

GURPS[®]

Fourth Edition

MONSTER HUNTERS POWER-UPS™ 1



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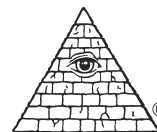
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*Beware that, when fighting monsters,
you yourself do not become a monster
. . . for when you gaze long into the abyss.
The abyss gazes also into you.*

– Friedrich W. Nietzsche

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ABOUT GURPS

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for **GURPS** releases are available at sjgames.com/errata/gurps.

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

INTRODUCTION

Ani flipped the switch on the prototype rifles she'd cobbled together earlier that afternoon. Dr. Frankenstein's army of monsters, crafted from the dead bits of humans, had already been awakened and was now doing its mistress' bidding. With the help of Dr. Talbot and his lover, Mr. Hyde, Ani had managed to create an energy weapon that **should** neutralize the **élan vital** animating the creatures. The rest of her team, including Cristiano, David Troi, and Nasir Alexander, were holding the line at the abandoned gold mine – keeping the monstrous creations inside until she could show up with the new weapons. Ani just hoped they **worked**. She'd settle for not exploding – not that she'd tell the rest of her team that. Not exploding was good.

Besides, they still had Plan B. Plan B always involved David throwing as many grenades as he possibly could, like some crazy Bolshevik Muppet, until whatever they were hunting stopped moving. Ani didn't really like Plan B all that much; cleanup was a hassle. But when your choice is dealing with goop in your hair or an undead army stitched together from hundreds of alchemically animated corpses, you always pick goopy hair. That's what shampoo was for after all.

Champions always need a few tricks when battling The Enemy – especially if they don't have their own supernatural powers. This supplement offers new abilities to champions who lack paranormal traits (such as the commando and techie), allowing them to kick monster butt in new and interesting ways. The GM can present these “power-ups” as rewards (special training!) or something players can look forward to purchasing with earned character points.

This supplement also offers a fully self-contained system for techies to design new gadgets to arm and equip their allies, creating a plethora of exciting options.

RECOMMENDED BOOKS

This volume requires the *GURPS Basic Set* and *GURPS Monster Hunters 1: Champions* to use fully. There are also references to *GURPS Monster Hunters 2: The Mission*, *GURPS Monster Hunters 3: The Enemy*, *GURPS Monster Hunters 4: Sidekicks*, and *GURPS Monster Hunters 5: Applied Xenology*. *GURPS Powers*, *GURPS*

Power-Ups 2: Perks, *GURPS Power-Ups 8: Limitations*, and *GURPS Martial Arts* can aid in understanding some of the power-up builds.

Those without any *GURPS Monster Hunters* supplements can still make use of these prebuilt abilities and new traits. The new gadget-design system is useful for games featuring technology.

PUBLICATION HISTORY

Some of these power-ups were inspired by “Pointless Monster Hunting” in *Pyramid* #3/83: *Alternate GURPS IV*. The two new wildcard skills for warriors originally appeared in “Born to Be Wild” in *Pyramid* #3/107: *Monster Hunters III*. The rules for techie inventions are a condensed version of “Metatronic Generators” in *Pyramid* #3/46: *Weird Science* and influenced by *Inventions, Upgrades, and Repairs* in *GURPS After the End 2: The New World*. Finally, many power-ups are built from traits described elsewhere – primarily in *GURPS High-Tech*, *GURPS Gun Fu*, and *GURPS Martial Arts*. In such cases, the traits were not reprinted, but were condensed for use in the *Monster Hunters* series. You don't need any of those supplements to use this one!

ABOUT THE AUTHOR

Christopher R. Rice has been published in *Pyramid* many times and co-wrote *GURPS Dungeon Fantasy 19: Incantation Magic* and *Dungeon Fantasy Traps*. From Portsmouth, Virginia, he's spinning words and whimsy into gold. This is his first solo work. Of course, if he's not writing about *GURPS*, he's blogging about it. Visit his site “Ravens N' Pennies” (www.ravenspennies.com) for more *GURPS* goodies. He wishes to thank L.A., for being the wonderful, amazing, inspiring woman that she is. Not every man gets his muse personified in the flesh!

He also wishes to thank his gaming group – the Headhunters – for alpha-testing some of the power-ups, his family (especially his mother), and Elizabeth “Archangel Beth” McCoy, his Sith Editrix mentor and great teacher (She-Who-Yells-At-Missing-Commas).

Holy symbols like crosses and blessed water occasionally have an effect, but are dependent upon the personal faith of the user. Most Hunters opt for violence over faith; we're kind of like soccer fans that way.

