

**GURPS** Fourth Edition

# MONSTER HUNTERS 1 CHAMPIONS



By Jason "PK" Levine

STEVE JACKSON GAMES

# NOW THE HORRORS HAVE REASON TO FEAR

When death can lurk around any dark corner, humanity's defenders must be ever-vigilant. Their story is yours, with *GURPS Monster Hunters 1: Champions*.

This supplement gives modern-day heroes what they need to fight the world's most fearsome preternatural foes, including 10 high-powered occupational templates, six templates for inhumans, nine new wildcard skills, and three quick and easy powers. Expanded rules for wildcard skills make them more useful than ever! The completely new magic system — Ritual Path magic — lets casters try any effect they can imagine . . . with dangerous consequences for those who attempt to do too much. Plus, peruse the selection of gear to arm monster hunters. You have to buy the bullets before the baddies can buy the farm!

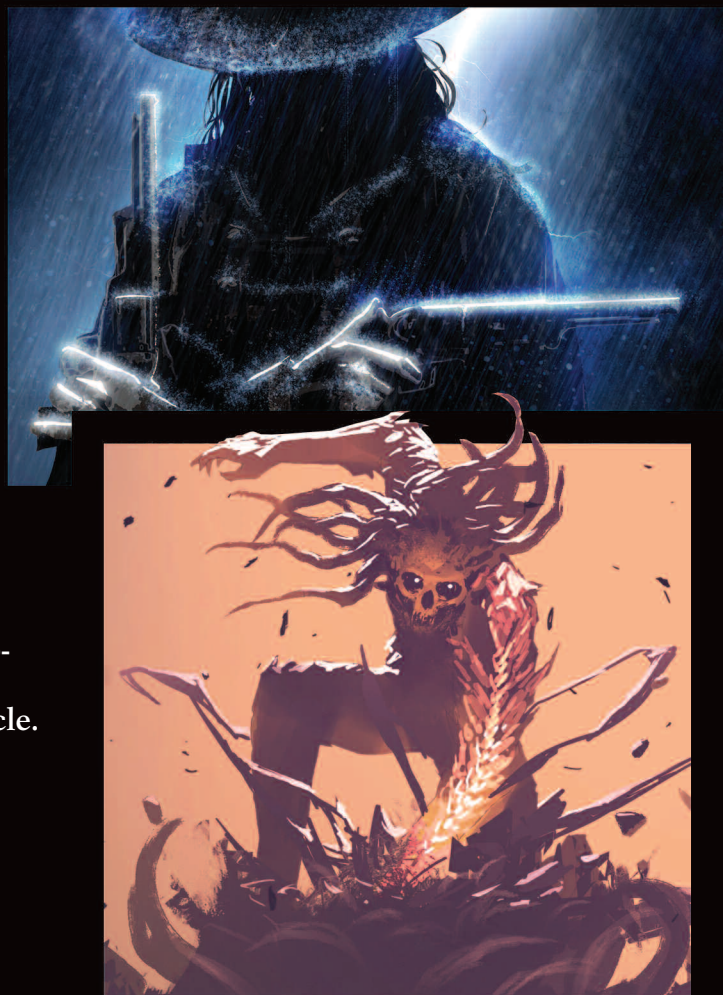
Coupled with the *GURPS Basic Set*, this pick-up-and-go supplement is all you need to create heroes for any modern-day cinematic supernatural spectacle. The forces of darkness are about to discover that sometimes, the prey fights back.

*GURPS Monster Hunters 1: Champions*  
requires the *GURPS Basic Set, Fourth Edition*.

By Jason "PK" Levine

Cover Art by Tithi Luadthong and Warm\_Tail

Illustrated by Rod Reis and Dan Smith



**STEVE  
JACKSON  
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**GURPS**

Fourth Edition

# MONSTER HUNTERS 1<sup>TM</sup>

## CHAMPIONS



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Cover Art by **TITHI LUADTHONG** and **WARM\_TAIL**

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## About GURPS

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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

Scott kicked open the double oak doors of the senator's bedroom. Senator Radnor – or rather, the **thing** wearing Senator Radnor's skin – looked up from his book.

