutting-edge lab tools; and either Physics or Weird Science, depending on whether you wear normal spectacles or tinted goggles. For other skills, Intelligence Analysis, Observation, Photography, and Scrounging all fit your perceptive image.

Armorer: Keeping the team's weapons and armor up to snuff is your top priority. Take as many specialties of Armoury as you can, possibly alongside Electronics Repair – either Comm (for team radios), Psychotronics (for the *fun* weapons), or both. For secondary skills, ranged weapons make sense, but be sure to grab Fast-Draw as a background skill to be quick with your guns.

Hacker: The online world is your playground! You need Computer Programming and Computer Hacking; also consider Electronics Repair (Computers) and Engineer (Electronics) to be a *true* expert. In secondary skills, both Fast-Talk and Scrounging can help you obtain passwords – via social engineering and Dumpster diving, respectively.

Mechanic: For some teams, vehicles are important. A range of Mechanic skills is all you *need*, but adding Engineer (Automobiles) will mark you as a true automotive expert. When picking out background skills, don't overlook Driving!

Because you are not a Gadgeteer, any Engineer skills you take are intended for *analysis*, not invention. After studying an appropriate type of device for 1d×10 (not 1d) minutes, you may use the *Analysis* rules on p. 25 of *The Mission*. As stated there, you may substitute Weird Science when analyzing any supernatural or futuristic tech.

For the geek, it often makes sense to choose your advantages *after* your skills, to make the maximum use of Talents. Artificer is a natural addition if you take several specialties of Armoury, Electronics Repair, Engineer, or Mechanic. Born to Be Wired is a logical choice for any hacker. When it comes to other advantages, remember that Contacts and Contact Groups can represent both local folks *and* online communities – even non-hackers often have many “Internet friends” willing to provide useful information.

GIFTED

200 points

You possess inherent supernatural power. You may be able to wield it actively, or it might be more subtle, infusing you and governing your life – either way, it makes you something rare and special. You lack the training and experience that most of the other sidekicks have, but you more than make up for this by being able to do extraordinary things.

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

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

Advantages: One of the 15-point lenses from *Champions* (pp. 6-9). • Another 70 points spent on special abilities (see *Customization Notes*, below); spend any leftover points on Combat Reflexes [15], Extra Life [25], Fearlessness [2/level] or Unfazeable [15], Luck [15], Patrons [10 to 40], Prophetic Dreams [5], Signature Gear [Varies], or Wealth [Varies].

Disadvantages: -15 points chosen from among special disadvantages (see *Customization Notes*, below), Appearance [Varies], Clueless [-10], Enemies [Varies], Flashbacks [Varies], Low Self-Image [-10] or Overconfidence [-5*], Nightmares [-5*], Odious Personal Habit (Arrogant) [-5], Sense of Duty (One hunter or Teammates) [-2 or -5], Stubbornness [-5], Vow (Never kill a human) [-10], or Wealth [Varies]. • Another -20 points chosen from among the previous traits or Absent-Mindedness [-15], Bad Sight (Mitigator, Glasses, -60%) [-10], Bad Temper [-10*], Berserk [-10*], Bully [-10*], Charitable [-15*], Chummy [-5] or Gregarious [-10] or Loner [-5*], Curious [-5*], Guilt Complex [-5], Gullibility [-10*], Impulsiveness [-10*], Overweight [-1] or Skinny [-5], Manic-Depressive [-20], No Sense of Humor [-10], Paranoia [-10], Shyness [Varies], or Xenophilia [-10*].

Primary Skills: Occultism (A) IQ [2]-12. • 4 points spent on skills from *Know Thy Enemy* (**Champions**, p. 16). • Five of Climbing or Stealth, both (A) DX [2]-12; Acrobatics, Body Sense, or Escape, all (H) DX-1 [2]-11; Armoury (Melee Weapons or Small Arms), Interrogation, Photography, Research, Shadowing, Soldier, or Streetwise, all (A) IQ [2]-12; Running (A) HT [2]-12; Intimidation (A) Will [2]-12; Meditation (H) Will-1 [2]-11; Body Language, Observation, Search, or Tracking, all (A) Per [2]-12; Esoteric Medicine (H) Per-1 [2]-11; or spend 2 points on another *Know Thy Enemy* skill.

Secondary Skills: Brawling (E) DX+1 [2]-13 and Wrestling (A) DX [2]-12. • Two of Crossbow, Guns (Pistol, Rifle, Shotgun, or SMG), Knife, Liquid Projector (Flamethrower, Sprayer, or Squirt Gun), or Thrown Weapon (Axe/Mace, Knife, or Spear), all (E) DX+2 [4]-14; or Axe/Mace, Broadsword, Saber, Shortsword, Spear, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+1 [4]-13.

Background Skills: Four of Forced Entry, Knot-Tying, or Jumping, all (E) DX [1]-12; Area Knowledge (any), Camouflage, Computer Operation, Current Affairs (any), First Aid, Gesture, or Housekeeping, all (E) IQ [1]-12; Carousing or Swimming, both (E) HT [1]-12; or Scrounging (E) Per [1]-12.

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

Customization Notes

Unlike the other templates in this book, the gifted focuses almost exclusively on supernatural abilities. This means that the *type* of special powers chosen will have a larger effect on the sidekick than any other decision.

Empowered (Bioenhancement): You have the Bioenhancement power (**Champions**, pp. 40-42). Spend your special ability points on its abilities, Talent, and special skills. Because your Talent and abilities are bought from the same pool of points, you must carefully balance “training” with “raw power.” You *must* take Unusual Biochemistry [-5] as one of your disadvantages.

Empowered (Mysticism): As for *Empowered (Bioenhancement)*, above, but you have the Mysticism power (**Champions**, pp. 42-45). Instead of Unusual Biochemistry, you *must* take one of Disciplines of Faith (Mysticism) [-10], Sense of Duty (Coreligionists) [-10], or Vow (Help those in need who ask) [-10].

Empowered (Psi): As for *Empowered (Bioenhancement)*, above, but you have some combination of psionic powers (**Champions**, pp. 45-48). The need to balance the cost of abilities and Talent means that it’s *very* easy to stretch yourself too thin if you take multiple powers; try to stick to one or two at the most. You have no mandatory disadvantages, but you *may* take Addiction (Psi-Boost) [-15], Compulsive Snooping [-5* or -10*], or Supersensitive [-15] if you wish.

Seventh Son of a Seventh Son: There’s nothing unusual about you, personally . . . but your circumstances of birth are another story. You are a child of Fate, destined to play an important part in the story of the world. (You don’t *have* to pick the chosen one lens, but it certainly fits!) This manifests as amazing charm, extreme luck, or both; spend your special ability points on Appearance [Varies], Charisma 1-5 [5/level], Danger Sense [15], Daredevil [15], Destiny [5 to 15], Extra Life [25/life], Luck [15] or Extraordinary Luck [30] or Ridiculous Luck [60], Serendipity [15/level], Smooth Operator [15/level], Voice [10], or Wild Talent [20/level]. You have no special disadvantage options.

Appropriate Action Heroes

Using **GURPS Action** (p. 7) offers rules for turning the templates from **Heroes** and **Furious Fists** into useful sidekicks. However, because those templates were written for their own series, not all are a perfect fit for **Monster Hunters**; some may fill an unimportant role, be eclipsed by one of the choices in this book, or outright clash with the setting. Some specific comments:

Assassin: A viable choice, but it’s rare for a hunt to lend itself to long-range sniping. Consider whether the scout (p. 14) would work better.

Big Guy: An alternative to muscle (pp. 12-13), but his focus on unarmed combat makes him less effective in a fight.

Cleaner: A useful role – but only briefly, in the aftermath of a fight. Consider a whitecoat (pp. 14-15) instead.

Demolition Man: A poor fit! Any team that needs a dedicated “blowing stuff up” guy will be exposed quickly.

Face Man: Similar to the fixer (pp. 6-7), and as useful, but with a focus on personal charisma instead of street and underworld knowledge.

Fast Guy: See *Big Guy* (above).

Hacker: A reasonable choice, but there may not be enough hacking to justify a dedicated expert. Consider a computer-oriented geek (pp. 7-8) instead.

Infiltrator: Useful for getting into difficult-to-access places. Choose an infiltrator *or* traceur (below); you don’t need both.

Investigator: As a “mini-sleuth,” he can be *quite* useful, but his lack of supernatural knowledge means certain clues may go overlooked!

Medic: A solid support role. Read the whitecoat (pp. 14-15) to know your options, then decide between them.

Ninja: Good with archaic weapons *and* stealth, the ninja makes a nice compromise between muscle (pp. 12-13) and the scout (p. 14).

Shooter: Choose between the shooter, who excels at gun use, and the gunman (pp. 10-11), who has more experience with the supernatural.

Traceur: See *Infiltrator* (above).

Weapon Master: An effective alternative to muscle (pp. 12-13), with more melee weapon training but less supernatural knowledge.

Wheel Man: If you expect many car chases (e.g., pursuing or fleeing from weres), this is a great choice. If not, consider a driving-oriented fixer (pp. 6-7).

Wire Rat: Hunting monsters rarely calls for electronic surveillance. A geek (pp. 7-8) will likely fill this role better.

Inhuman-Blooded: Although you are primarily human, at least a part of you is something *else*. For example, you might be a vampire's ghoul companion, or cousin to a line of genetic lycanthropes. Pick *one* inhuman racial template (**Champions**, pp. 49-51), and spend your special ability points on any positive traits (attribute bonuses, advantages, skills, etc.) from that template. If you choose lycanthrope, also select a were-form; while you cannot afford to buy the Alternate Form trait itself, you may add traits from the were-form as well as the base template. There are no mandatory disadvantages, but you may add any of the racial template's negative traits (attribute penalties, disadvantages, etc.) to your disadvantage options.

