

GURPS Monster Hunters

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You know, anon, there are things out there. Creatures that go bump in the night. Beasts, born of the vile darkness, haunting your fair cities, searching for prey. And some... some aren't even of this world. Aliens such as Greys or Devourers, attacking innocents, harvesting them for their own ends. And those that are aren't much better, vampires, werewolves, and other such beasts, creatures of the night. But you're here now, Anon! You're going to save *everyone*.

But you can't do this alone, and not as- well, okay, you might be able to do it as you are.

Take 1000 CP anyway.

Ah, but who are you, this time around? Why are you hunting these creatures who haunt the dark?

Drop In [Free]: ... Does there need to be a reason? You're a jumper, there's some monsters, just do what comes naturally.

Revenge [Free]: It's because of these creatures that you've been turned! You've become an inhuman of some sort, a vampire, a werewolf, a demon, or an outcast angel! You're not really sure how those last two work, since those are things you're generally born as, but don't question it anon!

For Humanity [Free]: These monsters... how dare they walk the same earth as humans? Purge them, and cleanse the world for humans, and make the world a better place!

Guidance From Above [Free]: Either because you received guidance from your god, because your divinations indicated it might be a good idea, or because you caught a glimpse of a future that strongly suggested you should, your powers are what lead you into this fight.

Be whatever age you'd like. Be whatever gender you'd like. We've had teenage girls and middle aged men duking things out with the forces of darkness, so we're not really picky about our champions of the light.

Roll 1d8 for your starting location, or pay 100 to pick: While none of these locations come with a plotline built in, the types of monsters you'll find in any given place tend to be reflected by the local mythologies. Rakshasa are only really found in the asia, for example, while demons and angels are more common in the west, and fairies tend to hang around northern europe.

1. New York, USA
2. London, Britain
3. Tokyo, Japan

4. New Delhi, India
5. Cairo, Egypt
6. Brasillia, Brazil
7. Beijing, China
8. Free Pick

Discounts halve costs, and the 100 perk's free for its origin.

Drop In

Perfection of Form [100]: Normality is for people who aren't you. Your body has been... fine tuned, shall we say. You can learn how to control it manually, setting off adrenaline rushes for strength boosts whenever you want, switching the wavelengths your eyes see in, and otherwise learning how to modify the details of how your biology works. Even better, this a purely biological change! You can replicate it using purely genetic means! Of course, so can your opponents...

Always Prepared [200]: You're always prepared. Either because your hunches always turn out to be correct, or because you're *just that good*, you'll usually have *just* the right gadget for the situation on you! Why, even if you were strip searched, you'll have palmed the objects or hidden them... somewhere safe... *just* in time! Only works once per day at first, but as you get better at trusting your gut, this slowly works more and more often.

Destiny [400]: You are destined for Great Things (tm). Getting killed because of something as mundane as a brick falling on your head would just be silly, wouldn't it? Thrice a week, you can call upon the winds of destiny to twist the path you walk, twisting a single blow from a critical one to a normal one, or guiding your own blow in response.

Gadgeteer [600]: The supernatural? Unscientific? HAH! Monsters and magic are some of the most scientific things out there! Why, with just a bit of effort and some analysis, you can easily tinker up interesting new things from the corpse of a monster, or a countermeasure to a spell, or a device that negates psychic powers! A cord might prevent ghosts from crossing, a flashlight might have a portable fusion reactor to burn vampires, and your gun might auto-plate it's bullets with silver, and you're the one who makes and maintains it all!

Revenge

Unstoppable [100]: You're a monster. That means that you're *fucking terrifying*. A good part of that comes from your image: As far as most are concerned, you're simply unstoppable. While any attacks will hurt you just as much as they used to, you won't show it. Even if you're on the brink of death, your opponents will be convinced that absolutely nothing they've done has even scratched you!