"It's over, skin-changer. You have three seconds to return to Hell peacefully . . . or we send you there painfully."

Danielle stepped to Scott's left, her sword scabbarded as she held a water balloon with a menacing grin. "Do me a favor – choose pain." Behind her, Everett silently guarded their rear.

The pseudo-senator didn't break character for a moment, "I don't know who you people are, or what you think you're doing, but if you don't leave, I **will** summon security." He stood and glared, with just a hint of . . . a smile?

Instinctively, Scott jerked his head toward the ceiling. From the gloom above, a pair of tiny glowing eyes looked back down. Then three pairs. Then seven. Then too many to count. Scott got out, "Y'know, just **once** I wish . . ." before the ceiling turned into a flutter of wings and he had to let the roar of his assault carbine speak for him.

You are all that stands against the forces of darkness.

Humanity doesn't believe in the wicked things that lurk in the shadows. Demons, vampires, rogue psis, werewolves, chupacabras? All real. And all very dangerous. A powerful demon can make short work of an entire police department or a squad of soldiers. Normal human beings simply *cannot* fight these things – they lack the skills, the will, and the *strength* to do so.

That's where you come in. Your team is better than the best, with something setting each of you apart – making this mission possible. Some of you can channel divine power, psionic energy, or the forces of magic. A few were born as monsters, or from a chemical vat, but are fighting on our side now. And the rest of you are just *unbelievably* well trained, from the techies to the warriors.

You'll need to be. The Enemy is always changing and never rests. You'll find yourself researching ancient burial sites one

week, belly-crawling through sewers the next, and trying to eliminate a rogue angel during the middle of a church service – *without* attracting attention – the week after. Sometimes it's hard to keep the "norms" from stumbling across the truth, but letting it happen just means more food (or recruits!) for the monsters.

Make no mistake – even the best can fall, and you may die. But you'll do so knowing that, at every step, you fought back the wall of enemies who would tear out humanity's collective throat. You fight so people can walk down the street at night without fearing anything worse than a mugging. You fight so your home town stays a place to live, instead of a blighted piece of Hell. You fight because you are one of the *only* people in the world who can.

This is The Mission. The stakes are, quite literally, the fate of the world.

*There are worse things out tonight than vampires.*

– Blade, in *Blade*

## RECOMMENDED BOOKS

*GURPS Monster Hunters 1: Champions* requires only the *GURPS Basic Set*. This is a standalone supplement, detailing how to create and equip hunters. Future publications will cover running a game, enemies, and so on.

Several books can add *optional* detail to a *Monster Hunters* game. *GURPS High-Tech* can expand the shopping list from Chapter 6. *GURPS Horror* offers additional advice and enemies. Likewise, the GM can add extra complexity with rules from *GURPS Gun Fu* (p. 10), *GURPS Action 1: Heroes* (p. 19), *GURPS Powers: Divine Favor* (p. 42), *GURPS Psionic Powers* and *GURPS Psis* (p. 45), and *GURPS Thaumatology* (p. 33); recommendations are included herein. *GURPS Loadouts: Monster Hunters* deserves special mention: Not only is it useful for quickly equipping your champions, it was one of the inspirations for the creation of this very book!

## ABOUT THE AUTHOR

Jason Levine, known by the minions of evil as "Rev. Pee Kitty," has faced down the forces of darkness with naught but dice and a pencil since he was but a lad. He is co-author of *GURPS Dungeon Fantasy 10: Taverns* and the *GURPS Creatures of the Night* series; and the author of *GURPS Dungeon Fantasy 5: Allies*, *GURPS Psionic Powers*, *GURPS Psionic Campaigns*, *GURPS Psis*, and *GURPS Powers: Divine Favor*. When not staking vampires and downing rogue witches, he collects toys, spoils his cats and dogs, and cooks for his beautiful wife.