Example: A werebear-blooded gifted could spend his special ability points on any positive traits from either the lycanthrope template or the werebear lens. That is, he could buy any of ST +1 to +12 [10/level], DX +1 [20], HT +1 to +3 [10/level], Per +1 [5], Animal Empathy [5], Claws (Blunt) [3], DR 1-5 (Tough Skin, -40%) [3/level], Fur [1], High Pain Threshold [10], Immunity to Transformation [5], Regeneration (Slow, Regular, or Fast; Cannot heal damage from silver, -10%) [9, 23, or 45], and Teeth (Sharp) [1]. This sidekick may also add Basic Speed -0.25 [-5], Bad Grip 1 [-5], Cannot Speak [-15], Ham-Fisted 1-2 [-5/level], Infectious Attack [-5], Lunacy [-10], Semi-Upright [-5], and Vulnerability (Silver x2, x3, or x4) [-10, -15, or -20] to his disadvantage options. While many of the disadvantage options (particularly Cannot Speak and Semi-Upright) will make the gifted stand out in human society, it's worth noting that Claws, Fur, Teeth, and (to some degree) DR will have the same effect, as none of these advantages are switchable!

*I've got demon blood in me, Dean.
This disease pumping through my veins
and I can't ever rip it out or scrub it
clean. I'm a whole new level of freak!*

– Sam, in **Supernatural** #4.4

Your *Know Thy Enemy* skills can represent standard hunting knowledge, but they can also be a way to cover awareness of your own abilities. For example, Expert Skill (Psionics) and Physics (Paraphysics) are not part of this template, but a gifted with psionics could make those his *Know Thy Enemy* choices. Of course, it's just as valid to play a gifted with *no* deep understanding of what he is!

Because this template offers so few “normal” advantages and skills, it's important to consider your motivational lens carefully. All lenses add additional advantages – but one (accidental hero) offers a few different attribute boosts, while several (avenger/atoner, criminal, hired gun, law enforcement, philanthropist, and soldier) can help beef up your skills.

GUNMAN

200 points

You excel at downing your foes in a hail of bullets. While you have a preferred firearm, you're proficient with almost

anything with a trigger and trained well enough to know just where to shoot most supernatural foes. Some monsters can ignore bullets, but you have no problem transitioning to a melee weapon (perhaps a bayonet!) when necessary, to take 'em out the old-fashioned way.

Attributes: ST 11 [10]; DX 14 [80]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 15 [8]; Will 11 [0]; Per 12 [5]; FP 12 [0]; Basic Speed 7.00 [10]; Basic Move 7 [0].

Advantages: Quick Reload (Magazine or Revolver) [1]. ● One of the 15-point lenses from **Champions** (pp. 6-9). ● Another 25 points chosen from among ST +1 or +2 [10/level], DX +1 [20], IQ +1 [20], Will +1 or +2 [5/level], Per +1 or +2 [5/level], Combat Reflexes [15], Danger Sense [15], Daredevil [15], Dual Shooting (any) [5], Extra Life 1 [25], Fearlessness [2/level] or Unfazeable [15], Fit [5] or Very Fit [15], Gunslinger [25], High Pain Threshold [10], Luck [15], Off-Hand Weapon Training [1/skill] or Ambidexterity [5], Patrons [10 or 20], Signature Gear [Varies], Trademark Move [1/move], Wealth [Varies], or Weapon Bond [1/weapon].

Disadvantages: -15 points chosen from among Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Code of Honor (Soldier's) [-10], Flashbacks [Varies], Greed [-15*], Honesty [-10*], Impulsiveness [-10*], Overconfidence [-5*], Sense of Duty (One hunter or Teammates) [-2 or -5], Vow (Never kill a human) [-10], or Wealth [Varies]. ● Another -20 points chosen from among the previous traits or Alcoholism [-15], Bully [-10*], Callous [-5], Jealousy [-10], Nightmares [-5*], Oblivious [-5], Odious Personal Habits [-5 to -15], Stubbornness [-5], Truthfulness [-5*], or Wounded [-5].

Primary Skills: Fast-Draw (Ammo) (E) DX [1]-14 and Fast-Draw (Pistol or Long Arm) (E) DX [1]-14. ● One specialty of Guns (Pistol, Rifle, Shotgun, or SMG) (E) DX+4 [12]-18. The other three specialties all default to (E) DX+2 [0]-16. ● One of Crossbow or Liquid Projector (Flamethrower, Sprayer, or Squirt Gun), both (E) DX+2 [4]-16. ● Two of Brawling, Knife, or Thrown Weapon (any), all (E) DX+1 [2]-15; Axe/Mace, Boxing, Broadsword, Shortsword, Spear, Throwing, or Wrestling, all (A) DX [2]-14, or Judo or Karate, both (H) DX-1 [2]-13.

Secondary Skills: First Aid (E) IQ+1 [2]-12 and Occultism (A) IQ+1 [4]-12. ● 4 points spent on skills from *Know Thy Enemy* (**Champions**, p. 16). ● Three of Climbing or Stealth, both (A) DX [2]-14; Acrobatics (H) DX-1 [2]-13; Armoury (Small Arms), Holdout, Interrogation, or Soldier, all (A) IQ [2]-11; Intelligence Analysis or Tactics, both (H) IQ-1 [2]-10; Hiking or Running, both (A) HT [2]-12; or Observation, Tracking, or Urban Survival, all (A) Per [2]-12.

Background Skills: Three of Jumping (E) DX [1]-14; Driving (Automobile or Motorcycle) (A) DX-1 [1]-13; Area Knowledge (any), Camouflage, Computer Operation, Current Affairs (any), or Gesture, all (E) IQ [1]-11; Gambling (A) IQ-1 [1]-10; or Carousing or Swimming, both (E) HT [1]-12.

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

Customization Notes

Depending on the lens you take, this template can represent anyone from a police officer (law enforcement) to a gang member (criminal) to a rifleman (soldier). Use the lens traits and skills to add some personalization; the ability to shoot well shouldn't be the *only* interesting thing about your adventurer!

Unless you can find some extra points for advantages (e.g., by taking the hired gun or operative lens), you're probably going to want more of them than you can afford. Gunslinger is tempting but expensive; if you select it, be *sure* to take advantage of it by using a variety of highly accurate weapons and making use of acrobatic maneuvers as often as possible. Otherwise, try to find room for Combat Reflexes – the bonus to active defenses and Fright Checks is great, *and* all of your Fast-Draw skills go up.

After choosing your primary weapon, your secondary skills offer the most customization. Acrobatics and Tactics will help you the most in the middle of battle – but Climbing, Intelligence Analysis, Observation, and Stealth can give you an edge *before* the fight even starts. Running, Tracking, and Urban Survival are indispensable for pursuits, and Holdout lets you move through a crowd without scaring anyone. If you don't take Wealth as an advantage, consider Armoury; in the long run, it can save you a *lot* of money on special ammo.

MAGICIAN

200 points

You have studied the ways of thaumatology, and can bend the laws of physics to your will! Of course, it does require time . . . your fastest spells take at least a minute, which means that you rely heavily on charms that you've created foresightedly. If the situation *does* allow you to take several minutes to work a ritual – or if you can draw upon your teammates' energy for assistance – you can almost always craft a custom casting that will help significantly.

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [80]; HT 14 [40].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 13 [6]; Will 14 [0]; Per 14 [0]; FP 14 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: Magery 2 [25]. • One of the 15-point lenses from *Champions* (pp. 6-9). • Another 20 points chosen from among DX +1 [20], IQ +1 [20], FP +1 to +3 [3/level], Brave [1], Combat Reflexes [15], Fearlessness [2/level] *or* Unfazeable [15], Gizmos 1 [5], Languages [2-6/language], Luck [15], Magery 3-4 [10/level], Magic Resistance (Improved, +150%) [5/level], Prophetic Dreams [5], Ritual Mastery [1/ritual], Signature Gear [Varies], Single-Minded [5], *or* Wealth [Varies].

Disadvantages: -15 points chosen from among Appearance [Varies], Bad Sight (Mitigator, Glasses, -60%) [-10], Clueless [-10], Curious [-5*], Impulsiveness [-10*], Odious Personal Habit (Uses arcane "technobabble") [-5], Overconfidence [-5*], Sense of Duty (One hunter *or* Teammates)

[-2 *or* -5], Unluckiness [-10] *or* Weirdness Magnet [-15], Vow (Never kill a human) [-10], *or* Wealth [Varies]. • Another -20 points chosen from among the previous traits or Per -1 to -3 [-5/level], Absent-Mindedness [-15], Bully [-10*], Charitable [-15*], Easy to Read [-10], Gluttony [-5*], Greed [-15*], Gullibility [-10*], Honesty [-10*], Loner [-5*], Low Pain Threshold [-10], Post-Combat Shakes [-5*], Shyness [Varies], Stubbornness [-5], *or* Trickster [-15*].

Quick-and-Dirty Charm Creation

When a caster wants to make charms during downtime, the GM may wish to condense the process down to as few rolls as possible. Since rituals either fail spectacularly or succeed, the real questions are whether the casting was a critical failure, and if not, whether it had any quirks. To determine these two things, first use the rules in *Champions* to determine:

1. The caster's effective skill for the ritual in question – including any penalty for using multiple Paths in a ritual, charm-creation bonus from a workspace kit, energy-gathering bonus from a place of magical potency, etc. If this is 6 or less, game it out in detail; don't use these rules.

2. How much *ambient* energy the ritual will require. This doesn't include energy to be obtained from sources like mana reserve and FP. Compare this to the *safe threshold* on the table below; e.g., if a caster with skill 12 needs to gather 13 energy, he's exceeding *twice* his safe threshold.

Effective Skill	Safe Threshold	Effective Skill	Safe Threshold
7	1	15	11
8	2	16	15
9	3	17	29
10	4	18	42
11	5	19	55
12	6	20	65
13	7	21	75
14	9	+1	+10

Once that is known, roll 3d on the table below to see if the charm ritual ended in success or critical failure. Apply the following modifiers:

Modifiers: -2 if the caster used *no* ambient energy, -1 if he used up to *half* his safe threshold, 0 if he used up to his safe threshold, +1 if he exceeded his safe threshold, +2 for exceeding *twice* his safe threshold, +3 for more than *three times* the safe threshold, and so on.

Roll	Result
15 or less	Success! Now roll for quirks (see below).
16	Critical failure based on <i>half</i> the spell's energy.
17 or more	Critical failure based on the spell's <i>full</i> energy.

If you succeeded, make a second roll against effective skill, applying the *reverse* of the critical failure modifier above; e.g., +2 for no ambient energy. Success means the charm has no quirks! Otherwise, it has one quirk, *plus* another quirk for every two full points by which the roll failed.