The Redeemed [200]: You've felt the taste of the darkness, that seductive *want*, that greedy *desire*. And you turned away. Your willpower is nearly unshakable; corruption has attempted to get its claws into your before, and failed. What chance does it have now?

Seeking The Creator [400]: You're looking for someone, and you've got a bone to pick with them. Fortunately, you have the skills to find them. Interrogations go so *well* when your opponent is convinced that you're about to rip their throat out and swallow it while they watch, doesn't it? And when that doesn't work, well, you're a master of the more... subtle, arts. You can manipulate your targets with ease, quickly and effectively bending them to your will. Use this enough on the same person, and it starts to become a habit for them to react like you want.

Monsters Among Us [600, mandatory for Revenge Background, only one may be purchased]: You're a monster. No ifs, ands, or buts about it. You've traded (or have had forcibly traded) your humanity for power... but then you changed your mind. While you can't get your humanity back fully, you've brought yourself under control. While weaker than most of your kind, you still remain a powerful monster. Pick your inhumanity from the following list. They'll become an Alt Form at the end of the jump. Note, Outcast Angel and Demon have a discount to both the 100 and 600 versions of the perks in question. Yes, discount, the 100 pointer is *not* free.

- Demon [200 more]: You're a demon, and bad to the bone, baby. Or... you were, but then you changed your mind. You're stronger, faster, and tougher than most, with slightly sharper senses, and a stronger will. Your skin is difficult to pierce, at least weakening most small-caliber bullets and the average person's attempts at knifing you, you're immune to anything that affects only the living, you regenerate slowly, are terrifying, can see in the dark, and can glide about on tiny wings. On the other hand, holy objects burn, and you must obey the letter of any contract you make. Finally, you *look* the part. Sharp horns, strangely bulging muscles optimized for striking, hooves, the works. Finally, the power of hell remains within you. Discount to Magic.
- Demonspawn: Half-demon, half-human, all edge, you share your demonic parent's strength, toughness, and regeneration, and have inherited a weaker form of their night vision, tough skin, striking strength, and resilience to the problems of the strength. On the other hand, the faithful can sense your nature, and magic can affect you as if you were a being of hell or as if you were a mortal with equal ease.
- Lycanthrope: You're a werewolf, weretiger, wereeagle, wereboar, whatever. You're a bit tougher than most even in your human form, your transformed form is at least as big as a person and scary-strong, you regenerate from any wounds caused by non-silver materials quickly, and you can't be transformed by anyone else. On the other hand, your blows infect others even in your human form, silver hurts four times as much as it should, and the moon has a rather drastic effect on your mood.
- Outcast Angel [200 more]: You're an angel, fallen from heaven for consorting with mortals. Though not sharing the sheer strength of a demon, you're smarter, and are

much prettier, letting you move through the mortal masses more easily. Heaven's gift remains upon you, keeping you a creature of spirit, not of flesh, and rendering you immune to the foibles of mortals, such as sleep or fear. Finally, you aren't affected by anything that works only on living things. Discount to Mysticism.

- Vampire: You're a vampire. You drink blood, share the physical abilities of a demon, trading a bit of will for greater senses and speed, and share their immunity to the frailties of the living. Your power is more focused as well, as instead of magic, you can attempt to test your will against those whom you've bitten, you're difficult to kill unless slain with flame, sunlight, or the stake, and drinking the blood of your foes heals you immediately. Unfortunately, you find yourself unable to heal naturally, and must feed to do so, and sunlight and fire burn you with their purity. Holy tools do as well, and you suffer a curse that prevents you from crossing a threshold uninvited.
- Dhampir: The half-human child of a vampire, your strength nearly matches that of your inhuman parent. Though you have none of their weaknesses, you have few of their strengths, as well. Your body is more resilient to failings of the flesh, the night holds little secret from your eyes, and drinking blood still heals you.

Humanity

Lore [100]: You know a lot about your foes. Enough that with a glance, you can quickly figure out just how to take them down. This only works for racial weaknesses, not individual ones.