– Larry Correia, Monster Hunter International

PROFESSIONAL POWER-UPS

Every *Monster Hunters* template is effectively its own "Unusual Background," allowing access to traits that others may not purchase, or at levels that others may not have. Thus, the GM may rule that the following power-ups are only available to those with the appropriate template.

COMMANDO POWER-UPS

Commandos are typically the combat monsters (but not combat *monsters* – those are inhumans!) of any group of champions. Their power-ups focus primarily on gunplay and ranged combat. Commandos have access to everything on their template plus the following:

- Enhanced Tracking (Multiple Lock-Ons, +20%) [6/level], with *no* upper limit.
- Extra Attack 1 (Multi-Strike, +20%) [30].
- Gizmos 1-6 (Accessibility, Firearms, -20%) [4/level]. This works like Gizmos, except the gear must be a gun, a silencer, etc. For consumables, each Gizmo can give a single reload or parts enough for one repair or modification – in any case, the value cannot exceed \$200 modified by Wealth.
- Very Rapid Healing [15]. The GM may wish to allow the optional variant described below.
- Blind Fighting (p. B180), Breaking Blow (Guns) (p. B182), Flying Leap (p. B196), Invisibility Art (p. B202), and Zen Marksmanship (*GURPS Gun Fu*, p. 24, if using this supplement) without requiring any other prerequisites.

Commando Perks

These perks are useful for the gun-toting commando. A ‡ means the perk comes in levels, like an advantage.

Bullet With Your Name On It‡

Once per game session, you may declare that you are using this perk while taking an Aim maneuver. If you do so, instead of the usual benefits of aiming (including those from Gunslinger), you give your target -1 to their active defenses against your aimed attack for every level of this perk. This can be combined with a normal Aim maneuver in consecutive turns after the first spent aiming.

Example: David is using an Acc 5, 5.56mm assault rifle (*Champions*, p. 62) and has Gunslinger and Bullet With Your Name On It 2. Without aiming, he gets +3 (half his weapon's Acc) to his attack rolls thanks to Gunslinger. If he aims for one turn, he can either get the full Acc of his weapon as a bonus *or* give his target -2 to their defenses (using Bullet With Your Name On It). If he aims for two turns, he can get both benefits. Aiming for additional turns allows him to get a total of +6 to hit after three seconds and +7 after four seconds, in addition to the -2 penalty to his target's defenses.

Semiautomatic Bullet‡

You may use this power-up a number of times per game session equal to its level. It allows you to declare that one

of your bullets has one of the payload options listed under *Special Ammo* (*Champions*, p. 63).

Gun Fu Mastery

30 points

Prerequisites: Gun! at 21+ and Gunslinger.

Anyone with Gun! can roll against their skill to pistol-whip a target, but *you* can *also* use it to parry melee attacks at 3 + (Gun! / 2), or slap away guns used against you in melee combat. Treat this as a *fencing* parry (p. B376).

Roll against your Gun! skill to strike with a firearm. Treat pistols and any Bulk -4 weapon and smaller as brass knuckles (p. B271), and most rifles and any Bulk -5 weapon or larger as a baton at Reach 1, for swing or thrust crushing damage. In all cases, add +1/die and treat your firearm as if it were a striker (p. B88) when parrying. Furthermore, if anyone actually attacks a weapon you're wielding or have on your person, you increase its DR by 4 (most firearms have an innate DR of 4 to begin with). None of these options will unready your weapon.

Advantages: Crushing Striker (Cosmic, Any firearm wielded, +100%; Cosmic, Fencing Parry, +50%) [13] + Damage Resistance 4 (Partial, Firearms, -20%) [16].

Perks: Pistol-Fist (Gun!) [1].

Optional Rule: Very Rapid Healing

Instead of Very Rapid Healing providing two HP, it might feel more plausible to allow this advantage to increase HP restored from any source by a full multiple, as explained in *High HP and Healing* (p. B424). For example, someone with HP 21 and Very Rapid Healing would heal three times as fast! The GM may also decide to make Very Rapid Healing a *leveled* advantage. The first level costs 15 points; each additional level costs 10 points and increases the multiple provided by high HP by one. Two or three levels suit *Monster Hunter* games, instead of or in addition to Regeneration.

Ready Steady

25 or 5 points

Whenever you take any maneuver, you may *also* perform any action that's considered a Ready maneuver (p. B366), either before or after it. Thus, you could use your extra Ready to draw a firearm or sheath a sword, while also readying or attacking with another weapon.