Example: Sabrina (effective skill 15) must gather 26 energy to create a charm. This exceeds twice her safe threshold, so she rolls 3d+2 on the table above to check for a critical failure. The result is 11 – success! She then checks for quirks against an effective skill of 13 (the +2 modifier from above is reversed to -2 and applied to her skill of 15). Unfortunately, she rolls a 15, failing by 2, which means her charm has *two* quirks.

Primary Skills: Occultism (A) IQ-1 [1]-13 and Thaumatology (VH) IQ [8]-14. • Choose one Path skill at (VH) IQ [8]-14; two more Paths at (VH) IQ-1 [4]-13; and the remaining six Paths at (VH) IQ-3 [1]-11. • Either Archaeology (H) IQ-2 [1]-12 or Hidden Lore (Sacred Places) (A) IQ-1 [1]-13.

Secondary Skills: 4 points spent on non-witch-related skills from *Know Thy Enemy* (**Champions**, p. 16). • One of Breath Control (H) HT-1 [2]-13; Esoteric Medicine (H) Per-1 [2]-13; Innate Attack (any) (E) DX+1 [2]-11; Meditation (H) Will-1 [2]-13; Stealth (A) DX [2]-10; or 2 points spent on another skill from *Know Thy Enemy*. • Two of Brawling, Crossbow, Guns (Pistol or SMG), Knife, or Liquid Projector (Sprayer or Squirt Gun), all (E) DX+2 [4]-12; or Axe/Mace, Broadsword, Saber, Shortsword, Staff, or Wrestling, all (A) DX+1 [4]-11.

Background Skills: Three of Area Knowledge (any), Current Affairs (any), Computer Operation, First Aid, Gesture, or Housekeeping, all (E) IQ [1]-14; Architecture, Holdout, Research, Speed-Reading, Teaching, or Writing, all (A) IQ-1 [1]-13; Carousing or Swimming, both (E) HT [1]-14; or Scrounging (E) Per [1]-14.

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

Customization Notes

For spellcasting, your personal energy reserves are important. Gathering ambient energy takes five times as long as tapping a reserve *and* is riskier – especially if you’re not using one of the paths you’ve specialized in. Thus, when choosing advantages, consider adding at least one more level of Magery (for the mana reserve) or some FP. Don’t spend *all* of your points on energy, though; you want the bonuses that Ritual Mastery and Signature Gear (Grimoire collection) can provide.

Your choice of Path skills is the big one – the difference between a skill of 14 and a skill of 11 is *huge* when gathering ambient energy or dealing with the -5 penalty to work a spell quickly. Path of Magic should be one of your three highest, as you’ll be relying heavily on charms – all of which require a Lesser Control Magic effect. For the others, when reading their descriptions (**Champions**, pp. 32-33), pay the most attention to the Lesser effects, as you’ll rarely want to expend the energy required for a Greater one. The advice under the witch’s *Customization Notes* (**Champions**, p. 21) may prove useful as well.

Magical study is demanding, leaving you with little other knowledge. Use your lens choice to add some sort of real-world expertise. For example, avenger, criminal, law enforcement, or soldier would improve your combat effectiveness.

Charms are the only way for you to cast quick *and* reliable magic. Be sure to familiarize yourself with *Quick-and-Dirty Charm Creation* (p. 11), as you’ll want to take advantage of the downtime between adventures. Remember that you can have up to (Thaumatology + Magery) charms ready simultaneously; keep a list of your current charms next to your character sheet.

MUSCLE

200 points

You’re a tough, no-nonsense fighter, ready to drive back the forces of evil with a mix of muscle and steel. While you prefer a particular type of weapon, you’re trained in *several* options – from unarmed combat through melee weapons to ranged hardware. While you aren’t necessarily the brains of the team,

you *are* familiar with your supernatural foes . . . after all, you have to know what you’re fighting to put it down *properly*.

Attributes: ST 13 [30]; DX 14 [80]; IQ 10 [0]; HT 13 [30].

Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 15 [4]; Will 10 [0]; Per 10 [0]; FP 13 [0]; Basic Speed 7.00 [5]; Basic Move 6 [0].

Advantages: One of the 15-point lenses from **Champions** (pp. 6-9). • Another 25 points chosen from among ST +1 or +2 [10/level], HP +1 to +3 [2/level], Will +1 or +2 [5/level], Per +1 or +2 [5/level], Combat Reflexes [15], Danger Sense [15], Daredevil [15], DR 1-2 (Tough Skin, -40%) [3 or 6], Enhanced Parry 1 (One Weapon or All Weapons) [5 or 10], Extra Attack 1 [25], Extra Life 1 [25], Fearlessness [2/level] or Unfazeable [15], High Pain Threshold [10], Improvised Weapons [1/skill], Lifting ST 1-2 [3 or 6], Luck [15], Off-Hand Weapon Training [1/skill] or Ambidexterity [5], Patrons [10 or 20], Rapid Healing [5] or Regeneration (Slow) [10], Signature Gear [Varies], Striking ST 1-2 [5 or 10], Wealth [Varies], Weapon Bond [1/weapon], or Weapon Master (One Weapon or Two Weapons) [20 or 25].

Disadvantages: -15 points chosen from among Bad Temper [-10*], Berserk [-10*], Charitable [-15*], Flashbacks [Varies], Impulsiveness [-10*], Nightmares [-5*], Oblivious [-5], On the Edge [-15*], Overconfidence [-5*], Sense of Duty (One hunter or Teammates) [-2 or -5], Shyness [Varies], Stubbornness [-5], Vow (Never kill a human) [-10], or Wealth [Varies]. • Another -20 points chosen from among the previous traits or Appearance [Varies], Bully [-10*], Callous [-5], Curious [-5*], Gluttony [-5*], Honesty [-10*], No Sense of Humor [-10], Social Stigma (Criminal Record) [-5], or Truthfulness [-5*].

Primary Skills: One of Knife (E) DX+3 [8]-17 or Axe/Mace, Broadsword, Saber, Shortsword, Spear, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+2 [8]-16. • Three of Brawling (E) DX+2 [4]-16; Boxing, Staff, Sumo Wrestling, Tonfa, Whip, or Wrestling, all (A) DX+1 [4]-15; Acrobatics, Karate, or Judo, all (H) DX [4]-14; or spend 4 points to take any unchosen skill from the previous list, at -1 skill. • Two of Crossbow, Guns (Pistol, Rifle, Shotgun, or SMG), Liquid Projector (Flamethrower, Sprayer, or Squirt Gun), or Thrown Weapon (any), all (E) DX+1 [2]-15; or Bolas, Bow, or Throwing, all (A) DX [2]-14.

Secondary Skills: First Aid (E) IQ+1 [2]-11 and Occultism (A) IQ+1 [4]-11. • 4 points spent on skills from *Know Thy Enemy* (**Champions**, p. 16). • Four of Fast-Draw (any), Forced Entry, or Jumping, all (E) DX+1 [2]-15; Climbing or Stealth, both (A) DX [2]-14; Camouflage or Gesture, both (E) IQ+1 [2]-11; Holdout (A) IQ [2]-10; or Hiking, Lifting, or Running, all (A) HT [2]-13.

Background Skills: Four of Driving (Automobile or Motorcycle) (A) DX-1 [1]-13; Area Knowledge (any) or Current Affairs (any), both (E) IQ [1]-10; Armoury (Melee Weapons) (A) IQ-1 [1]-9; Carousing or Swimming, both (E) HT [1]-13; Breath Control (H) HT-2 [1]-11; or Scrounging (E) Per [1]-10.

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

Customization Notes

This template can represent any close-range fighter, from a street thug to a refined martial artist. Your advantage choices will say more about you than any other decision.

Quick Guy: For fast *defensive* reactions, get either Combat Reflexes (to avoid incoming attacks) or Danger Sense (to outwit ambushers and backstabbers). For quicker *offense*, spend all of your points on Extra Attack 1 and carve a path through your foes!

Strong Guy: With a mix of extra ST, Lifting ST, and Striking ST, you'll do more damage *and* be able to carry more armor and weapons without slowing down. The weapon specialist (below) does more damage with his weapon of choice, but you inflict grievous injuries with *all* attacks.

Tough Guy: You're able to soak up damage, and every hit you take is one that your teammates don't have to! Grab some mix of extra HP, DR, High Pain Threshold, and Regeneration.

Weapon Specialist: Take Enhanced Parry and Weapon Master for a single weapon. This considerably limits your effectiveness when you're *not* using your weapon of choice, but the damage bonus, easier Rapid Strikes, and improved parries mean that you're twice as deadly when you *do* use it!

When selecting skills, choose one or two unarmed combat skills at the most. Barehanded attacks are rarely powerful enough to hurt monsters, so these are mainly for backup in case you drop or lose your weapons.

*Drive back the forces of
evil with muscle and steel.*

OCCULTIST

200 points

Your knowledge of the supernatural is vast and accurate. You may be a respected researcher, a wild-eyed conspiracy theorist, or anything in between; what matters is that you know *the truth* and are willing to do something about it. You can handle yourself in a fight, but your favorite part of the hunt is coming back with even more information about Their weaknesses.

Attributes: ST 11 [10]; DX 11 [20]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 15 [8]; Will 14 [0]; Per 14 [0]; FP 12 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: One of the 15-point lenses from *Champions* (pp. 6-9). • Another 30 points chosen from among DX +1 [20], Brave [1], Combat Reflexes [15], Common Sense [10], Contact Group (Reformed monsters, local coven, etc.; Skill-12, 15 or 18; Supernatural; 9 or less; Somewhat Reliable) [10, 15, or 20], Contacts (Spirit, shaman, etc.; Skill-12, 15, or 18; Supernatural; 9 or less, Usually Reliable) [4, 6, or 8], Eidetic Memory [5] or Photographic Memory [10], Equipment Bond [1/item], Fearlessness [2/level] or Unfazeable [15], Gizmos 1-3 [5/gizmo], Higher Purpose (Acquire Knowledge) [5], Intuition [15], Language Talent [10], Languages [2-6/language], Luck [15], Patrons [10 to 30], Prophetic Dreams [5], Signature Gear [Varies], Single-Minded [5], or Wealth [Varies].