Hunter [200]: It's amazing how many well a monster can hide. But not before you. Illusions fail before you, and you can penetrate disguises with ease, unveiling the monsters that hide among men. This won't help against actual *stealth*, but if there's a monster pretending to be human, you'll be able to pick it out, no matter what it used to hide its identity.

Skilled [400]: You have a maddening array of skills, enough that you can singlehandedly track a monster through the sewers, then through the urban environments, shadow it, tap it's phone, hack it's computers, steal all it's data, then manipulate the various financial institutions into foreclosing on it's apartment.

Wildcard Skill [600]: You need no supernatural power to take the fight to your foes, only raw skill. Your skills are less discrete than one would expect. Going from a pistol to a rifle to a shotgun doesn't take you any real effort, and any training in an area as expansive as "Blades!" is going to increase all skills in that area equally. Finally, as you grow more and more skilled, your skills seem to grow to such an extent that a few times per day, in direct proportion to your skill, you can seem to bend reality itself to enhance your strikes, either hitting when one would swear you should have missed, driving your foes into walls that they'd have sworn weren't there until you needed them, or otherwise appearing to subtly bend reality to your will.

Guidance

Higher Power [100, only first is free]: You can call upon something more. Something *greater*, something *above*. Choose a power source.

- Magic: Your power is that of the arcane. By gathering the mana from your surroundings, you can shape it into powerful spells. Though your skill is limited by your knowledge of the arcane and by your raw power, both can be increased with work, and even a small amount of skill in a single path can give you a frankly ridiculous amount of flexibility. Unfortunately, magic is dangerous, possesses a good chance of backfiring, and worst of all, is *extremely* slow, requiring long rituals that span minutes to hours for anything greater than lighting a candle and often requiring magic circles, symbols of connection, and other such tools lest it turn upon you. Fortunately, some of this can be circumvented by casting spell ahead of time, and binding them into tiny 'charms' which release the spells when shattered. Alternately, you can be a Technomancer, in which case you need a computer to program your spells and only one charm can be saved on a flash drive at a time, but in return you can have unlimited charms overall.
- Psychic Powers: Your mind is your weapon, and with it, you will cleanse the world. Psychokinesis, ESP, Telepathy... although your mental strength is not yet too impressive, and you only have one or two talents as of now, simply put in the requisite effort, and soon you'll find yourself a force to be feared. Though you don't have the sheer flexibility of a user of Magic, your powers are far more reliable. Beware though, the things that go bump in the night are no stranger to psychic powers. Those with anti-psionic abilities can negate you, while special technology can be designed to interfere with you.
- Mysticism: You've the backing of a god behind you, and your knowledge lets you turn your faith into a weapon. This lets you learn the classical 'holy knight' type abilities, from smiting evil to armoring yourself in your faith, to interacting normally with spirits, to detecting the supernatural, to buffing yourself with your faith.

Occultism [200]: Where the Guardian of Humanity knows about his opponents, you know about places. You can quickly track down areas that are holy, particularly high in mana, or just *really good* to relax your brain in. If you're a magic user, you're also capable of finding materials that enhance each discount the cost of magic by calling upon the astrological deacons.

Safety First [400]: Powers are fickle things. Annoy a god, and he might smite you. . Mess up a spell, and it may backfire. Not for you though. You can put in a... release valve of sorts. When you're about to use your powers in a way that will have a negative impact as part of the use, or if the power is about to backfire, you will *know*, and be able to cut it off before it does.

Perfection of Thought [600, requires appropriate Higher Power, only first is discounted]: Your mastery of your source of power is amazing.