## Hunter Terminology

**champion:** A powerful hero who uses extreme skill and/or special abilities to pursue *The Mission*. Not necessarily a paragon of virtue – just dedicated to the right side.

**Enemy, The:** Collective term for the *monsters* and *rogues* who endanger humanity.

**hero:** See *champion*.

**Mission, The:** **1.** The act of hunting *The Enemy*. **2.** Putting the safety of humanity before your own.

**monster:** Any inhuman creature that threatens mankind; e.g., a demon or a vampire.

**rogue:** A human with access to magic or powers who uses them to harm innocent people.

**sidekick:** An NPC Ally of a lower point total (usually 50%).

**team:** A group of *champions*.

See also *Words of Magic* (p. 32).

## Ritual Adept

40 points

*Prerequisite:* Magery.

This new advantage represents inherent magical power, and is only available to dedicated spellcasters (e.g., witches). While the spells cast by an average person (even a mage) are slow and bound by several restrictions, yours are not. See *Ritual Path Magic* (pp. 32-39) for details.

## Talent

see p. B89

Talents *never* add to wildcard skills. For general rules governing Talents, see the **Basic Set**. New Talents germane to **Monster Hunters** are:

*Hunters often need a little edge.*

*Born War-Leader:* Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, and Tactics. *Reaction bonus:* soldiers or professional warriors. *5 points/level.*

*Close to Heaven:* Exorcism, Meditation, Religious Ritual, and Theology. *Reaction bonus:* members of the clergy. *5 points/level.*

*Craftiness:* Acting, Camouflage, Disguise, Holdout, Shadowing, and Stealth. *Reaction bonus:* none! *5 points/level.*

*Parapsychologist:* Electronics Operation (Medical, Psychotronics, or Scientific), Expert Skill (Psionics), Hypnotism, Occultism, Physics (Paraphysics), and Psychology. *Reaction bonus:* psis and true believers. *5 points/level.*

## New Perks

Monster slayers often need a little “edge”; sometimes a simple perk can make all the difference in a situation! Perks with a † require specialization by skill or by item, as noted. In the former case, you *can* specialize in a wildcard skill, in which case the perk covers every applicable use of the skill; e.g., Off-Hand Weapon Training (Gun!) would let you fire and fast-draw *any* gun with no “off-hand” penalty.

*Brave:* A Fright Check usually fails on any roll of 14+, regardless of modified Will. *You* only fail on a 15+. (Your modified Will must total 14+ for this to be useful, of course!) You may only take this perk once.

*Equipment Bond†:* You own a piece of gear or tool kit (bought separately with cash or as Signature Gear) that's uniquely suited to you. *You* are at +1 to effective skill when you use it, cumulative with any modifiers for its quality. You must specialize in a specific item, which cannot be a weapon; if you lose it, you also lose this perk (and the point spent on it).

*Improvised Weapons†:* You've practiced using everyday items with a specific weapon skill, and never suffer a penalty when doing so. Specialize by any Melee Weapon or ranged weapon skill. (See pp. 60 and 62-63 for some example weapons, and **GURPS Martial Arts**, p. 224, for a longer list.)

*Off-Hand Weapon Training†:* You can ignore the -4 for using your “off” hand with one particular skill. Specialize

by any one-handed Melee Weapon, ranged weapon, or Fast-Draw skill. (This *replaces* the Off-Hand Weapon Training *technique* on p. B232.)

*Quick Reload†:* You can reload your gun in record time! You must specialize in Magazine (for modern automatics) or Revolver (which requires a speedloader). Reloading takes you only one Ready maneuver; a successful Fast-Draw (Ammo) roll makes this a free action! (Commandos specialize in Gun!, which covers *everything*; for all other loading methods, reloading takes *two* Ready maneuvers, or one with a successful Gun! roll.)

*Ritual Mastery†:* You have +2 to all Path skill rolls when casting a specific ritual (*Defining Rituals*, p. 39). You must specialize by ritual.