Disadvantages: -15 points chosen from among Absent-Mindedness [-15], Bad Sight (Mitigator, Glasses, -60%) [-10],

Charitable [-15*], Clueless [-10], Curious [-5*], Honesty [-10*], Oblivious [-5], Obsession (Learn a particular secret) [-5*], Post-Combat Shakes [-5*], Sense of Duty (One hunter or Teammates) [-2 or -5], Shyness [Varies], Skinny [-5], Stuttering [-10], Vow (Never kill a human) [-10], Wealth [Varies], Workaholic [-5], or Xenophilia [-10*]. • Another -20 points chosen from among the previous traits or Alcoholism [-15], Appearance [Varies], Bad Temper [-10*], Callous [-5], Flashbacks [Varies], Lecherousness [-15*], Nightmares [-5*], No Sense of Humor [-10], Overconfidence [-5*], Stubbornness [-5], or Truthfulness [-5*].

Primary Skills: Occultism and Research, both (A) IQ+1 [4]-15.

• 16 points spent on at least four different skills from *Know Thy Enemy* (*Champions*, p. 16). • Four of Armoury (Melee Weapons or Small Arms) or Photography, both (A) IQ [2]-14; Intelligence Analysis, Psychology, or Tactics, all (H) IQ-1 [2]-13; Observation (A) Per [2]-14; Meditation (H) Will-1 [2]-13; Esoteric Medicine (H) Per-1 [2]-13; or 2 points spent on another *Know Thy Enemy* skill.

Secondary Skills: One of Crossbow, Guns (Pistol, Rifle, Shotgun, or SMG), or Liquid Projector (Flamethrower, Sprayer, or Squirt Gun), all (E) DX+2 [4]-13. • Three of Brawling or Knife, both (E) DX+1 [2]-12; Axe/Mace, Boxing, Broadsword, Rapier, Saber, Shortsword, Staff, Stealth, Whip, or Wrestling, all (A) DX [2]-11; or spend 2 points to take one of the skills from the previous list, at -1 skill.

Background Skills: Five of Knot-Tying (E) DX [1]-11; Driving (Automobile, Heavy Wheeled, or Motorcycle) (A) DX-1 [1]-10; Area Knowledge (any), Computer Operation, Current Affairs (any), First Aid, Gesture, or Housekeeping, all (E) IQ [1]-14; Architecture, Criminology, Electronics Operation (Scientific), Holdout, Speed-Reading, Teaching, Traps, or Writing, all (A) IQ-1 [1]-13; Chemistry or Forensics, both (H) IQ-2 [1]-12; or Search (A) Per-1 [1]-13.

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

Customization Notes

While your skills may be what you're best known for, don't overlook your advantages. Supernatural Contacts and Contact Groups are an *excellent* source of information, extra DX and Combat Reflexes can make you better in a fight, Languages make occult libraries more useful and may allow you to eavesdrop on bad guys, and Intuition and Prophetic Dreams are both helpful when a case appears to be stymied.

Your first big skill choice is which *Know Thy Enemy* options to take. You will have at least four to eight of them, so try to cover as many different types of foes as possible; it's usually better to spread yourself a bit thin than to try and master knowledge of just one enemy. (For that, add the avenger lens!) You can cannibalize your remaining primary skills for more *Know Thy Enemy* options, but only do that if you're *certain* you won't need any of these useful traits: Armoury and Esoteric Medicine are key support roles; Observation and Tactics can keep you out of ambushes; and *any* of the remaining skills will aid an investigation.

Your combat options focus on ranged attacks, as those are slightly safer than melee. Try to take a variety of up-close skills – learning *only* melee weapons or *only* unarmed combat may leave you in a bad tactical position at some point. Don't overlook Stealth as you scan through the available skills; sometimes not being noticed is the best way to stay alive!

SCOUT

200 points

You specialize at moving quickly and quietly – slipping in and out of a place like a ghost, leaving no trace behind. During an investigation, you're the one who can get into hard-to-reach areas, whether sneaking into a crime scene or scaling up to a second-story window to retrieve an important record. When approaching a lair, you're all about recon – staying ahead of the rest of the team so you can sneak up on anything dangerous. Once combat starts, you're quick to find a perch and start sniping.

Attributes: ST 11 [10]; DX 14 [80]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 15 [8]; Will 11 [0]; Per 13 [10]; FP 12 [0]; Basic Speed 7.00 [10]; Basic Move 7 [0].

Advantages: One of the 15-point lenses from *Champions* (pp. 6-9). • Another 20 points chosen from among IQ +1 [20], Absolute Direction [5], Acute Senses (any) [2/level], Combat Reflexes [15], Craftiness 1-4 [5/level], Danger Sense [15], Eidetic Memory [5] or Photographic Memory [10], Fearlessness [2/level] or Unfazeable [15], Flexibility [5] or Double-Jointed [15], Luck [15], Night Vision [1/level], Patrons [10 or 20], Peripheral Vision [15], Signature Gear [Varies], Single-Minded [5], or Wealth [Varies].

Disadvantages: -15 points chosen from among Callous [-5], Curious [-5*], Impulsiveness [-10*], Kleptomania [-15*], Lecherousness [-15*], Loner [-5*], Post-Combat Shakes [-5*], Selfish [-5*], Sense of Duty (One hunter or Teammates) [-2 or -5], Shyness [Varies], Stubbornness [-5], Trickster [-15*], Vow (Never kill a human) [-10], or Wealth [Varies]. • Another -20 points chosen from among the previous traits or Alcoholism [-15], Flashbacks [Varies], Greed [-15*], Jealousy [-10], Nightmares [-5*], No Sense of Humor [-10], Overconfidence [-5*], Paranoia [-10], or Xenophilia [-10*].

Primary Skills: Stealth (A) DX+2 [8]-16. • *Eight* of Forced Entry or Jumping, both (E) DX+1 [2]-15; Climbing (A) DX [2]-14; Acrobatics or Escape, both (H) DX-1 [2]-13; Camouflage (E) IQ+1 [2]-12; Animal Handling (Dogs), Electronics Operation (Security), Holdout, Lockpicking, Photography, Shadowing, Soldier, or Traps, all (A) IQ [2]-11; or Body Language, Lip Reading, Observation, Search, Tracking, or Urban Survival, all (A) Per [2]-13.

Secondary Skills: Occultism (A) IQ [2]-11. • 4 points spent on skills from *Know Thy Enemy* (*Champions*, p. 16). • *Two* of Crossbow, Guns (Pistol, Rifle, Shotgun, or SMG), or Liquid Projector (Squirt Gun), all (E) DX+1 [2]-15; or take just *one*, at +1 skill. • *Two* of Brawling, Knife, or Thrown Weapon (any), all (E) DX+1 [2]-15; Axe/Mace, Bolas, Boxing, Broadsword, Saber, Shortsword, Staff, Throwing, or Wrestling, all (A) DX [2]-14; or Judo or Net, both (H) DX-1 [2]-13.

Background Skills: *Four* of Fast-Draw (any) or Knot-Tying, both (E) DX [1]-14; Driving (Automobile or Motorcycle) or Filch, both (A) DX-1 [1]-13; Sleight of Hand (H) DX-2 [1]-12; Area Knowledge (any), Computer Operation, Current Affairs (any), First Aid, Gesture, or Housekeeping, all (E) IQ [1]-11; Acting, Architecture, or Disguise, all (A) IQ-1 [1]-10; Swimming (E) HT [1]-12; Running (A) HT-1 [1]-11; or Scrounging (E) Per [1]-13.

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

Customization Notes

While you occupy a fairly specific niche ("sneaky person who can access any area, regardless of difficulty"), there are *many* ways by which this can be accomplished. If the wide number of skill choices is overwhelming, consider sticking to one of these types of scout:

Searcher: You prefer the straightforward and direct method: Get into an area, don't be seen, and learn as much as you can. Animal Handling, Electronics Operation, Forced Entry, and Lockpicking can get you into most places. While there, use Soldier, Traps, or both to stay safe, and Observation, Search, and Tracking to collect information.

Snake: You're comfortable belly-crawling behind a low wall or climbing a tall one. When you need to get inside a place, you can go through a door, a window, or even a vent – it's all the same to you. Pick up Flexibility (or Double-Jointed) to take advantage of the +3 (or +5) to Climbing and Escape. For *other* skills, grab Camouflage and Forced Entry, and consider Acrobatics, Electronics Operation, Jumping, Lockpicking, Search, and Traps.

Spider: You specialize in scrambling up, on top of, or over things. You can use Parkour to get onto a building's roof or a cave's ledge in less time than most people could figure out a viable route. Acrobatics, Climbing, and Jumping are all essential. After that, consider Escape to squeeze into cracks, Urban Survival to identify which buildings are easiest to climb, and Running (from background skills) for speed. If you take both Climbing and Escape, consider adding Flexibility or Double-Jointed for the skill bonus.

Spotter: You don't always have to get close, especially if you can get the same information from a distance. Acute Vision is a must, Eidetic or Photographic Memory ensures you won't forget anything, Night Vision is perfect for low-light conditions, and Peripheral Vision makes it look like you're not staring. Body Language, Lip Reading, Shadowing, and Tracking are all excellent for stalking subjects; Observation and Urban Survival can tell you much about areas; and Photography can capture it all and *more*, if you use the right film!

Spy: Sometimes, walking right in is the easiest method. Craftiness, Luck, and Acting (from your background skills) can get you access, but be sure to take Animal Handling to put guard dogs at ease, Holdout to keep *humans* at ease, Body Language and Observation to spot weak points in the guard rotation, Lip Reading to steal pass phrases, and at least one of Electronics Operation or Lockpicking to access the *interesting* places, once in.

*Slip into a place quickly
and quietly, like a ghost.*

WHITECOAT

200 points

Some call you "doc," others say "egghead," and a few use the more-accurate "forensic scientist." As long as they say it with respect, you're okay with all three. You are a student of the human body and mind, which serves you well with everything from analyzing a crime scene to patching up a nasty laceration.

You can *inflict* damage as well – with gusto! – but your true strengths lie in the time before and after a good fight.

