

GURPS

Fourth Edition

LOADOUTS:TM **MONSTER HUNTERS**



Written by **S.A. FISHER** and **HANS-CHRISTIAN VORTISCH**

Edited by **NIKOLA VRTIS**

Illustrated by **DAN SMITH**

An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

Stock #37-1580

Version 1.0 – February 2009



CONTENTS

INTRODUCTION	3	Legendary Monster Hunter Basic Kit (TL6)	16
About the Authors	3	Lens: Slayer	16
About <i>GURPS</i>	3	Lens: Supernatural Slayer	17
1. BECAUSE ROUGH MEN STAND READY	4	Lens: Fire Slayer	17
THE BASICS	4	Lens: Scout	17
Investigation	4	Lens: Supernatural Scout	18
Monster Hunting	4	Lens: Sage	18
<i>The Fatal Four</i>	5	Lens: Supernatural Sage	18
Hunter Tactics	5		
HUNTER ROLES	6		
Scout	6		
Slayer	6		
Sage	6		
HUNTER GEAR	6		
Bare Essentials	6		
Super Hunters	6		
Manuals	7		
<i>Tool Kits and Labs</i>	7		
<i>Signature Gear</i>	8		
Weapons	8		
<i>Bigger Is Better</i>	9		
Monster-Hunting Guns	10		
Monster Killers	11		
Stakes	12		
Holy Weapons	12		
The Silver Antidote	13		
2. TL6: LOCK, STOCK, AND TWO SMOKING BARRELS	14		
THE GEAR	14		
Budget Monster Hunter Basic Kit (TL6)	14		
<i>How to Read the Loadouts</i>	15		
<i>Firearms Costs and Weights</i>	15		
Lens: Slayer	15		
Lens: Supernatural Slayer	15		
Lens: Scout	15		
Lens: Supernatural Scout	16		
Lens: Sage	16		
Lens: Supernatural Sage	16		
		3. TL8: VAMPIRE HUNTING ISN'T A CATCH-AND-RELEASE SPORT	19
		THE GEAR	19
		Budget Monster Hunter Basic Kit (TL8)	19
		<i>How to Read the Loadouts</i>	19
		Lens: Slayer	20
		Lens: Assault Rifle Slayer	20
		Lens: Supernatural Slayer	20
		Lens: Scout	20
		Lens: Supernatural Scout	21
		Lens: Sage	21
		Lens: Supernatural Sage	21
		Legendary Monster Hunter Basic Kit (TL8)	22
		Lens: Slayer	22
		Lens: Assault Rifle Slayer	22
		Lens: Minigun Slayer	23
		Lens: Supernatural Slayer	23
		Lens: Supernatural Chainsaw Slayer	23
		Lens: Scout	23
		Lens: Supernatural Scout	24
		Lens: Sage	24
		Lens: Supernatural Sage	24
		APPENDIX: REFERENCE SHEETS	25
		INDEX	39

Monster hunting just got easier.

GURPS System Design ■ STEVE JACKSON
GURPS Line Editor ■ SEAN PUNCH
e23 Manager ■ STEVEN MARSH
Page Design ■ PHIL REED and
JUSTIN DE WITT

Managing Editor ■ PHILIP REED
Art Director ■ WILL SCHOONOVER
Production Artist & Indexer ■ NIKOLA VRTIS
Prepress Checker ■ MONICA STEPHENS
Marketing Director ■ PAUL CHAPMAN

Director of Sales ■ ROSS JEPSON
Errata Coordinator ■ WARREN
MacLAUHLAN MCKENZIE
GURPS FAQ Maintainer ■
VICKY "MOLOKH" KOLENKO

Additional Material: Sean Punch

Playtesters: Frederick Brackin, Emily Smirle, C. Lee Davis, Leonardo Holschuh, and Scott Harris

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *Loadouts*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. **GURPS Loadouts: Monster Hunters** is copyright © 2009 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

INTRODUCTION

GURPS Loadouts: Monster Hunters is a gaming aid for TL6 and TL8 monster killers of all sorts. The equipment kits are designed for players that don't have the time or inclination to assemble an equipment list from the material in **GURPS High-Tech** themselves. The kits likewise serve as examples for those looking to build their own versions. The book also includes new equipment, weapons, and optional rules for monster-hunting gear.

Loadouts: Monster Hunters assumes that the hunter's target can be harmed in some fashion by the technology of men: horrific aliens or fantastic creatures, as well as supernatural creatures such as vampires, werewolves, and zombies. Of course, much of the book is applicable to the hunting of perfectly "natural" monstrous creatures, too.