*Trademark Move†:* You've got one particular attack *down*, giving you +1 on all skill rolls made to use it. Write this down as a full turn of action(s), specifying maneuver, combat options, skills used, hit locations, effective skill and damage, etc.; e.g., “All-Out Attack (Strong) with Broadsword as a Rapid Strike, swinging at the neck (skill 15, 2d+3 cut) then stabbing the vitals as a Deceptive Attack for -2 to defenses (skill 13, 1d+4 imp).” It *cannot* be anything boring like, “Rifle shot to the head.”

*Weapon Bond†:* As for *Equipment Bond* (above), but for a specific weapon.

## SUITABLE DISADVANTAGES

The Mission demands a certain level of fitness and competence from its champions; even an accidental hero wouldn't survive without being up to the challenge. Thus, any disadvantage which would keep someone from fighting monsters is inappropriate, whether due to crippling physical issues (e.g., Blindness) or mindset (e.g., Cowardice). Other excised traits are either inappropriate for modern, semi-realistic humans or simply don't fit a fast-and-loose game of monster slaying!

The following disadvantages are those best suited to champions. The GM is always free to allow others! An asterisk (\*) next to cost means that a self-control number is required; see pp. B120-121. The listed cost assumes a self-control number of 12. This list does not address quirks, which may be chosen freely, as they exist primarily to aid roleplaying.

*Ghost Blaster.* A backpack containing a stripped-down nuclear accelerator connected to a rifle-sized particle thrower, capable of projecting energy that disrupts a spirit's ties to this astral plane. It can only affect insubstantial foes, including ghosts, certain demons, astral projectors, etc. If the "damage" reduces the target to 0 FP, it immediately returns to wherever it belongs – ghosts move on, demons go to Hell, projectors return to their bodies, and so on. See the *Firearms Table* (p. 62) for stats.

*Mental Shield.* This resembles a small colander, form-fitted to the head, with wires and resistors coming out of it. It must be worn in contact with the scalp, precluding the use of a helmet. Gives the wearer Mind Shield 4, cumulative with any natural Mind Shield, but most people react to him at -2. It also provides an extra DR 1 to the skull, but for every hit, the shield must roll against its HT 11 or short out until repaired. \$1,000, 1 lb.

*Mind Disruptor.* This weapon is useful for humans you don't want to hurt, and resembles a cross between a rifle and a "beach-combing" metal detector. When hit, the target must roll against Will-2, with a bonus equal to any Mind Shield, or be mentally stunned; he may roll again each turn to recover. On a critical failure, he falls unconscious! The effect disrupts short-term memory; victims who succumb never remember what happened to them during the second they were shot, or the second before that. See the *Firearms Table* (p. 62) for stats.

*Neutralizer.* This bulky rifle, attached to a hip-pack battery, is useful when going up against rogue psis. When hit, the target must roll against Will-4, with a bonus equal to any Mind Shield, or lose access to *all* of his psionic abilities for seconds equal to the margin of failure (*minutes* on a critical failure). See the *Firearms Table* (p. 62) for stats.

*Spiricom.* A system of frequency-tone generators that can isolate a spiritual "carrier wave" so everyone can hear it. Look up the operator's margin of success on the "Size" column of the *Size and Speed/Range Table* (p. B550). Within this range, if any psi uses Telesend, or any ghost attempts to communicate, the spiricom converts it to sound. Runs on external power. \$3,200, 80 lbs.

## Psi Drugs

These pills take two seconds to ready and swallow; they take effect within a minute. They are also available as injections, which require 15 seconds to administer but then work immediately. Injecting a drug *quickly* (two seconds) requires a First Aid-4 or Physician+2 roll, with failure resulting in a wasted drug.

*Psi-Block.* Alters the user's morphic field: For 1d×10 minutes, psis are at -4 to use their abilities (whether mental, physical, or even divination) on him. If given to a psi, he is also at -8 to use any of his *own* abilities! \$30/dose, neg.