Attributes: ST 10 [0]; DX 11 [20]; IQ 14 [80]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 13 [6]; Will 14 [0]; Per 14 [0]; FP 12 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: Healer 2 [20]. • One of the 15-point lenses from **Champions** (pp. 6-9). • Another 25 points chosen from among ST +1 [10], DX +1 [20], HT +1 or +2 [10/level], HP +1 or +2 [2/level], Combat Reflexes [15], Common Sense [10], Contacts (Coroner, hospital administrator, etc.; Skill-12, 15, or 18; 9 or less; Usually Reliable) [2, 4, or 6], Fearlessness [2/level] or Unfazeable [15], Gizmos 1-3 [5/gizmo], Healer 3-4 [10/level], Intuition [15], Luck [15], Patrons [10 or 20], Resistant [Varies], Sensitive [5] or Empathy [15], Signature Gear [Varies], or Wealth [Varies].

Disadvantages: -15 points chosen from among Charitable [-15*], Chummy [-5] or Gregarious [-10], Compulsive Snooping [-5*], Curious [-5*], Guilt Complex [-5], Honesty [-10*], Post-Combat Shakes [-5*], Sense of Duty (One hunter or Teammates) [-2 or -5], Vow (Never kill a human or Never refuse a request for medical aid) [-10], or Wealth [Varies]. • Another -20 points chosen from among the previous traits or Alcoholism [-15], Bad Temper [-10*], Easy to Read [-10], Greed [-15*], Nightmares [-5*], No Sense of Humor [-10], Overconfidence [-5*], Selfish [-5*], Stubbornness [-5], Truthfulness [-5*], or Workaholic [-5].

Primary Skills: Criminology (A) IQ [2]-14; Forensics (H) IQ [4]-14; Diagnosis, Physician, and Psychology, all (H) IQ+1 [2]-15†; Surgery (VH) IQ [2]-14†; Search (A) Per [2]-14; and Esoteric Medicine (H) Per [1]-14†. • Five of Administration, Electronics Operation (Medical), Hazardous Materials (Biological), Interrogation, or Research, all (A) IQ [2]-14; Bioengineering (any), Chemistry, Intelligence Analysis, or Poisons, all (H) IQ-1 [2]-13; Pharmacy (Synthetic) or Veterinary, both (H) IQ+1 [2]-15†; Biology (VH) IQ-2 [2]-12; Body Language or Observation, both (A) Per [2]-14; or Detect Lies (H) Per-1 [2]-13.

Secondary Skills: Occultism (A) IQ-1 [1]-13. • 4 points spent on skills from *Know Thy Enemy* (**Champions**, p. 16). • One of Crossbow, Guns (Pistol, Rifle, Shotgun, or SMG), or Liquid Projector (Flamethrower, Sprayer, or Squirt Gun), all (E) DX+2 [4]-13. • Two of Brawling or Knife, both (E) DX+1 [2]-12; Axe/Mace, Boxing, Broadsword, Saber, Shortsword,

Staff, Throwing, or Wrestling, all (A) DX [2]-11; or Acrobatics or Judo, both (H) DX-1 [2]-10.

Background Skills: Four of Fast-Draw (any) (E) DX [1]-11; Driving (Automobile) or Stealth, both (A) DX-1 [1]-10; Area Knowledge (any), Computer Operation, Current Affairs (any), Gesture, or Housekeeping, all (E) IQ [1]-14; Merchant, Teaching, or Writing, all (A) IQ-1 [1]-13; Diplomacy or Naturalist, both (H) IQ-2 [1]-12; Swimming (E) HT [1]-12; or Scrounging (E) Per [1]-14.

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

† Includes +2 from Healer.

Customization Notes

You can take apart dead bodies and fix up live ones, which means your life will rarely be dull – *every* good **Monster Hunters** game has plenty of corpses and injuries! When choosing your advantages and primary skills, it may be helpful to think of them as falling into the following two categories.

Forensic Scientist: The main focus here is on investigation, particularly into murders and similar crimes. Contacts and Intuition fit this role especially well. For skills, look to Administration, Body Language, Chemistry, Detect Lies, Intelligence Analysis, Observation, Poisons, and Research.

Medical Doctor: This role is all about healing others and figuring out what's wrong with them. Further levels of Healer are a given, and Sensitive or Empathy fits. Consider Bioengineering, Biology, Electronics Operation, Hazardous Materials, Pharmacy, Poisons, and Veterinary as skills – and note that most are useful for investigation as well as simple medicine!

You can achieve impressive results by focusing on just one category. A “pure forensic scientist” whitecoat is almost as useful as a sleuth (**Champions**, p. 17) at most crime scenes, while a “pure medical doctor” one can keep the team alive through almost *anything*. However, since *both* sub-roles are so useful, it often makes the most sense to maintain a balance between them.

While it may not *seem* like you're granted many *Know Thy Enemy* choices, realize that you already have several: Cryptids can be identified with Biology and Veterinary; lycanthropes fit Veterinary; parasites *are* a disease for the purpose of Biology and Diagnosis; rogue experiments are vulnerable to Bioengineering, Biology, Chemistry, and Pharmacy; and *all* rogue humans (but especially psis) are covered by Psychology.

LOW-END ALLIES

Allies worth 200 points are already fairly “low-end” by **Monster Hunter** standards, but there are two cases in which it makes sense to go even lower – all the way down to 100 points:

1. The criminal lens (**Champions**, p. 8) offers “crew or gang member” Allies built on only 25% of the hunter's points. At the GM's option, *any* champion may be able to buy the same Ally advantage, for an inexpensive alternative to the standard sidekicks in this chapter.

2. Using the guidelines under *As Junior Hunters* (pp. 18-20), it's possible for players to use the 200-point templates in this chapter as PCs – and, as for *any* PC, these junior hunters can

have their own sidekicks! The advantage Ally (Sidekick; Built on 50%; 12 or less, 15 or less, or Constantly) [4, 6, or 8] should be considered part of each standard sidekick template, but *only* when used as a PC.

For simplicity, the *vast* array of possible 100-point Allies has been condensed into the following two options. The GM should feel free to adjust these templates heavily, to fit his own vision and that of the player. Unlike the standard sidekicks, they don't use the full lenses from **Champions** (see *Motivation*, p. 5), just the same reasons to fight.

TOUGH GUY

100 points

Essentially a stripped-down version of the muscle (pp. 12-13), you excel at fighting and other physical feats. A tough guy NPC is a simple and inexpensive way for hunters to add some combat effectiveness to the team.

Attributes: ST 13 [30]; DX 12 [40]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 15 [4]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: 15 points chosen from among ST +1 [10], HP +1 to +3 [2/level], Will +1 or +2 [5/level], Per +1 or +2 [5/level], Combat Reflexes [15], Danger Sense [15], Daredevil [15], DR 1-2 (Tough Skin, -40%) [3 or 6], Fearlessness [2/level] or Unfazeable [15], High Pain Threshold [10], Improvised Weapons [1/skill], Lifting ST 1-2 [3 or 6], Luck [15], Off-Hand Weapon Training [1/skill] or Ambidexterity [5], Patrons [10], Rapid Healing [5] or Regeneration (Slow) [10], Signature Gear [Varies], Striking ST 1-2 [5 or 10], Wealth [Varies], or Weapon Bond [1/weapon].

Disadvantages: One of the -15-point disadvantages from *Why We Fight (Champions, p. 7)*. • Another -25 points chosen from among Appearance [Varies], Bad Temper [-10*], Berserk [-10*], Bully [-10*], Callous [-5], Charitable [-15*], Curious [-5*], Flashbacks [Varies], Gluttony [-5*], Honesty [-10*], Impulsiveness [-10*], Nightmares [-5*], No Sense of Humor [-10], Oblivious [-5], On the Edge [-15*], Overconfidence [-5*], Sense of Duty (One hunter or Teammates) [-2 or -5], Shyness [Varies], Social Stigma (Criminal Record) [-5], Stubbornness [-5], Truthfulness [-5*], Vow (Never kill a human) [-10], or Wealth [Varies].

Primary Skills: One of Knife (E) DX+3 [8]-15 or Axe/Mace, Broadsword, Saber, Shortsword, Spear, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+2 [8]-14. • Two of Brawling (E) DX+2 [4]-14; Boxing, Staff, Sumo Wrestling, Tonfa, Whip, or Wrestling, all (A) DX+1 [4]-13; Acrobatics, Karate, or Judo, all (H) DX [4]-12; or spend 4 points to take any unchosen skill from the previous list, at -1 skill. • Two of Crossbow, Guns (Pistol, Rifle, Shotgun, or SMG), Liquid Projector (Flamethrower, Sprayer, or Squirt Gun), or Thrown Weapon (any), all (E) DX+1 [2]-13; or Bolas, Bow, or Throwing, all (A) DX [2]-12.

Secondary Skills: Occultism (A) IQ-1 [1]-9. • 2 points to buy one skill from *Know Thy Enemy (Champions, p. 16)*. • Three of Fast-Draw (any), Forced Entry, or Jumping, all (E) DX+1 [2]-13; Climbing or Stealth, both (A) DX [2]-12; Camouflage or Gesture, both (E) IQ+1 [2]-11; Holdout (A) IQ [2]-10; or Hiking, Lifting, or Running, all (A) HT [2]-12.

Background Skills: Two of Driving (Automobile or Motorcycle) (A) DX-1 [1]-11; Area Knowledge (any) or Current Affairs (any), both (E) IQ [1]-10; Armoury (Melee Weapons) (A) IQ-1 [1]-9; Carousing or Swimming, both (E) HT [1]-12;

Breath Control (H) HT-2 [1]-10; or Scrounging (E) Per [1]-10.

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

WISE GUY

100 points

You're a fairly intelligent person whose brains are more valuable than his combat prowess. Even more so than the tough guy, above, this template demands customization – players who add wise guys as Allies will be looking for a specific area of expertise.

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 13 [6]; Will 13 [0]; Per 13 [0]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 6 [5].

Advantages: 25 points chosen from among DX +1 [20], IQ +1 [20], HT +1 or +2 [10/level], HP +1 or +2 [2/level], Will +1 or +2 [5/level], Per +1 or +2 [5/level], Combat Reflexes [15], Eidetic Memory [5] or Photographic Memory [10], Fearlessness [2/level] or Unfazeable [15], Languages [2-6/language], Luck [15], Patrons [10 or 20], Prophetic Dreams [5], Signature Gear [Varies], Wealth [Varies], Wild Talent 1 [20], or any Talent [Varies].