Tech level 6 and tech level 8 encompass some of the most interesting campaign settings. Taking place in the historical period from the Old West to WWII, TL6 includes a number of popular adventuring eras, such as the late Victorian Age and pulp stories of the 1920s and 1930s. The masterpieces of Bram Stoker and H.P. Lovecraft, inspirational for preternatural hunts of all types, all call TL6 home. Sir Arthur Conan Doyle's *Lost World* and Edgar Rice Burroughs' *The Land That Time Forgot* are seminal works for those hunting monstrous, but mundane, creatures. Recent monster-killing movies in this historical timeframe abound and include *King Kong*, *The Mummy*, and *Van Helsing*. Likewise, the video game series *Castle Wolfenstein* is set in this period.

Adventures at TL8 undoubtedly will be inspired by sources such as **GURPS Black Ops**; the Anita Blake vampire-hunting novels; television series like *The X-Files*, *Supernatural*, and *Ultraviolet*; and movies such as *Blade*, *Constantine*, *Dawn of the Dead*, *Dog Soldiers*, *Predator*, the *Tremors* series, and *Underworld*. Video game inspirations include *Quake* and *Resident Evil*. In addition, there are the *Hellboy* graphic novels and movies (see the *Hellboy Sourcebook and Roleplaying Game*).

ABOUT THE AUTHORS

S.A. Fisher is currently pursuing a doctorate in history. A former teacher and infantryman, he has over a decade of experience in private security, and is a certified law-enforcement firearms and defensive-tactics instructor. His previous works include **GURPS High-Tech, Fourth Edition**, **GURPS WWII: Dogfaces**, and **GURPS WWII: Hand of Steel**. He has been an avid gamer for nearly 25 years; he devotes his spare time to camping and recreational shooting. He lives in Searcy, Arkansas, with his wife, Jennifer, and their two daughters, Elizabeth and Rachel. He owns a single silver bullet, just in case.

Hans-Christian "Grey Tiger" Vortisch, M.A., began writing for **GURPS** as a freelancer in 2001. He was author or co-author of **GURPS Covert Ops**, **GURPS High-Tech, Fourth Edition**, **GURPS Modern Firepower**, **GURPS Special Ops, Third Edition**, **GURPS WWII: Motor Pool**, and half a dozen e23 publications on martial topics. He wrote additional material for numerous other **GURPS** books; authored, translated, edited, or contributed to several German *Call of Cthulhu* products; and published many articles in American, British, and German gaming magazines. Hans has been an avid gamer since 1983. His non-gaming interests include science fiction, history, shooting, cinema, and punk rock. He lives in Berlin. His current loadout includes little more than a Swiss army knife and a mini flashlight – hardly enough to survive when the zombies come . . .

About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what's new at www.sjgames.com/gurps.

e23. Our e-publishing division offers **GURPS** adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on e23! Just head over to e23.sjgames.com.

Pyramid (www.sjgames.com/pyramid). Our monthly PDF magazine includes new rules and articles for **GURPS**, systemless locations, adventures, and much more. Look for each themed issue from e23!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. The **GURPS Loadouts: Monster Hunters** web page can be found at www.sjgames.com/gurps/books/loadouts/monsterhunters.

Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

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.

Ken Hite's "five Ts" of monster hunting also serve as useful strategies after the investigation is complete:

1. *Threat Assessment.* Stalkers analyze information gleaned during the "five Rs" of their investigation. They discover what they are dealing with, how many there are, and so forth. Research (p. B217) and Occultism (p. B212) are helpful.

2. *Tailoring.* Select the right tools for the job. For every attack form the monster is known to have, develop a countermeasure; for every weakness, a weapon. Bring exactly what you need – no more, no less – and bring enough of it to do the job. Armoury (p. B178) is vital in this phase.

3. *Tactics.* Every team needs a leader and a good plan. Experienced hunters pool their firepower and hit the horror hard and fast, striking it at its weakest point when it least expects an attack. To pull this off, Tactics (p. B224) and Leadership (p. B204) are essential.

4. *Targeting.* Know the objective, and don't get distracted. If the goal is to rescue the princess, rescue the princess and get out. Don't start looting the tomb. This point doesn't demand any specific skill, but the GM might roll for Common Sense (p. B43) or make a secret Tactics (p. B224) roll if the party begins to drift off target.

5. *Thoroughness.* Never leave a horror behind. Don't let the undead rise again to fight another day. If necessary, come back in broad daylight and drench the crypt with bleach, garlic, holy water, or gasoline – maybe all four.