*Psi-Boost.* Adds +1 to the user's psi rolls for 1d×10 minutes. User must roll HT; on a failure, he is *also* at -2 to DX and all DX-based rolls for hours equal to the margin of failure. Multiple doses within 24 hours are at a cumulative -1 to this roll. Potentially addictive (-15 points); users are at -5 to all psi use while going through withdrawal. \$50/dose, neg.

## To Gear or Not to Gear

The assumptions discussed at the beginning of this chapter can be tailored to fit the group – but be sure everyone's aware of it before the game starts!

### Rejecting Materialism

If the GM wants less of a focus on equipment, he has a few options. He can reduce the starting funds significantly (anywhere from -10% to -90%), which forces the group to pick up only the essentials. Or he can make a list of which gear is available, removing anything he sees as a crutch. He can even do both!

More radically, the GM may simply *assign* whatever gear he feels is appropriate to each PC – the warrior may get an axe and a smile, while the techie gets a small collection of expensive gadgets. If so, no PC can take Wealth, and all Patrons should be Modest Budget.

### Shop Your Heart Out

For a *much* larger shopping list, break out **GURPS High-Tech**. Be warned that by itself, this will add considerable time to game prep, as players comb through 256 pages of nifty toys. To avoid this, consider *also* using **GURPS Loadouts: Monster Hunters**, which offers sensible equipment suggestions for most flavors of champion and mission.

In theory, using **High-Tech** means you can keep detailed track of things like batteries, but doing so is not recommended. It can slow down play and shift the focus off of the monster hunting.

### Track Nothing!

**Monster Hunters**, though a cinematic game, assumes that ammunition will be tracked. This preserves the balance between melee weapons (which put you close to your foe) and ranged weapons (which are safer, but require ammo); it doesn't hurt the commando (pp. 9-10), because each of his perfectly targeted bullets is still more valuable than those of an average shooter (who misses more often).

That said, it won't drastically unbalance the game to assume that everyone has enough ammo to deal with any situation. To do so, tally up the cost and weight of *five* reloads for everyone. (Five per *weapon*, not per person!) If someone uses multiple types of ammo for a weapon, tally up five reloads for *each* type.

Each champion has to pay the cost for his reloads before every mission. (With a Patron, this is one of the primary uses for the replacement budget.) Next, each person has to add the total weight to his encumbrance. Then, *ignore* detailed ammo tracking until one of the following happens:

- The team is cut off from resupplying; e.g., trapped in a cave or a building. At that point, everyone has five reloads left, and has to count bullets.
- A PC objects to the encumbrance and decides to ditch some ammo. From that point on, *he* has just the 0-4 reloads that he didn't drop.
- A PC is captured and stripped of his gear. He has nothing!

This applies to ammo – including things like arrows and crossbow bolts – but not to holy water balloons, grenades (p. 63), or anything else that weighs more than an ounce per use.



## Firearms Table

See pp. B268-271 for an explanation of the statistics.

Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost	Notes
<b>BEAM WEAPONS (PROJECTOR) (DX-4 or other Beam Weapons at -4)</b>											
Ghost Blaster	2d fat	2	25/40	50	1	30	11†	-7	1	\$12,500	[1]
Mind Disruptor	Will-2 aff	3	10/30	11	1	22	9†	-5	1	\$26,000	[1]
Neutralizer	Will-4 aff	3	23/70	15	1	33	10†	-6	1	\$19,000	[1]
<b>GUNS (PISTOL) (DX-4 or most other Guns at -2)</b>											
Auto Pistol, .40	2d+2 pi+	2	160/1,800	2.3/0.6	3	13+1(3)	9	-2	2	\$770/\$4(\$32)	
Auto Pistol, .50AE	4d pi+	2	220/2,500	4.6/0.6	3	7+1(3)	12	-4	4	\$1,250/\$8(\$45)	
Backup Auto Pistol, .40	2d+1 pi+	1	140/1,600	1.9/0.4	3	6+1(3)	8	-1	2	\$720/\$2(\$37)	
Revolver, .44M	3d+2 pi+	2	210/2,300	3.1/0.4	3	6(6)	11	-3	4	\$770/\$4(\$10)	
Revolver, Snub .38	2d-1 pi	1	90/1,000	1.2/0.3	3	5(6)	9	-1	2	\$350/\$2(\$10)	
<b>GUNS (RIFLE) (DX-4 or most other Guns at -2)</b>											
Assault Carbine, 5.56mm	4d+2 pi	4	750/2,900	7.3/1	15	30+1(3)	9†	-4	2	\$950/\$15(\$34)	
Assault Rifle, 5.56mm	5d pi	5	800/3,500	8.9/1	13	30+1(3)	8†	-5	2	\$850/\$15(\$34)	
Entry Rifle, .50BW	6d+1 pi+	4	380/2,700	7/1.1	3	10+1(3)	10†	-5	4	\$1,200/\$11(\$34)	
Sniper Rifle, 7.62mm	7d pi	5+3	1,000/4,200	15/1	1	10+1(3)	11B†	-6	3	\$2,350/\$9(\$50)	[2]
<b>GUNS (SHOTGUN) (DX-4 or most other Guns at -2)</b>											
Auto Shotgun, 12G	1d+1 pi	3	40/800	8.2/0.8	3×9	7+1(2i)	10†	-5	1	\$1,000/\$4	
<i>firing slugs</i>	5d pi++	4	100/1,200	–	3	–	10†	–	4	–	
Compact Pump Shotgun, 12G	1d+1 pi	2	40/800	6.7/0.4	2×9	4+1(2i)	12†	-3	1	\$400/\$2	[2]
<i>firing slugs</i>	5d pi++	3	100/1,200	–	3	–	12†	–	6	–	[2]
Pump Shotgun, 12G	1d+1 pi	3	40/800	8.3/0.8	2×9	7+1(2i)	10†	-5	1	\$400/\$4	[2]
<i>firing slugs</i>	5d pi++	4	100/1,200	–	2	–	10†	–	5	–	[2]
<b>GUNS (SMG) (DX-4 or most other Guns at -2)</b>											
Machine Pistol, 9mm	2d+2 pi	2	130/1,400	7.5/1.3	18	32(3)	10	-2	3	\$425/\$10(\$29)	
SMG, .45	2d+1 pi+	3	160/1,700	6.5/1.6	10	25+1(3)	8†	-4	2	\$900/\$13(\$36)	
SMG, 9mm	3d-1 pi	4	170/1,900	6/1.2	13	30+1(3)	8†	-4	2	\$1,500/\$9(\$29)	
SMG, Compact 9mm	2d+2 pi	2	160/1,800	3.8/1	15	30+1(3)	8†	-2	2	\$1,200/\$9(\$34)	
<b>LIQUID PROJECTOR (FLAMETHROWER) (DX-4 or other Liquid Projector at -4)</b>											
Backpack Flamethrower	3d burn	–	40	50/20	Jet	10	10†	-7	–	\$2,000/\$10	[3, 4]
Handheld Flamethrower	3d burn	–	40	7.8/2	Jet	1	6†	-4	–	\$500/\$1	[3]
<b>LIQUID PROJECTOR (SPRAYER) (DX-4 or other Liquid Projector at -4)</b>											
Handheld Sprayer	Special	–	2	0.1	Jet	20	3	-1	–	\$10	[5]
<b>LIQUID PROJECTOR (SQUIRT GUN) (DX-4 or other Liquid Projector at -4)</b>											
Backpack Squirt Gun	Special	–	12	18/15	Jet	15(12)	4†	-3	–	\$45(\$15)	[5]
Squirt Carbine	Special	–	8	3.5/2	Jet	2(7)	4†	-3	–	\$30(\$5)	[5]

### Notes

- [1] Psychotronic weapon; see p. 58 for detailed effects. Shots are reloaded by recharging its internal batteries (p. 52).  
 [2] Requires two hands to use, regardless of wielder's ST.  
 [3] Anyone hit takes 1d burn per second for 2d×5 more seconds (1d×5 past 25 yards).  
 [4] Backpack has 1-in-6 chance of exploding if damage penetrates its DR 2; everyone within two yards is hit by one shot.  
 [5] Usually filled with holy water (p. 57). The dispersion gives +2 to hit.