Disadvantages: One of the -15-point disadvantages from *Why We Fight (Champions, p. 7)*. • Another -20 points chosen from among Absent-Mindedness [-15], Alcoholism [-15], Appearance [Varies], Bad Sight (Mitigator, Glasses, -60%) [-10], Bad Temper [-10*], Callous [-5], Charitable [-15*], Curious [-5*], Honesty [-10*], No Sense of Humor [-10], Overconfidence [-5*], Post-Combat Shakes [-5*], Sense of Duty (One hunter or Teammates) [-2 or -5], Shyness [Varies], Skinny [-5], Stubbornness [-5], Stuttering [-10], Truthfulness [-5*], or Wealth [Varies].

Primary Skills: Occultism and Research, both (A) IQ [2]-13. • 16 points spent on any IQ-, Will-, or Per- based skills from *Suitable Skills (Champions, pp. 27-28)*, including at least one skill from *Know Thy Enemy (Champions, p. 16)*.

Secondary Skills: One of Crossbow, Guns (Pistol, Rifle, Shotgun, or SMG), or Liquid Projector (Flamethrower, Sprayer or Squirt Gun), all (E) DX+2 [4]-12; or Throwing (A) DX+1 [4]-11. • Two of Brawling or Knife, both (E) DX+1 [2]-11; or Axe/Mace, Broadsword, Saber, Shortsword, Stealth, or Wrestling, all (A) DX [2]-10.

Background Skills: Six of Area Knowledge (any), Computer Operation, Current Affairs (any), First Aid, Gesture, or Housekeeping, all (E) IQ [1]-13; Administration, Holdout, Speed-Reading, Teaching, Traps, or Writing, all (A) IQ-1 [1]-12; Carousing or Swimming, both (E) HT [1]-11; or Scrounging (E) Per [1]-13.

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

It must be really hard when all your friends have, like, superpowers. Slayer, werewolf, witches, vampires, and you're, like, this little nothing. You must feel like Jimmy Olsen.

– Cordelia, in *Buffy the Vampire Slayer* #3.13

CHAPTER TWO

USING

SIDEKICKS

The five hunters walked slowly down the dirt road, a single plume of smoke rising in the distance behind them. Everett lent Brad a shoulder as he limped. “Are you going to be okay?”

“Yeah,” Brad said, wincing. “Irony that they only broke through *my* ward, when I’m the one who made them all.”

“No complaints here,” Scott replied. “The individual wards saved our butts back there. Those and the iron. If we hadn’t realized we were up against a faerie queen . . .”

“Those little flitters alone would’ve devoured us. Or worse.” Danielle turned toward Anna. “Thanks. Without everything you knew, we would’ve been dealing with this situation blind.”

Anna just nodded.

Danielle shared a glance with Scott, then put a hand on Anna’s shoulder. “Listen, I know it can be a lot to take in when you’re not used to slaying monsters. The screams, the pain, the threat of death . . . it’s not for everyone. It’s important to focus on how many people you’re saving. They’re the reason this is all worth it.”

“For what it’s worth, you were pretty great out there for a newbie,” Scott added. “You kept a cool head, which is the most

important thing, *and* you’re a pretty good shot! You should be proud.”

Brad looked over, obviously concerned. “So, Anna, how are you feeling?”

“Feeling?” The young woman thought the question over for a long moment, then looked up. “I feel . . . *awesome!*” She grinned. “Every time I smacked, shot, or stepped on one of those ugly little things, I felt like I *mattered*. Like I’m making up for every stupid mistake I’ve made in my own life.” She looked at Danielle. “You’re right. It is worth it. I’m bleeding, covered in guts, I think my nose is broken, and I feel *great*.”

Brad, Danielle, and Scott smiled, relieved. Everett remained inscrutable. Anna retreated back into thought for several minutes, before breaking the silence. “Can we do that again some time?”

The templates in Chapter 1 are not meant to stand alone. Each is designed to be integrated into a *Monster Hunters* game in one of three possible ways . . .

. . . AS ALLIES

Every template in *Champions* offers the option of a sidekick as an Ally – and for good reason! Sidekicks are an inexpensive and easy way to bolster a team’s numbers. In a gaming group with only a few players, adding Allies may be the only way to successfully take on some of the more dangerous monsters. In a one-on-one game (with the GM and a single player), Allies are *necessary* to build an actual team!

A typical sidekick is worth 50% of the champion’s point value; thus, the standard templates in Chapter 1 are all 200 points. As the champion grows, so does the sidekick, maintaining this ratio. For every two character points that a champion earns, his Ally automatically earns one; e.g., an experienced, 431-point champion will have a 215-point sidekick. The GM decides how to spend these points.

MORE THAN AN ADVANTAGE

It’s important to remember that Allies are NPCs – and are thus part of the GM’s domain, not the player’s. The player chooses the template and lens, and may specify a few things that are crucial (e.g., “I want this fixer to be an amazing driver

and have mostly criminal and street skills”), but it is the GM who creates the character.

The GM controls the Ally in play, as he would *any* NPC. He should take the sidekick’s disadvantages and experiences into account when doing so, treating the Ally as a *person*, not just a faceless resource to be drawn upon. However, because the player *did* pay for the Ally, the GM should be open to suggestions regarding the sidekick’s actions. If the player wants the Ally to do something that’s in character and makes sense, the GM should go along with it unless he has a good reason not to. Portraying an Ally requires the GM to walk the line between “realistic NPC” and “useful advantage”; when in doubt, it’s better to err on the side of “useful advantage.”

TRUST AND MOTIVATION

The players don’t *have* to spend points on Allies. A simple “help wanted” ad and some spare cash is all that’s needed to add an NPC to the team (*Hirelings*, p. B517) . . . but an Ally offers a level of *trust* that no mercenary can match.

For one thing, the players can trust that the GM won't kill off the Ally just to make a point. Random NPCs are always fodder for violence in a horror game; *The Mission* (p. 29) even suggests as much! An Ally, meanwhile, represents an investment on the part of the player; one thing that he's buying is the right to have his Ally treated as an integral part of the game. Thus, everyone can rest assured that the GM won't start off an adventure by having an Ally murdered in his sleep – where a hiring would have no such protection.

More important, the hunter can trust in his Ally's *loyalty*. He can count on the Ally to watch his back, and doesn't have to worry about intentional betrayal. While an Ally isn't immune to mind control, blackmail, etc., he will never turn on his friend or master by *choice*. However, even this unwavering loyalty doesn't mean the Ally automatically places the needs of the hunter above his own! An Ally can take actions that cause problems or accidentally endanger the group, especially if his disadvantages come into play: A sidekick with Greed may make a side deal to bring back part of a certain monster for extra cash, one with Sense of Duty (Humanity) may refuse to join an attack if innocents would be at risk, and Compulsive Thrill-Seeking can lead to trouble being stirred up even when monsters *aren't* involved.

MONEY

Few sidekicks are Dead Broke; they contribute their own funds, and must be equipped just like everyone else. The details depend on which type of budgeting (*Champions*, p. 53) applies to the Ally.

Patrons: If the Ally shares a Patron with other members of the team, he counts as a member for the purpose of the budget; e.g., if three PCs and two sidekicks all have the same Patron (Modest Budget), the five of them start off with \$50,000 to spend. The GM should be *very* careful that the Ally isn't being used as a "cash sponge"; if a disproportionate amount of the budget is being spent on PCs, the GM has the right to insist that Allies and PCs be equipped separately.

Wealth: The sidekick's starting cash goes to purchase his gear. Any leftover funds are retained as cash . . . for the Ally, *not* the PC!

Either way, the sidekick makes the usual \$2,000 per month, modified by Wealth. As with starting funds, this cash should go primarily toward replenishing any equipment the Ally expended

on the last hunt. If it's insufficient to cover that, the sidekick asks his PC for financial assistance – and if the champion can't or won't make up the difference, the Ally's frequency of appearance drops by one step (Constantly becomes 15 or less, 15 or less becomes 12 or less, and so on) for the *next* hunt, because he's busy working at a side job to pay the bills! Conversely, if the sidekick has more than enough money to replace his gear, make a reaction roll. He's willing to loan the PC a percentage of his *remaining* cash equal to 5% times the roll (maximum 90%).

SELF-PRESERVATION

Monster hunting is no profession for a coward, so sidekicks are just as rough and ready as any champion – but that doesn't mean they're suicidal. Noble sacrifices are an important part of this genre (see *A Good Day to Die* on p. 20 of *The Mission*), but it's the PCs who are supposed to make them! There's little nobility in tossing a weaker follower into the path of an oncoming werebear. Thus, while a sidekick should be played as being willing to take the same crazy risks as the other hunters, the GM should not let him be treated as cannon fodder.

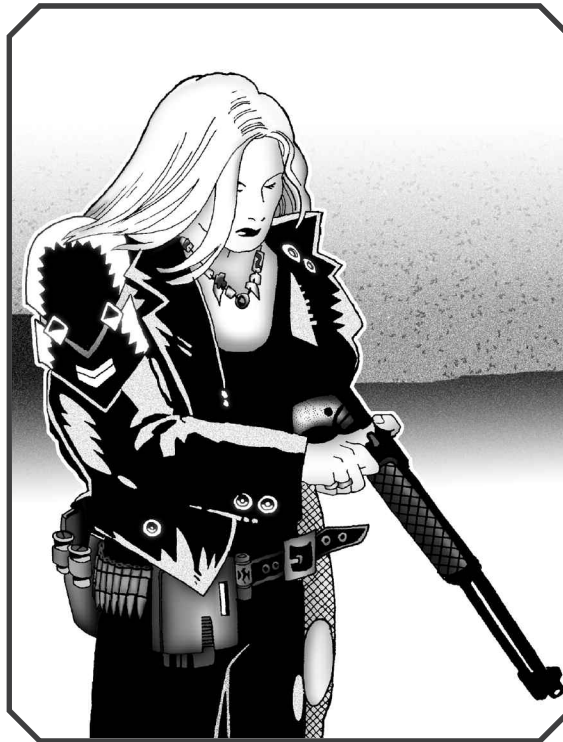
Of course, sidekicks *do* die; it's an occupational hazard in this profession. When this happens, there are two ways to arrange a miraculous recovery (*Champions*, p. 31):

1. The GM can have the sidekick spend 25 of his own points. (If the sidekick has the Mysticism power, this becomes 23 points.) These points may come from unspent character points *or* destiny points; sidekicks do not normally have wildcard skills, and thus will have no wildcard bonus points.