- Magic: Spells take only moments for you, where for others they'd take minutes, and you're capable of leaving aside things such as magic circles and blood connections without at all inconveniencing yourself. This has the same effect for technomancy, allowing you to code new spells in moments; keep a cell phone with a coding app on hand.
- Psychic Powers: As your mind is perfected, your powers stabilize. Antipsionic technologies fail, and even nulls who can prevent the usage of psychic powers begin to find that their abilities are unable to completely prevent your own. So long as you remain capable of thought, your ability to grasp your powers may be weakened, but never completely removed.
- Mysticism: No mere mystic, but a true saint, your faith is absolute. You don't just call upon your faith, but your god himself. You can pray for miracles, and they shall often be granted. Though you'll need to remain upon the path your god lays out, you wouldn't have gained his favor if that path weren't one you followed anyway, would you? The more your god favors you, the greater the range of your abilities. However, your prayers are unreliable, for gods are fickle. In order to compensate, you can 'learn' a prayer, learning how the power of divinity flows, and replicating it even without your deities direct intervention... though you *will* need to retain his favor.

General

Cinematic Ruleset (200): Some things work better in movies than in real life. You, however, are skilled enough that it works just as well both ways. You can pull off tricks with your weapons or even your body that others would swear are completely unrealistic or the result of pure cinematography.

Investigation (400): Sometimes, no, *oftentimes*, the creatures that go bump in the dark hide away. They lurk in the shadows, only coming forth to strike before slinking away. You won't allow that, will you? You're an expert at tracking down your targets, easily consolidating data from multiple testimonies, and weaving it into a coherent whole that lets you quickly track down whatever you're hunting.

Contacts (400): You know a guy. Somehow, you *always* know a guy. He might not be able to sell you what you need, but worst case scenario, he can point you to someone who does. It doesn't matter what you're trying to buy, whether that's some rare materials, a grimoire, or even just ammo for your illegal firearms, chances are, he can either sell you this stuff, or arrange for you to meet someone who can. Only works for items that can be found in the setting, of course.

Firefight (400): You know anon, there's some monsters out there that are just absolute *jerks*. Seriously! Ghosts are immune to bullets, wereeagles just fly away when a fight looks like it's going badly, and don't even get me started on witches. Seriously, screw those guys. That's

what you have a gun for. You'll find that shooting things almost always works. It won't necessarily kill them, true, but it'll disrupt a spellcaster's fragile concentration, even if they're immune to bullets, it'll disrupt a poltergeist's hold on reality and make them flicker and lose hold of an object, and it'll cause a wereeagle to go into a tailspin in the air. Of course, this will work with any weapon: Even if your weapon wouldn't normally threaten your opponent, you'll find that you can at least disrupt them with it, enough that they're forced to avoid your attacks or risk losing control of their abilities.

Companions

Fellow Hunters [50/200]: 50 per imported companion, 200 for all 8. Each companion receives 600 points and a background. This can also be used to create a new companion, if you wish.

Items

Note: If something says discount magic, psionics, or mysticism, they require that you also have the Guidance origin. If they discount to vampires, lycans, outcast angels, dhampir, demons, or demonspawn, they require the revenge origin.

Cash [50]: Never underestimate how useful an extra 100K can be. Because that's what you get from this.

Armory [100, Free Humanity]: Humanity's strength has always been it's innovation, and the weapons that it's created to fight back the darkness. You now have an armory in your warehouse, filled with hundreds of different types of guns.

Special Ammo [100, Free Drop In]: UV, silver, rowan-wood, holy water... how exactly did you fit these into a bullet without making it do less damage? Nevermind. You've got enough for a firefight, gain more each morning, and have methods to make more, letting you adapt other guns, or even melee weapons to contain chemicals and odd materials without losing anything for it.

Arcane Materials [100, Free Magic]: Some minor, cheap, arcane materials. Good for invoking the astrological deacons, thus reducing the amount of energy you need to gather for your spells. More importantly, these same materials can serve as effective bases for Alchemy, letting you create potions as well as your more typical charms. You'll find more components stockpiled in your workshop each morning.

Holy Symbol [100, Free Outcast Angel or Mysticism]: A holy symbol, it strengthens your faith and any faith-based abilities slightly. You may choose what appearance it takes.