### Improvised Firearms

Sometimes a champion has to make do with whatever comes to hand! See *Improvised Weapons* (p. 60) for details. The following all have Acc 0 and RoF 1.

*Flare Gun.* Does 1d+1(0.5) cr dkb inc, with Range 10/330 and Shots 1(3) [any **Guns-4**]. Burns *hot* for 10 seconds after firing: 1d burn to anyone touching it. \$480, 2 lbs.

*Nail Gun.* The safety must be disabled ahead of time or held back with the off hand. Does 2d-1 pi-, with Range 5/25 and Shots 50(3) [**Pistol-4**]. \$350, 8 lbs.

*Spray Can and a Lighter*. Does 1d-2 burn, with Range 1 and Shots 5 [**Flamethrower-2** or **Sprayer**]. \$2, 0.5 lb.

## SPECIAL AMMO

The *Firearms Table* (p. 63) lists the cost of reloading your weapon with normal bullets. But some situations call for special ammo! Each type of ammo below has a “cost factor” (CF) that affects the cost as for gadgets (p. 54). The final CF multiplier is applied to the *reload* cost, but does not modify the magazine or speedloader cost. For example, buying a fresh magazine of silent ammo (x10 cost) for a .40 auto pistol would cost (\$4 × 10) + \$32 = \$72, *not* (\$4 + \$32) × 10 = \$360!

You may combine *one* powder option and *one* payload option, but no more. Thus, it is possible to obtain extra-powerful hollow-point rounds, but *not* armor-piercing holy-water rounds or extra-powerful match-grade rounds. All effects stack; e.g., an extra-powerful (x1.1 Range) chemical (x0.4 Range) round would have 0.44 times Range.

These rules are intentionally simplified for a cinematic game, and should not be ported into a realistic setting; use the more detailed rules from *High-Tech* (pp. 161-178) instead.

### Powder Options

*Extra-Powerful*: Adds +1 damage per *three* dice or fraction thereof. Multiply Range and ST by 1.1 (minimum +1 ST). Any gun: +1 CF.

*Hand-Matched\**: If a gun has Acc 2 or 3, adds +1 Acc. If it has Acc 4 or better, adds +2 Acc. Any gun: +9 CF.

*Match-Grade*: If a gun has Acc 4 or better, adds +1 Acc. Any gun: +1 CF.

*Silent*: Greatly reduces the odds of being heard (*Hearing Shots*, p. 61). Any gun: +9 CF.

\* The cost for this option includes hand-loading labor. A champion with a reloading press (p. 56) can roll against Armoury (Small Arms) to craft this himself; roll once per two full reloads. Success reduces the CF of this option by 2 (e.g., +9 CF becomes +7 CF); failure *increases* it by 2 due to wastage.

### Payload Options

With the sole exception of silver, none of the upgrades below may be applied to shot shells; shotguns firing any of these custom bullets do so using *slugs*, not shot.

*Armor-Piercing*: Add armor divisor (2) but change damage type from pi++ to pi+, from pi+ to pi, or from pi to pi- (no effect on pi-). Any pistol, rifle, or SMG: +1 CF.

*Chemical*: Changes damage to 2d-1(0.5) cr and multiplies Range by 0.4. Upon impact, releases smoke or tear gas (both p. B439) in a 4-yard radius for 20 seconds. Any shotgun: +2 CF for smoke, +4 CF for tear gas.

*“Dragon’s Breath”*: Spews flame, in a cone 75 yards long and 10 yards wide (at the end), for 1d-2 burning damage. RoF becomes 1 *and* the gun cannot be fired again for three seconds as the flame slowly dies. Cannot be combined with *any* powder options. Any shotgun: +2 CF.