2. The PC can spend points equal to the cost of the Ally advantage to bring the sidekick back from the dead. (There is no discount for *either* person having Mysticism.) These points must be unspent character points or – if the GM agrees that a particular wildcard skill was *instrumental* in saving or restoring the Ally's life – bonus points from that wildcard skill. The PC may *not* use destiny points, as

Destiny is specific to the hunter, not his sidekicks!

These two methods may not be combined – either the NPC sidekick pays the full price, or the PC champion does.



... AS JUNIOR HUNTERS

The heroes from *Champions* are the best of the best, with training and abilities that allow them to face dangers no normal person could survive. However, anyone who prefers hunters who aren't quite as "over-the-top" will find the

templates in Chapter 1 useful for building more realistic PCs. This can be used to run an entire game of 200-point junior hunters, or one in which some PCs are 400-point champions while others are 200-point sidekicks.

JUNIOR HUNTERS

The templates from Chapter 1 can all be monster hunters in their own right. Each is a competent, well-trained hero; after all, **GURPS** considers 200 points to be right on the edge between “heroic” and “larger-than-life” (p. B487)! Thus, a **Monster Hunters** GM may want the players to build PCs using the templates from *Sidekicks* instead of *Champions*.

This is a viable approach to the game, but it does modify some of its fundamental assumptions. The most important is the power level of the threats they’ll be facing; the monsters in *The Enemy* are designed for 400-point PCs. The GM *needs* to take the advice and guidelines under *Scaling for Monsters* (below) into account!

A more subtle ramification of lowering the power level is that the junior hunters may no longer be the *best* choice for dealing with a particular threat. Once the GM tones down the monsters for survivability, they start to become the kind of thing that mundane organizations could feasibly deal with. When a team of semi-realistic heroes coexists with SWAT teams and similar resources, it can be *very* tempting to call in the cavalry instead of dealing with the situation personally. If they do so successfully, it may eventually raise the question, “Why are *we* dealing with these monsters when the authorities can handle them just fine?”

The simplest fix is to establish that no one will *believe* the hunters if they do try to call in help . . . but this may motivate some groups to focus on obtaining and delivering proof of the problem *instead* of dealing with it themselves! (Not to mention that there’s nothing preventing them from calling 911 and reporting the vampire lair as a meth lab!) This isn’t *necessarily* a problem, but it drastically limits the focus of the game, as “investigating, hunting, catching, and confronting monsters” becomes “only investigating monsters.” In the long run, the best tactic may be an out-of-game agreement between the

GM and players: “Your PCs need to deal with these threats because they’re the protagonists; it’s a monster-hunting game, not a National-Guard-calling one.”

MIXED POWER LEVELS

Many fictional hunter teams are built around one or two powerful champions and their retinue of faithful sidekicks. In a small group, this is a perfect use for Allies (pp. 17-18), but in a large group, some people may wish to *play* these sidekicks! The GM should never force this, as many gamers consider it unfair to start with fewer points than other players – but if someone *wants* to play a sidekick instead of a full champion, it can be a lot of fun!

The key to running a mixed game is to ensure that spotlight time is distributed equally among all of the PCs. This is easiest if each sidekick specializes in one or two unique areas of expertise – areas upon which the champion PCs agree not to impinge. For example, a 200-point fixer in a group of 400-point champions will still fill a vital role if he’s the only one with Carousing, Savoir-Faire (Mafia), and Streetwise, and a geek hacker is invaluable if no one else on the team is a computer expert. Because it’s easier for a 400-point champion to accidentally run roughshod over a niche, the order in which the PCs are created matters. The following method is usually the most fair:

1. Each person openly chooses the template and lens he wants to play.
2. The sidekick players create their characters, making it clear which niches they wish to fill. The players should avoid choosing niches that a given champion can’t *help* but overrun; e.g., if another player has declared that he’ll be playing a sleuth (*Champions*, p. 17), there’s no way that a sidekick can be the only “forensics expert,” as the sleuth’s Detective! will automatically include that.

Scaling for Monsters

Most monsters from *The Enemy* include a rough conversion between the size of the hunter team and the number of monsters that will make for a fair fight. Sidekicks require special consideration for these purposes; while they are less effective than a full champion at most tasks, simply having another body can make a significant difference in a fight. Even a weak teammate contributes an extra attack each turn, numerical superiority makes it possible to get behind opponents for surprise attacks, and bullets do the same damage no matter *who’s* firing them.

The GM should gauge how effective each sidekick is in a fight, relative to a full champion. Broadly considered, the gunman, muscle, and scout can be thought of as “combatants”; the brother, fixer, geek, magician, occultist, and whitecoat are more “noncombatants”; and the status of the gifted depends completely upon which special abilities he has. This is a *very* subjective divide, however; the GM needs to look at the attributes, advantages, and skills taken by each *individual*! Among other possibilities, a sidekick who relies on guns will be closer to a champion in potency than one who relies on muscle-powered

weapons, as the latter are tied much more closely to personal ability.

As a general rule, a noncombatant sidekick counts as 1/2 of a champion, while a combatant counts as 3/4. (For *Low-End Allies*, pp. 15-16, count the tough guy as 1/2 and the wise guy as 1/4.) These values are *only* for the purpose of estimating how many monsters to throw at the group; use them in other calculations at your peril!

Example: Paige is running a game with mixed power levels (see above). Two PCs are 400-point champions, one of whom has a 200-point geek sidekick. The two remaining PCs are 200-point junior hunters: a gifted and a scout. While the geek isn’t a combat specialist, she uses heavy weapons and wears lots of armor; thus, the GM considers her a combatant. The gifted specializes in ESP, making him more of a noncombatant investigator. The scout stays lightly equipped but is an excellent shot, and thus a combatant. Thus, Paige thinks of this team as a group of $2 + 3/4 + 1/2 + 3/4 = 4$ champions; if a monster description suggests that “two to three foes per champion” is fair, she would pit the team against eight to 12 such monsters.

3. The champion players create their characters; in doing so, they must try to avoid any of the niches that the sidekicks explicitly staked out. This will only affect the traits for which the champion has a *choice*, not any mandatory ones; e.g., if a sidekick already called dibs on being the team's hacker, a techie (*Champions*, p. 18) would still take the mandatory Computer Operation, but he shouldn't *choose* Computer Programming or Computer Hacking.

Similarly, in a game involving dark conspiracies and plots (*The Mission*, pp. 34-35), the GM should be careful not to overlook the sidekick. For example, if the current "big bad" takes issue with a particular member of the team, he should be as likely to focus on a PC sidekick as on a champion. After all, he doesn't know their point values – and would probably pick on the "weak links" if he did!

Troupe-Style Play

One interesting way to emulate the "lone hero and his group of trusty sidekicks" dynamic in a roleplaying game is via *troupe-style play*. First, all of the players collectively build a single 400-point champion. Everyone should come to an agreement on which template to use, which traits to choose, and so on – voting if necessary. Once the champion is created, *everyone* builds a 200-point sidekick. Then, each player takes turns playing the champion, switching between adventure; while a particular player is the champion, his sidekick character is assumed to be off doing something else.



For example, in a group of five players, the team will always consist of a single champion and four sidekicks – but the person playing the champion, and which four (out of five) sidekicks are in play, will vary from adventure to adventure.

A variant of this approach is to have *everyone* build a 400-point champion and a 200-point sidekick, then choose to play whichever role seems most suited to a particular hunt. Because the champion will tend to have a wider range of skills and abilities than the sidekick, it's important to make the two hunters as different as possible; that way, there will often be a reason to play the weaker one. After all, there *are* adventures for which it makes more sense to play a fixer sidekick (pp. 6-7) than it does to play a warrior champion (*Champions*, p. 19).

Optional Rule: Plot Protection

There should be no need to "balance" PC sidekicks and PC champions in a mixed party; players who choose to be sidekicks should do so willingly, because they think it will be fun to roleplay. But if the GM feels that the junior hunters deserve more of a break, he may rule that when they return from the dead as a miraculous recovery (*Champions*, p. 31), it

only costs 12 points instead of 25. (This becomes 10 points for sidekicks with Mysticism.) There is some justification for this: Monsters tend to focus their killing blows on the "real" heroes, leaving the sidekicks be once they're down . . . thus, quite often, the blow that *looked* like it killed the sidekick actually just knocked the wind out of him. Players should assume that this rule is *not* in effect unless the GM explicitly says it is.

. . . AS CHAMPIONS

Players enamored of the sidekick templates don't have to settle for being junior hunters (pp. 18-20). Adding one of the following 200-point lenses to a template from Chapter 1 will produce a unique 400-point champion. The resultant character will be comparable to one of the "standard" hunters from *Champions*, but with a flavor all its own. For example, a scout (p. 14) with the psychic lens (p. 22) will be comparable in mental power to a psi (*Champions*, p. 14), but the two will have *entirely* different skill sets and attitudes.

Simply build a character using one of the templates in Chapter 1, and then add one of the lenses below. If any skills overlap, combine the points spent on both; leftover points can be spent on traits offered by the template *or* lens. In general, templates and lenses may be mixed freely, but gifted (pp. 8-10) requires special attention; see *Upgrading the Gifted* (p. 21) for details.

Potential PCs

One easy way to introduce a new player to an established group is to have him take over an existing NPC sidekick, upgraded with one of these lenses. This avoids the issue of how to introduce a new PC, and allows for a smooth transition between the old gaming group and the new, larger one. Because the enhanced lens (p. 21) simply improves the sidekick's overall competency, its effects can be glossed over; the effects of the *other* lenses can be similarly handwaved . . . but it may be more fun to game them out in play.

Example: Ted has just joined a four-person gaming group, swelling its numbers to five. The existing team consists of four PC champions and two NPC sidekicks: Andy (a geek) and Cheyenne (a scout). Ted decides to play Cheyenne.

He wants to add the overman lens (p. 22) to her character sheet, raising her power level from 217 points to 417. Before he does so, the GM runs an adventure in which the group confronts a rogue corporation, and Cheyenne (played by Ted) is kidnapped by the R&D department! By the time she's reunited with the rest of the team, she has all of these strange new abilities . . . and is more than happy to turn them against the people who did this to her!