HUNTER TACTICS

Dr. Ray Stantz: "I think we'd better split up."

Dr. Egon Spengler: "Good idea."

Dr. Peter Venkman: "Yeah . . . we can do more damage that way."

– *Ghostbusters*

To complement Ken Hite's series of fives, consider the following combat dictums:

1. *Stealth.* Approach the horror's lair as craftily as possible and make every effort to move as quietly as possible once inside. Beneficial skills include Camouflage (p. B183) and Stealth (p. B222). While Soldier (p. B221) allows use of tactical hand signs, other nonverbal discussions require Gesture (p. B198).

2. *Security.* Assign teammates to watch all directions. As the team moves through a monster's lair, it should create "footholds," areas that are cleared or considered "mostly safe." Spike the doors shut, bless them with holy water and sprinkle salt on the threshold (or whatever works best for the evil in question), and then move to the next foothold. Hunters will benefit from Observation skill (p. B211).

3. *Shock.* When the final assault comes, enter with overwhelming firepower. Burst in with guns blazing and never let up. Throw grenades. Use explosives or Molotov cocktails. A couple of seconds of distraction or surprise may be all that's needed to toss a firebomb into a sleeping vampire lord's sarcophagus, for instance. Be sure to invest in relevant Explosives (p. B194), Guns (p. B198), and Throwing (p. B226) specializations. Melee combat skills are also useful.

4. *Support.* One hunter should provide covering fire while the others reload or find a better fighting position. Heavy weapons or special powers can keep foes occupied while other team members get more ammunition, move to get in a flank attack, or break out their own special weapons. Various Guns (p. B198) and Gunner (p. B198) specializations are helpful, and don't forget Tactics (p. B224) and Electronics Operation (Comm) (p. B189).

5. *Safety.* Be prepared to call for backup and retreat when necessary – living to fight another day may be the greatest accomplishment in a monster-hunting campaign. Hunters would be prudent to invest into Tactics (p. B224) and Electronics Operation (Comm) (p. B189) – and Running (p. B218).

The Fatal Four

Rick O'Connell: "You heard the man: No mortal weapons can kill this guy."

Evelyn "Evy" Carnahan: "Then we're just going to have to find some immortal ones!"

– *The Mummy*

Supernatural monsters, and possibly aliens, may suffer from one or more of the "Fatal Four" disadvantages: Dread (p. B132), Revulsion (p. B151), Vulnerability (p. B161), and Weakness (p. B161). Much of the flavor of a hunter campaign is defined by how these various traits interact.

1. *Dread.* This can keep monsters at bay long enough to destroy them or effect an escape. Cagey hunters may arrange objects of Dread so as to entrap their quarry (e.g., a crucifix placed inside a vampire's coffin).

2. *Revulsion.* A supernatural allergy to a substance such as silver, incense, or a blessed object is an excellent candidate for a monster poison (see *Monster Killers*, pp. 11-12).

3. *Vulnerability.* Weapons and traps using the Vulnerability are obvious choices here, since they benefit greatly from the wounding multiplier.

4. *Weakness.* Using a horror's Dread to force it into its Weakness is a common monster-hunting trick.

At a glance, some of these may look vaguely similar, but their details differ considerably! Other monster traits important to hunters include Unkillable with Achilles' Heel (p. B95), and Supernatural Durability (p. B89) with a specified vulnerability.

GMs should consider slightly tweaking monster templates to create unique adversaries (Dread replaced with Revulsion, or Vulnerability replaced by Weakness), which may add spice to a long-running hunter campaign.



Shotguns are a good choice for “close encounters” and can fire a wide variety of specialty ammunition (see *High-Tech*, p. 103, and *High-Tech: Pulp Guns, Volume 1*, p. 23) including silver buckshot (p. 13), net rounds, incendiary slugs, wooden bullets (p. 12), wire shot, and high-explosive warheads. They can even be used to launch stakes (p. 12).

Rifles are generally more accurate and deal more damage than other small arms, but among hunters there is debate between the big-bore and smaller-caliber schools of thought. Big-bore guns do more damage per hit, but smaller-caliber weapons have the ammo capacity and rate of fire to score more – and, popular myth notwithstanding, are often more accurate, too!

Full-automatic firearms, in all sizes from machine pistols to heavy machine guns, are especially useful when dealing with multitudes of monsters. They are also capable of dealing out significant damage to single targets. However, they are generally expensive, often are illegal or at least difficult to acquire, and burn large amounts of ammunition – which can be problematic considering the expense of silver bullets (p. 13)!