Psionic Crown [100, Free Psionics]: A nifty crown that helps focus your thoughts. Good for psions!

Bottled Blood [100, Free Vampire or Dhampir]: Some bottled blood. Vampires and dhampir find it quenches their bloodthirst, just as if they'd bitten someone! Unfortunately, there's only enough to counter the effects of the sun for a vampire. A Dhampir, on the other hand, can take advantage of this to heal a bit.

Hellhound Breath [100, Free Demon or Demonspawn]: A bottle of hellhound slobber. Dump it into holy water, and while it won't *inherently* do anything, it *will* use up the water's "holiness" in burning it away, thus leaving it perfectly safe for any demons to wander through.

Wolfbane [100, Free Lycanthrope]: Chew on this, and for the rest of the day, your blows *won't* infect people with your curse!

Eternal Peacemaker [200, Discount Humanity]: A old six-shooter with a bone handle and a dull finish. This weapon, said to be forged from the metal that once made up the Grim Reaper's scythe, is bane to... just about everything, really. A bullet fired from it will deal enough damage to heavily wound, if not kill, your average person, ignoring any forms of damage resistance that a target may have, and if they're supernatural, hitting them with the force of whatever supernatural banes they may have. Further, anyone this weapon kills *will* stay dead. Permanently. This effect is in addition to the normal bullet, though the bullet itself will not carry the armor-ignoring capabilities. In fact, the bullet is so irrelevant that if the user wishes, they can substitute their own energy for it, firing only the necrotic energy. This is tiring and doesn't deal the damage of whatever bullet you may have otherwise loaded, but against the type of foe you'd want to use this against, does that really matter? Finally, the Eternal Peacemaker is indestructible to anything less than cosmic forces; that is, forces on par with that a god can call upon directly.

Workshop [200, Discount Drop In]: A massive workshop attached to the Warehouse, it contains everything you need to make use of the skills you've learned here, from a charm creating station for a magic user to a small temple for a mysticism user, to various bit of equipment for making bullets and maintaining guns to a hospital designed to extract blood with the minimum amount of fuss.

Grimoire [200, Discount Magic]: A grimoire containing a set of closely related rituals. Casting directly from it will increase your skill with those rituals, but double the time required. Fortunately, they can easily be imbued into charms.

Psi Boost Pills [200, Discount Psionics]: A few pills which will, for a few minutes, boost your psychic powers at the cost of giving you a raging headache when they wear off.

False Idol [200, Discount Mysticism or Outcast Angel]: A false idol. Smite it, and your god will look especially favorably upon you... until they realize that you were the one who brought it there. Then they'll get huffy for a bit. Good for a temporary boost, and you receive another one each night.

SPF YES Sunscreen [200, Discount Vampire]: Completely protects the wearer from the effects of sunlight. Bottle never seems to run out. Unfortunately, it washes off easily.

Sunlight Bulb [200, Discount Dhampir]: A lightbulb that can replace one in a flashlight. Adjusts to fit. Blasts out with the power of the sun.

Shadowbomb [200, Discount Demon or Demonspawn]: A strange black bomb that explodes, invoking night upon the local area, and making it completely dark. Does not prevent supernatural ways of seeing in the darkness. If the old one's been used, you get a new one at midnight.

Artificial Hands [200, Discount Lycan]: When slipped over a claw or talon, they quickly adjust to fit. Once they do, they allow the wearer to use their claws as if they were hands.

Drawbacks

+600 point limit.

Weirdness Magnet (+100): Your life is weird. Very weird. This isn't necessarily dangerous, just... don't expect to go a week without doing a double-take. Cthulhu might show up for tea and to bitch about his fellows (Nyarlathotep's being such a *jerk!*), the only talking dog in the city will seek you out for therapy (he's not allowed on couches, so he can't go to a real therapist), and the local 'reformed' vampire might hit you up for snacks. This *will* get in the way of actually getting shit done.