This method avoids any drastic changes to the team dynamic. The unusual incident can go a long way toward explaining any minor changes in personality – now that a player is controlling the sidekick instead of the GM. As a bonus, the new player gets welcomed to the group with an entire adventure that revolves around him!

CASTER

+200 points

You can work fast, effective rituals – creating nearly any magical effect you can think of! This lens works best with templates that end up with IQ 12-14. If your IQ is higher, you'll need to add further levels of Magery. If it's *lower*, consider swapping out Ritual Adept for another +2 to IQ; your spells will be slower, but at least you'll be able to cast them successfully! You *can* add this template to a magician (pp. 11-12), but it's much easier to create a witch (*Champions*, p. 20) instead.

Attributes: IQ +2 [40].

Advantages: Combat Reflexes [15]; Luck [15]; Magery 5 [55]; and Ritual Adept [40]. • Another 10 points chosen from among the template's advantage options or HT +1 [10], FP +1 to +3 [3/level], Ally (Sidekick; Built on 50%; 12 or less, 15 or less, or Constantly) [4, 6, or 8], Autotrance [1], Brave [1], Fearlessness [2/level], Languages [2-6/language], Magery 6 [10], Magic Resistance (Improved, +150%) [5/level]†, Mind Shield [4/level], Prophetic Dreams [5], Ritual Mastery [1/ritual], Sensitive [5], Signature Gear (Grimoires, workspace kits, etc.) [Varies], Single-Minded [5], or Wealth [Varies].

Disadvantages: -20 points chosen from among the template's disadvantage options or Appearance [Varies], Bad Sight (Mitigator, Glasses, -60%) [-10], Clueless [-10], Curious [-5*], Impulsiveness [-10*], Intolerance (Anyone closed-minded about the supernatural) [-5], Magical Susceptibility [-3/level]†, Odious Personal Habit (Uses arcane "technobabble") [-5], Overconfidence [-5*], Unluckiness [-10] or Weirdness Magnet [-15], Vow (Never kill a human) [-10], or Wealth [Varies].

Skills: Thaumatology (VH) IQ+1 [12]. • Choose one Path skill at (VH) IQ+1 [12]; another Path at (VH) IQ [8]; one more Path at (VH) IQ-1 [4]; and the remaining *six* paths at (VH) IQ-3 [1]. • One of Archaeology (H) IQ-2 [1]; Hidden Lore (Sacred Places) (A) IQ-1 [1]; or Research (A) IQ-1 [1]. • One of Breath Control (H) HT-1 [2]; Esoteric Medicine (H) Per-1 [2]; Innate Attack (any) (E) DX+1 [2]; or Meditation (H) Will-1 [2].

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

† Magic Resistance and Magic Susceptibility are mutually incompatible.

Upgrading the Gifted

The gifted template (pp. 8-10) can be given the caster or enhanced lens without issue. *Any* other lens requires explicit GM permission, due to the odd results that can occur. Some guidelines:

- The GM should be very careful before allowing an empowered gifted to add the mystic, overman, or psychic lens. If the powers match, this represents a champion who is *incredibly* focused on his power, to the exclusion of everything else; such a lopsided character can be devastated if something impairs his power. If the powers are different, this runs the risk of crossing into another template's niche.

- A "seventh son's" charm- and fortune-related abilities generally mix well with any of the other lenses. If a lens offers Luck [15], those 15 points may be spent to add or improve *any* of the special abilities suggested for that archetype.

- An inhuman-blooded gifted *cannot* add the monstrous lens. At best, this would result in (e.g.) a "vampire with some vampire blood in him," which is silly. At worst, this would involve mixing inhuman races, which is not possible.

ENHANCED

+200 points

This is a "general improvement" lens, which increases the overall competence of the template without changing its flavor. In effect, this lens reimagines the template as a champion rather than a sidekick.

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

Secondary Characteristics: HP +4 [8].

Advantages: Combat Reflexes [15] and Luck [15]. • *Either* DX +1 [20] or IQ +1 [20]. • Another 30 points chosen from among the template's advantage options or Ally (Sidekick; Built on 50%; 12 or less, 15 or less, or Constantly) [4, 6, or 8], Fearlessness [2/level] or Unfazeable [15], High Pain Threshold [10], Extra Life 1 [25], Magic Resistance [2/level], Patrons [10 to 30], Prophetic Dreams [5], Resistant [Varies], Signature Gear [Varies], or Wealth [Varies].

Disadvantages: -20 points chosen from among the template's disadvantage options or Bad Temper [-10*], Flashbacks [Varies], Impulsiveness [-10*], Overconfidence [-5*], Sense of Duty (Teammates) [-5*], Vow (Never kill a human) [-10], or Wealth [Varies].

Skills: Spend another 12 points to add or improve any skills from the template.

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

MONSTROUS

+200 points

The inhuman template from *Champions* (p. 13) is essentially a 200-point character template plus a 200-point racial package, which is exactly what results from adding this lens to one of the templates from Chapter 1. Thus, this combination is ideal for creating an inhuman champion who doesn't fall into one of the seven "subject-matter expert" categories offered in the standard inhuman template.

I Remember When . . .

For an interesting approach to a campaign, build all of the hunters using the templates in Chapter 1, *then* add one of these lenses – and keep both character sheets. This allows the GM to mix things up by running “flashback” adventures in which the team are still junior hunters, using their 200-point versions *without* the champion lenses. Of course, if anyone *dies* in one of these adventures, the GM is obligated to handwave his survival . . . otherwise, there’s no way the experienced, 400-point version of the same hunter could be alive today!

Advantages: *Either* Combat Reflexes [15] *or* Luck [15].

Disadvantages: Reputation -4 (Traitor; Your race; 10 or less) [-5]. • Another -15 points chosen from among the sidekick template’s disadvantage options or Enemies [Varies], Flashbacks [Varies], Guilt Complex [-5], Low Self-Image [-10], Nightmares [-5*], Paranoia [-10], Vow (Never kill a human) [-10], or Wealth [Varies].

Skills: Choose two skills listed for your race in *Know Thy Enemy* (*Champions*, p. 16), each at the 2-point level. (If only one skill is listed, take it at the 4-point level.) • Spend 1 point to add or improve any skill from the sidekick template.

Special Abilities: Choose a 200-point racial template from *Champions* (pp. 49-51).

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

MYSTIC

+200 points

You have the power of Mysticism (*Champions*, pp. 42-45), and some knowledge of supernatural enemies. This lens can fit any template, but before adding it to a brother (pp. 5-6), consider simply making a crusader (*Champions*, p. 10) instead.

Attributes: IQ +2 [40].

Secondary Characteristics: Will +2 [10].

Advantages: Combat Reflexes [15]; Luck [15]; *and* Mysticism Talent 2 [10]. • Another 40 points chosen from among ST +1 to +3 [10/level], DX +1 or +2 [20/level], IQ +1 or +2 [20/level], or HT +1 or +2 [10/level]. • A further 5 points chosen from among the template’s advantage options or Charisma 1 [5], Clerical Investment [5], Close to Heaven 1 [5], Higher Purpose (Defend the Faith) [5], Mysticism Talent 3 [5], or Prophetic Dreams [5].

Disadvantages: *One* of Disciplines of Faith (Mysticism) [-10], Sense of Duty (Coreligionists) [-10], or Vow (Help those in need who ask) [-10]. • Another -10 points chosen from among the template’s disadvantage options or Curious [-5*], Honesty [-10*], Intolerance (Religious) [-5 or -10], Selfless [-5*], Wealth [Varies], or Vow (Never kill a human) [-10].

Skills: Exorcism (H) Will [4] *and* Theology (Abrahamic, Shamanic, or Voodoo) (H) IQ [4]. • *Either* Religious Ritual (same as Theology) (H) IQ-1 [2] or 2 points spent on a skill from *Know Thy Enemy* (*Champions*, p. 16) related to spiritual or undead foes.

Special Abilities: 75 points in Mysticism abilities; put leftovers into template advantages or lens skills.

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

OVERMAN

+200 points

You are a biological creation or upgrade, but instead of being put through a fitness regimen and trained to understand your own mind and body, you took a different path. While you have been granted the power of Bioenhancement (*Champions*, pp. 40-42), you lack the deep, fundamental understanding of it that the experiment (*Champions*, p. 11) has.

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

Advantages: Bioenhancement Talent 2 [10]; Combat Reflexes [15]; *and* Luck [15].

Disadvantages: Unusual Biochemistry [-5]. • Another -15 points chosen from among the template’s disadvantage options or Berserk [-10*], Callous [-5], Flashbacks [Varies], Low Self-Image [-10] *or* Overconfidence [-5*], Mistaken Identity [-5], Nightmares [-5*], Vow (Never kill a human) [-10], or Wealth [Varies].

Special Abilities: 60 points in Bioenhancement abilities; put leftovers into template advantages or the skills Autohypnosis or Body Control.

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

They did something to me. I barely feel human anymore.

– Alice,

in Resident Evil: Apocalypse

PSYCHIC

+200 points

You have extensive psionic abilities (*Champions*, pp. 45-48), though these don’t explicitly define your experience and expertise, as for the psi (*Champions*, p. 14). Instead, you use your powers to augment your standard abilities (e.g., a scout may use Teleportation for the ultimate backstab).

Attributes: IQ +3 [60].

Advantages: Combat Reflexes [15] *and* Luck [15]. • Another 20 points in psionic Talent(s). • A further 10 points chosen from among the template’s advantage options, Parapsychologist 1-2 [5/level], or the skills below.

Disadvantages: -20 points chosen from among the template’s disadvantage options or Absent-Mindedness [-15], Addiction (Psi-Boost) [-15], Bully [-10*], Compulsive Snooping [-5* or -10*], Flashbacks [Varies], Overconfidence [-5*], Supersensitive [-15], Trickster [-15*], Vow (Never kill a human) [-10], or Wealth [Varies].

Skills: Optionally, spend some of the advantage points (above) on any of Body Sense (H) DX-1 [2], Expert Skill (Psionics) (H) IQ-1 [2], Mental Strength (E) Will+1 [2], Mind Block (A) Will [2], or spend 2 points for +1 to any of these skills.

Special Abilities: 100 points in psionic abilities; put leftovers into template advantages or lens skills.

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

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