Advantages: Extra Attack (Readying only, +0%) [25], or 5 points to add For Attack or Readying, +20% to Extra Attack if the character already has the advantage. The GM might allow a +100% version that gives both a Ready and an Attack, *or* allows the PC to trade *any* Attack (gained from maneuvers, spells, advantages, etc.) for an additional Ready maneuver.

Techie Perks

Techies will also want to stock up on Equipment Bonds and Weapon Bonds for cheap improvements to their favorite gear.

Insider Glance

You can intuitively tell what's wrong with certain machines or systems. Halve all haste penalties (p. B346), round down, when diagnosing a problem (only); this lets you make an instant diagnosis at only -5 to skill! When you take this perk, you must specialize in Armoury, Electronics Repair, or Mechanic – for example, Insider Glance (Mechanic) would affect the use of *all* Mechanic specialties.

Psychotronic Gunner

Pick a particular skill that covers psychotronic weapons. When using that skill, you may roll against the better of your DX, weapon skill, IQ, IQ-based weapon skill, or Science!. This *only* applies to uses with the chosen skill and only with psychotronic weapons you've made.

The Hook Up

Prerequisites: Serendipity or Area Knowledge (any) at 16+.

Spend 1d×5 minutes and make a Perception roll, or an appropriate Per-based skill roll, to find electrical outlets,

Wi-Fi, Ethernet ports, phone jacks, etc., with a penalty equal to the connection's current distance from you (use standard range penalties, p. B550) *plus* 10. Alternatively, the player may use the *Long-Distance Modifiers* (p. B241) *plus* 5. For example, if the nearest phone jack is 100 yards from the champion, the penalty is 0 (-10 + 10).

Success means you find exactly what you need; critical success gives you more than you were looking for or some additional benefit. Failure wastes an hour *or* gives -2 on rolls to use what you find, while critical failure means you think you've found what you're looking for, but it's tainted somehow (e.g., bad wiring or slow connection speeds). For example, you could use this perk to find a standard Internet connection on a success, a gigabit connection on a critical success, or a connection with 56k speeds that's *also* been tapped by the master vampire you're hunting on a critical failure.

WARRIOR POWER-UPS

Warriors have access to everything on their template plus the following:

- Extra Attack (Multi-Strike, +20%) up to 2 [30/level].
- HP up to 1.5×ST.
- ST up to 25.
- Enhanced Time Sense (Combat, -20%) [36]; if replacing Combat Reflexes [15], pay only an additional 21 points.

FIST AND BOW

Warriors are effectively melee-oriented meat shields, leaving most ranged attacks to the commando, but that doesn't have to be the case. The following two new lenses allow for a warrior (*Champions*, pp. 19-20) who doesn't need a weapon to do damage or who can shoot a vampire in the heart with a bow from a hundred feet.

Archery Warrior

You prefer muscle-powered ranged weapons to getting up close and personal.

Advantages: Replace Weapon Master (All) [45] with Weapon Master (Archery! weapons) [30], spend 14 of the remaining points on Archery! (p. 8), and spend the last point on an advantage. ● Add Arm ST 1-5 [5/level], Enhanced Tracking (Multiple Lock-Ons, +20%) [6/level], and Heroic Archer [20] to the list of options. ● Increase the maximum amount of Perception purchasable to +6. ● Remove all melee-only options, such as Enhanced Parry and Improvised Weapons.

Disadvantages: Add Delusion ("I never miss!") [-5] to the options.

Wildcard Skills: Replace Blade! with Archery! (p. 8). ● Spend points as directed from advantages, from the ranged package in primary skills, and from background skills to increase Archery! (p. 8) skill level to 18 [72].

Primary Skills: Choose *one* skill from the two lists of hand-to-hand skills, and spend the 4 points from the other list on Archery! ● Spend the 6 points for the ranged package on Archery!

Secondary Skills: Add Zen Archery (IQ/VH) IQ-1 [4]-9 to the list of options in the second list.

Fist and Foot Warrior

Rather than relying on weapons, you *are* the weapon.

Advantages: Replace Weapon Master (All) [45] with Trained by a Master [30], and spend 4 points in Fist! (p. 8). ● Add Claws (Blunt) [3] and Improvised Weapon (Fist!) [1] to the list of required advantages. ● Spend the remaining 7 points on the second list of options. ● Add Striker (Crushing; Limb, -20%) [4/limb] to the list of possible options. ● Replace melee weapon-related options such as Enhanced Parry (Blade!) with Enhanced Parry (Fist!).

Disadvantages: Add Vow (Use No Weapons) [-15] to the options.

Wildcard Skills: Replace Blade! with Fist! (p. 8). ● Spend points as directed from advantages and from primary skills to increase skill level to 17 [60].