Legal Issues (+100): For some reason, the law hates you. Kill a zombie and don't cover it up, and next thing you know, you're being accused of being the serial cannibal who took those bites out of him. Dust a vamp, and now you're being accused of incinerating people and throwing their ashes everywhere. Shank a werewolf and you'll have PETA on your ass as well as the cops after you for suspicions of being involved with that missing persons case.

Monster of the Week (+200): Every week. *Every fucking week.* There's a new monster, a new villain to put down. And don't think you can just ignore them, those bastards will always go after you. They won't even know it's you, they'll just randomly pick a target, and you will *always* be that target.

Social Problems (+200): You don't really... *do* social. It's not that it's not possible, it's just you suck at it. You're ugly as sin, can't talk a brick wall into standing still, and stumble over your own words every five minutes.

Once Every Generation... (+300): No, you're not the Slayer. You just have the shittiest of luck. Monsters come after you constantly, and they work in packs. Vampires will trade off with werewolves to hound you day and night, while faeries and aliens give them lifts and demons provide infernal sorcery to counter your own abilities. Apparently, they've all been informed that

if they kill you and eat your heart in a powerful ritual that destroys your soul, they'll gain all your powers. The ritual, if completed, will end your jump. On the bright side, all you need to do to stop it is keep them from getting ahold of your heart, and fortunately, cloning one won't work for their purposes. If you already have Monster of the Week, those random mook-monsters are now scouts, giving the demons the information they need to negate your abilities ahead of time, instead of on-the-fly as they would have to if you didn't take that disadvantage.

What, Another Apocalypse? (+300): There will be an apocalypse. Multiple of them. Apocalypses? Apocalypsi? Whatever. Point is, it's up to you to stop them. Expect a new one each year, as some supernatural race or another decides it's *their* time to claim the earth from the humans, who deserve nothing more than to be slaves! Joining up with one of them won't help, since the moment you do, all the other factions will pour out of the woodwork to keep the status quo from changing. If you manage to pull it off, then next year's apocalypse will involve them taking power at the cost of *your* position at the top!

Notes:

Outcast Angels aren't a physical soul, the Fall results in their soul being 'split' into the body and soul portions. While their body is still sufficiently soul-stuff to count as a Spirit for the appropriate magics, this means that blows to the body won't result in soul damage.

Technomancy: This is... basically just normal magic, except you have to use a computer, or at least, a calculator. On the other hand, having a good computer makes preparing spells easier, and the nature as software means that spell-scripts might be reusable if the user's lucky.

Powers:

Mysticism: Simple and straightforward: You have a set of basic divine powers. Upgrade to get more flexibility by praying directly for miracles. Basic Mysticism ranges from Armor of Faith, protecting you from the spiritual equivalent of small arms fire but only half as effective against actual weapons, to channeling spirits to let them speak through you, to forcing back evil supernatural creatures like vampires, ghosts, and demons by testing your will against theirs, to channeling visions of a higher plane to attempt to break the sanity of those looking upon you.

Psionics: Psychic powers, run the standard range of them. Begins with things like remote senses, cryokinesis and pyrokinesis within about 100 yards, and TK equal to the average person at about 20 yards distance, mind control with eyesight, touching something to teleport it 20 yards, etc. Perfection of Form

Magic: Highly flexible, but very slow and dangerous. Magic is 'cast' in customized rituals, which take minutes to hours, require a sealed magic circle to be set up, and if cast on a target, require a connection of some sort (though this can be skipped, it's harder). To make them combat viable, mages basically seal each spell into a 'charm', a small object that can be later broken to unleash the spell. This has the cost of the spell no longer being under their direct 'control' however, and no longer being as customizable on the fly. Spell-scripts created with

technomancy work the same way, but have the benefit of being reusable if the user knows what he's doing. The upgrade makes magic significantly faster, and removes the need for sympathetic connections or magic circles.