*Explosive*: Changes shotgun damage to 4d(0.5) pi++ with a 1d-1 cr ex follow-up. If the slug penetrates DR, the follow-up damage is *tripled* and ignores DR! Adds +1 to a *Hearing Shots* (p. 61) roll. Any shotgun: +19 CF.

*Flare*: Changes damage to 2d-1(0.5) cr inc, and multiplies Range by 0.4. Designed to be shot into the air, where it illuminates a 50-yard radius for 20 seconds. This prevents the darkness penalty in the area from going below -3. Any shotgun: +4 CF.

*Hollow-Point*: Changes damage time from pi- to pi, from pi to pi+, or pi+ to pi++ (no effect on pi++), but adds armor divisor (0.5). Any pistol, rifle, or SMG: +0 CF.

*Holy-Water\**: Identical to hollow-points (above), but includes a tiny amount of holy water (*Holy Attacks*, p. 51). Any gun: +2 CF.

*Rock Salt*: Reduces Range to 10 and does *no* damage. Living things and zombies must roll HT+DR to avoid moderate pain (p. B428) for minutes equal to the margin of failure – salt ignores the zombies’ High Pain Threshold. If shot in the *face*, a failed roll destroys the zombie! Any shotgun: +0 CF

*Silver\**: A steel jacket around solid silver *or* a shotgun shell packed with silver pellets. Any gun: +49 CF.

*Thermate\**: A thermite-based (p. 55) concoction, often used in fireworks. Adds a follow-up burning attack, but reduces bullet damage by -1 per die. Burning damage depends on the gun’s base damage type: 1d-4 for pi-, 1d-2 for pi, 1d for pi+, or 1d+2 for pi++. Any gun: +3 CF.

*Wooden\**: Wood in a steel jacket. Halves Range and damage, rounding up (e.g., 3d becomes 1d+2). A shot to the heart counts as a stake for vampires. Any gun: +2 CF.

\* The cost for this option includes hand-loading labor; see note under *Powder Options* (above). Hand-loading ammo with *two* footnoted options (e.g., hand-matched wooden) requires *two* Armoury rolls per batch – one for each option.

## GRENADES

As a rule, grenades are a bad idea. Champions generally have to fight monsters in close proximity, where the thrower (or his friends!) can be easily caught in the blast. They’re loud, which is more likely to attract police attention, and being caught with them is *far* worse than being caught with axes and guns.

That said, they are offered here as they may fit into certain campaigns or missions. Champions who are not part of a military or paramilitary organization *must* have a suitable Contact to acquire these. If not, a Streetwise roll at -2 can locate them, but at 1d+1 times the cost!

These are smaller, lighter grenades than those on p. B277 – safer in close quarters and slightly quieter. Pulling the pin is a Ready maneuver, but the fuse doesn’t start until the arming handle is released (a free action). Anyone with ST 10+ can throw a grenade (ST × 3.5) yards using Throwing. The bonus to be heard modifies the roll for *Hearing Shots* (p. 61).

*Concussion*: 4-second fuse. Inflicts 5d cr ex. Heard at +3. \$30, 0.3 lb.

*Fragmentation*: 4-second fuse. Inflicts 3d-1 [2d] cr ex. Heard at +3. \$25, 0.4 lb.

*Smoke*: 2-second fuse. Fills a 4-yard radius with smoke or tear gas (both p. B439) for 20 seconds. Heard at +0. \$25 (smoke) or \$35 (tear gas), 0.2 lb.

*White Phosphorus (WP)*: 4-second fuse. Inflicts 2d [1d(0.2)] burn ex. Each shrapnel fragment does damage again every 10 seconds for a minute; roll DX to brush a fragment off. *Also* acts as a smoke grenade! Heard at +3. \$50, 1 lb.

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*So, dangerous mission tomorrow.  
 Guess it's time to eat, drink and, you  
 know, make merry.*

– Dean Winchester,  
 in **Supernatural** #5.10

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