Primary Skills: Spend the 8 points for the second and third lists of options on Fist!

Secondary Skills: Add any cinematic martial-arts skills the GM permits in the campaign.

TECH NAMES

For the GM seeking to create gadgets and tech on the fly, the following table might be helpful. The GM still needs to define what the gadget *does*, but can draw inspiration from its name.

Roll 1d to determine the column and then roll 1d, 1d to determine part of the new item's name; do this two or

three times. Reroll results that seem too odd, and switch results around to get something that sounds suitably tech-ish! For instance, rolls of 1 and 1, 2; then 3 and 5, 3; and then 6 and 3, 1 would generate the name "Bio-Regenerative Deflector." Such a device might remove explosives or create an anti-personnel trap.

Roll	1	2-3	4	5	6
1-2, 1	Anti-	Atomic	Aura	Axe	Agitator
1-2, 2	Bio-	Catalytic	Barrier	Blade	Apparatus
1-2, 3	Cryo-	Dimensional	Beam	Blaster	Array
1-2, 4	Cyber-	Dynamic	Broadcast	Bomb	Chamber
1-2, 5	Electro-	Explosive	Cloak	Carbine	Coil
1-2, 6	Hyper-	Genetic	Displacement	Crusher	Controller
3-4, 1	Inter-	Gravitational	Echo	Cutter	Deflector
3-4, 2	Mono-	Magnetic	Energy	Detonator	Encoder
3-4, 3	Nano-	Mesmeric	Fabric	Gauntlet	Generator
3-4, 4	Null-	Metallic	Fluid	Grenade	Manipulator
3-4, 5	Omni-	Nuclear	Matrix	Hammer	Motivator
3-4, 6	Psi-	Plasma	Particle	Lance	Probe
5-6, 1	Semi-	Protonic	Radiation	Mangler	Processor
5-6, 2	Sub-	Refractive	Sequence	Pistol	Reactor
5-6, 3	Super-	Regenerative	Singularity	Projector	Rejuvenator
5-6, 4	Tele-	Sonic	Structure	Rod	Scanner
5-6, 5	Trans-	Spatial	Vortex	Smasher	Scope
5-6, 6	Ultra-	Thermal	Pulse	Torch	Transmitter

Power/Shots

A non-weapon device can function for 24 hours at a time and requires a battery (or power cell) based on its size. For gear of any sizes except Tiny, quarter the default duration for TL7 gear, halve it for TL8 gear, use the listed duration for TL9 gear, and doubles it for TL10 gear. Tiny devices *require* TL9 technology to create and have no equivalent TL8 power requirement.

Size	Battery
Tiny	2 AA cells
Mini	1 tiny battery <i>or</i> 2 A cells
Small	1 extra-small battery <i>or</i> 2 B cells
Portable	3 small batteries <i>or</i> 2 C cells
Semi-portable	1 large battery <i>or</i> 2 D cells <i>or</i> external power
Large	1 very large battery <i>or</i> 1 E cell <i>or</i> external power

For weapons, shots are equal to the number of uses per day of the weapon's Limited Use limitation × the weapon's RoF. Thus, an experimental ray gun, with Limited Use 10 and RoF 2, has 20 shots per power cell. The GM may allow a "self-powered" weapon, but this doubles the *final* cost. Such weapons recharge at a rate of one shot per second of non-use.

For "power hogs" that halve the operating duration or number of shots, add a Cost Factor of -0.2 CF; if it quarters final time, add -0.4 CF; and so on. Minimum duration is one second or one shot.

Durability

All devices have HT 10 and DR 4 by default.

Size	HP	Size	HP
Tiny	2	Portable	13
Mini	3	Semi-portable	27
Small	6	Large	58

If a device's weight differs from default (given in *Weight*, p. 25), determine HP normally (p. B557). If a device is especially rugged (+1 HT and double HP), add +1 CF; for triple HP and +2 HT, add +4 CF; for quadruple HP and +3 HT, add +9 CF; further improvements are impossible. Weight for rugged items increases by 20% per step. If the device is one of a kind and cannot be repaired, add -1 CF.

*Tony Stark was able to build this
in a cave! With a box of scraps!*

– Obadiah Stane, in Iron Man

MODIFIERS

To the devices that they create, techies can add cutting-edge or disguised from *Champions*, p. 54. The techie also may roll on the *Random Side Effects Table* (p. B479) for -0.2 CF.

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Remember that; you can only kill the Firstborn if you use both metals. They're too fae for silver alone, and too strong for iron. Anybody that tells you different is lying.

*– Seanan McGuire,
An Artificial Night*

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