There are several important firearm accessories to consider. A sound suppressor (*High-Tech*, pp. 158-159) may be helpful for keeping the unsuspecting public or – probably more importantly – any other monsters from noticing what’s happening. TL8 monster hunters will also find night sights or thermal-imaging sights (*High-Tech*, pp. 156-157) beneficial against monsters that prefer the cover of darkness. Tactical lights, targeting lasers, and other gadgets may likewise come in handy (*High-Tech*, pp. 155-157).

Special Weapons

Special monsters may require special weapons, depending on the situation. These may include tranquilizer guns (*High-Tech*, p. 89), ranged electrical stunners (*High-Tech*, pp. 89-90), harpoon guns (*High-Tech*, pp. 110, 138), net guns (*High-Tech*, p. 144), light antitank weapons (*High-Tech*, pp. 147-149), flamethrowers (*High-Tech*, pp. 178-180, and *High-Tech: Pulp Guns, Volume 2*, p. 31-32), incendiary weapons such as torches (p. B394 and *High-Tech*, p. 27) or phosphorus grenades (pp. B410-411 and *High-Tech*, pp. 142, 149, 170, and 190-193), and water guns (*High-Tech*, p. 180).

Bigger Is Better

Monster hunters often prefer large-caliber weapons. IMI Desert Eagle pistols (*High-Tech*, p. 102) in .44 Magnum or .50 AE are common in many hunter films, such as *Underworld*. The Saint of Killers in the *Preacher* comics uses a .44 Colt Model 1847 Walker revolver (*High-Tech*, p. 93) forged from the sword of the Angel of Death. The hunter in the anime *Hellsing* carries a custom-made semi-automatic pistol in .454 Casull.

Players will note, however, that the game mechanics don’t necessarily support this convention. For ease of play, *GURPS* groups all bullets from 10mm (.40-caliber) to 14.99mm (.59-caliber) into the same *large piercing* damage category (pi+). This means a .40 S&W has the same wounding modifier as a .50 AE. Those wishing to increase potential damage in large-caliber firearms in order to mimic the *perceived* advantages of weapons with ever-increasing calibers might use the following *optional* rules.

Simply interpolate the wound modifier between pi+ (1.5x) and pi++ (2x), based on the *actual diameter* of the projectile (*High-Tech*, p. 162). This gives larger-caliber guns a slight increase in effectiveness over smaller-caliber ones. See the table for typical calibers and their modified wounding modifiers. Note that no changes occur below 10mm (.40-caliber) or at 15mm (.60-caliber) or above – this rule is intended to accommodate the “bigger is better” meme of the genre, not to redesign the entire damage type system. As usual, round down after multiplying. If hollow-points are used (p. B279), they still only increase the wound multiplier one step, to a maximum of pi++ (2x).

Example: FBI Special Agent Lou Lafayette has traded in his Glock 23 pistol for a .50 GI Model 2 (p. 10). The player rolls 8 points, for $8 \times 1.5 = 12$ damage points after penetration – but if the optional rules were used, he’d inflict $8 \times 1.8 = 14.4$ or 14 damage points. Those two additional points may well make a difference!

Optional Wounding Modifier	Typical Caliber
1.5x	.40 S&W, 10x25mm Auto, .41 Short, .410G slug, .38-40 Winchester, .40-72 Winchester, .401 Winchester, 404 NE, .405 Winchester
1.6x	11x17mmR, .44 Magnum, .44 Special, .444 Marlin, .45 ACP, .45 GAP, .45 LC, .454 Casull, .455 Webley, .416 Rigby, .44-40 Winchester, .45-70 Springfield, .500/450 Magnum NE
1.7x	12x16mmR Lefauchaux, .460 S&W, .476 Enfield, .480 Ruger, 32G slug, .458 Winchester Magnum, .460 Weatherby Magnum, .470 NE
1.8x	.50 AE, .50 GI, .500 S&W, .50 Beowulf, 12.7x70mmRB Schüler, .50 Browning, 13.2x92mmSR Mauser
1.9x	28G slug, .55 Boys, .56-56 Spencer, 14.5x114mm, .577 NE, .577 Tyrannosaur
2x	20G slug, 15x96mm Mauser, .600 NE

