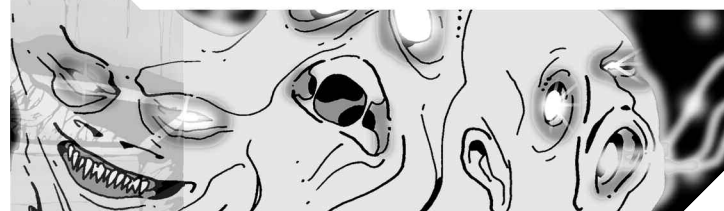


GURPS

Fourth Edition

MONSTER HUNTERS

THE ENEMY



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An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

Stock #37-0319

Version 1.0 – May 2011



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Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

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INTRODUCTION

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

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

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

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

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

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

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

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

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

HOW TO USE THIS BOOK

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

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

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

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

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

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

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

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

Terminology

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

ABOUT THE AUTHOR

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

Why Aren't I This Tough?

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

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

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

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

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

Fast Zombie

This monster is faster, tougher, stronger, and smarter than the slow version. It has enough mental capacity to use cover and stealth, and is capable of Deceptive Attacks, active defenses, *and* strategic retreats. Groups of fast zombies can work together, but they don't have enough of a grasp of tactics

to really leverage their numbers. A typical champion can take on about two or three at a time.

ST: 20 **HP:** 20 **Speed:** 7.00
DX: 13 **Will:** 16 **Move:** 7
IQ: 6 **Per:** 13 **Weight:** 150 lbs.
HT: 14 **FP:** N/A **SM:** 0

Dodge: 11 **Parry:** 11 **DR:** 2 (Tough Skin)

Fright Check: 0

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

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

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

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

Traits: As for slow zombie (above), plus Combat Reflexes.

Skills: Brawling-15; Stealth-14.

Notes: As for slow zombie.

Zombie Mobs

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

Attack

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

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

So You've Been Grappled

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

Takedown

After grappling, zombies usually drag their victims down. This is a Quick Contest of their ST - at +2 for an All-Out Attack (Strong) and +3† for multiple zombies

grappling - vs. the higher of your ST*, DX (penalized as above), or best grappling skill. If they win, you fall; they drop to their knees to retain the grapple. On a tie, nothing happens. If *you* win, you automatically shake off (margin of victory) zombies, breaking their hold on you!

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

Pin

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

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

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

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

Weaknesses and Player Knowledge

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

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

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

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

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

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

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

ST: 22	HP: 22	Speed: 8.25
DX: 17	Will: 12	Move: 11/22
IQ: 5	Per: 13	Weight: 125-175 lbs.
HT: 16	FP: 16	SM: 0

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

Fright Check: -2

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

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

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

– Ilona Andrews, *Magic Bites*

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

Traits: Animal Empathy; Bad Temper (9); Berserk (15); Bestial; Bloodlust (9); Cannot Speak; Combat Reflexes; Discriminatory Hearing; Discriminatory Smell (Emotion Sense); Enhanced Move 1 (Ground); High Pain Threshold; Immunity to Transformation; Infectious Attack; Injury Tolerance (Unliving); Lunacy; Quadruped; Regeneration (Instant; Not vs. silver); Vulnerability (Silver x3).

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

Lycanthrope (Human Form)

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

ST: 17	HP: 17	Speed: 7.00
DX: 13	Will: 12	Move: 7
IQ: 8	Per: 13	Weight: 100-200 lbs.
HT: 14	FP: 14	SM: 0

Dodge: 11 **Parry:** 11 **DR:** 1 (Tough Skin)

Fright Check: N/A

Bite or Punch (15): 1d+2 crushing; Reach C.

Kick (13): 1d+3 crushing; Reach C, 1.

Weapon (varies): Based on Damage 1d+2/3d-1.

Traits: Animal Empathy; Bad Temper (9); Berserk (15); Bestial; Bloodlust (12); Combat Reflexes; High Pain Threshold; Immunity to Transformation; Infectious Attack; Injury Tolerance (Unliving); Loner (Not regarding other weres) (6); Lunacy; Regeneration (Instant; Not vs. silver); Vulnerability (Silver x3).

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

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