INDEX

- Alexander Arms .50 Beowulf Entry, 10, 11.
Ammunition, *large-caliber examples*, 9; *special*, 12, 13.
A-Square Hannibal, 10, 11.
Assault Rifle Slayer lens, 20, 22-23.
Automatic crossbows, 12.
Bare essentials, 6-7.
Blank cartridges, 12.
Bombs, 12.
Budget basic kit, *TL6*, 14-15; *TL8*, 19-20.
Budget lenses, *TL6*, 15-16; *TL8*, 20-21.
Bullets (special), 12, 13.
Cameras, 7.
Candles, 6.
Cell phones, 7.
Chainsaw Slayer lens, 23.
Chemlight, 6.
Claymore mines, 13.
Compasses, 7.
Crescent Faultless, 10-11.
Crossbows, 12.
Delivery methods for killing agents, 12.
Esoteric tool kits, 7.
Fatal four disadvantages, 5.
Fingerprint powder, 7.
Fire Slayer lens, 17.
Firearm accessories, 9.
Firearms, 8-11; *costs and weights*, 15; *tables*, 10.
FN MK 13 MOD 0 EGLM, 10, 11.
Forensics labs, 7.
Full-automatic firearms, 9.
Garlic, 11.
Gear, *TL6*, 14-18; *TL8*, 19-24.
GI Model 2, *see Guncrafter Industries Model 2*.
GPS, 7.
Grenade launchers, 10, 11; *stakes*, 12.
Grenades, 13.
Grimoires, 8.
Guncrafter Industries Model 2, 10.
GURPS Basic Set, 6, 8, 13, 15;
Black Ops, 3, 6; *Dungeon Fantasy 4: Sages*, 8; *Fantasy*, 12; *High-Tech*, 6-15, 19; *High-Tech: Pulp Guns, Volume 1*, 9, 12, 14, 15; *High-Tech: Pulp Guns, Volume 2*, 11, 12, 15; *Horror*, 4; *Martial Arts*, 8, 13; *Supers*, 6.
Hellboy Sourcebook and Roleplaying Game, 3.
Herbs, 11.
Holy water, 5, 11, 12, 15.
Holy weapons, 12-13.
Hunter gear, *overview*, 6-13; *specific loadouts*, 14-24.
Hunter roles, 6.
Hunter tactics, 5.
Incense, 11.
Investigation, 4.
Labs, 7.
Legendary basic kit, *TL6*, 16; *TL8*, 22.
Legendary lenses, *TL6*, 16-18; *TL8*, 22-24.
Legendary texts, 8.
Light, 6, 11.
Liquid-filled bombs, 12.
Magnum Arms BFR, .45-70 Springfield (USA, 1999-), 10.
Manuals, 7-8.
Maps, 7.
Melee Weapons, 8.
Minigun Slayer lens, 23.
Monster hunting strategies, 4-5.
Monster killers, 5, 11-12.
Monster-hunting guns, 10-11; *tables*, 10.
Notebooks, 6.
Obscure texts, 8.
Oil, 11.
Personal basics, 6.
Poison, 11.
Reference sheets, 26-38.
Rifles, 9.
Roles, 6.
Sage lens, *TL6*, 16, 18, 28, 31; *TL8*, 21, 24, 34, 38.
Sage role, 6.
Scout lens, *TL6*, 15-17, 27, 30; *TL8*, 20-21, 23-24, 33, 37.
Scout role, 6.
Shotgun stakes, 12.
Shotguns, 9.
Sidearms, 8.
Signature Gear advantage, 8.
Silver blades, 13.
Silver bullets, 13.
Silver fragmentation, 13.
Silver nitrate, 11.
Silver, 13.
Slayer lens, *TL6*, 15-17, 26, 29; *TL8*, 20, 22, 32, 35-36.
Slayer role, 6.
Sound recorders, 7.
Special Weapons, 9.
Stakes, 12.
Super hunters, 6.
Tactics, 5.
Tape measures, 7.
Thermometers, 7.
Thread, 7.
Tool kits, 7.
Watches, 7.
Water, 11.
Weapons, 8-11; *tables*, 10.
Wood, 11, 12.
Wooden, *arrows*, 12; *bullets*, 12.
Wounding modifier, 9.



Stuck for an adventure? No problem.

**e23 sells high-quality
game adventures
and supplements
in PDF format.**

- Get complete sample adventures free!
- PDFs from the major players in online publishing – plus gems from the up-and-comers, and digital editions of out-of-print classics.
- See the ratings other users have given . . . and add your own ratings.
- Buy it once, have it always. Download your purchases again whenever you need to.

Download ● Print ● Play

e23 is part of Warehouse 23, the online store at Steve Jackson Games. Warehouse 23 is also the official Internet retailer for Dork Storm Press, Atlas Games, and many other publishers. Visit us today at www.warehouse23.com for all your game STUFF!