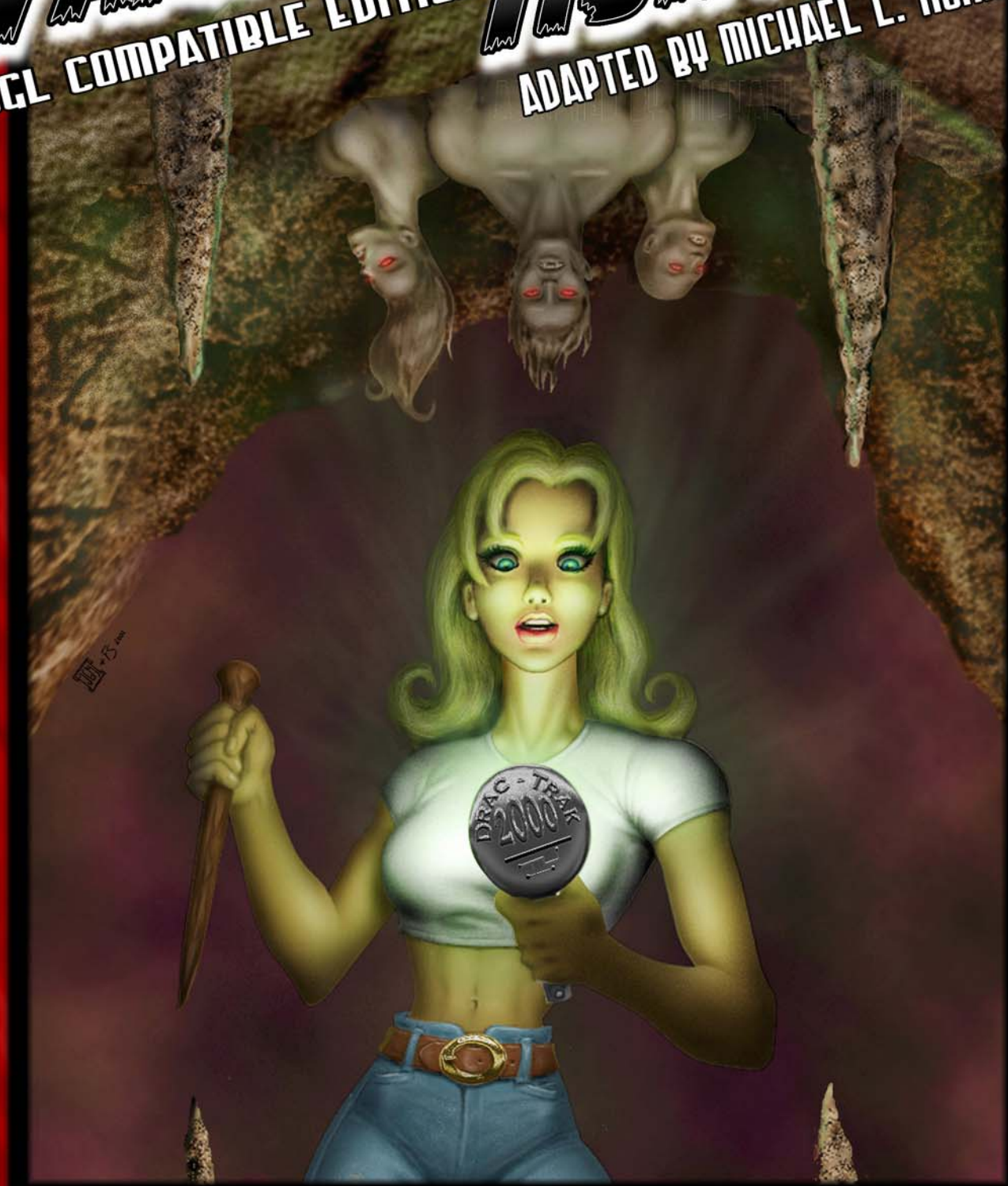


VAMPIRE HUNTERS

OGL COMPATIBLE EDITION

ADAPTED BY MICHAEL L. NUNN



100%
SRD
COMPATIBLE



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CHAPTER 1: THE BEGINNING...

September 23, 1991

It took several months before I could assemble enough proof for a believable case to my superiors. Little did I know that all of my efforts, all my hard-gained facts and evidence, would be ignored. Perhaps unheeded would be a better word. The end result was the same, however, for all intents and purposes. I was stripped of my position, threatened with transfer, and ordered not to discuss the ridiculous story I had created (their words).

A transfer was out of the question. After serving three tours in Viet Nam and assignments at more remote locations than I care to count, I settled down at the United States Marine Corps Recruit Depot in San Diego. I learned a lot in my twenty-three years and I felt I could best serve the Corps leading a Recruit Training Battalion. It was easy to get the assignment. Hell, after three Purple Hearts and a handful of Silver Stars, I had proven my mettle. I paid my dues. Of course, being a childhood friend of the Chief of Personnel Assignments didn't hurt either.

It was a typical desk tour, at first. Training young Marines and maintaining the low attrition rate mandated by the HMFICs... It wasn't glory duty, but I had long since outgrown my glory hound ways. Besides, I had little room on my uniform dress coat for new ribbons.

A few months into my assignment as Deputy Battalion C.O., however, I began to notice a disturbing trend. More and more Marines were getting mugged off base, and a few even turned up dead. They were usually discovered by wayward transients or late shift civilian cops in the back alleys of San Diego or in Balboa Park. Losing Marines to the criminal element of the civilian sector was bad enough. They were tragedies, to be sure. But it was soon followed by an alarming increase in the number of incidents of AWOL. That's 'absent without leave' for those of you not familiar with the term.

Every military commander acknowledges the possibility or even likelihood of an occasional AWOL troop. Cars break down, airports get snowed in and sometimes the weekend runs a little longer than you expected. AWOLs aren't tolerated, mind you, just anticipated. But these were somehow different. These Marines simply reported hours, sometimes even days late for duty, looking sick as dogs with absolutely no reason or excuse whatsoever for their absence. At one point I put the entire Battalion on Base Restriction for the weekend. Nobody left without my permission. Liquor sales in town dropped approximately 37% that weekend.

Then something really strange happened. I say 'strange' as if it had any semblance of normality at all. Far from it. While checking out a report of a family fight in one of the base housing units, the MPs

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discovered one of our Marines sucking on his wife's neck. I'm not talking about an act of passion. That Marine was drinking blood from an open wound on his wife's neck! The MPs tried to catch him but were overpowered. One of the MPs even fired his sidearm! He swore he hit him square in the back, but he escaped. No trail of blood, no later sightings, nothing. He was just gone, lost in the night.

I did some checking and it seems that our perpetrator was one of those previously busted for being AWOL. I put two and two together and drafted an informal report of findings and sent it up the chain. The next thing I know I'm sent for a psych eval and I'm fired from my position as Deputy C.O. A short time later my wife left me, my car was stolen, and my medical records turned up missing. Lost in the shuffle they said. It's become painfully clear that not only do we have a very serious problem on our hands, but it is more far reaching than I had imagined.

Forget every Hollywood stereotype, legend, or myth you've heard about Dracula. Vampires are real, my friends, and if bloodsuckers are real that opens up the door of possibility for a whole bunch of weird stuff. I'm talking about werewolves, ghosts, and God knows what else.

So, in the face of this incredulous discovery, I did what any patriotic, self-respecting Marine would do. I retired quietly from the Corps and started a business - Vampire Hunter\$, Inc. It'll be a cold day in Death Valley when I lay down and surrender to these supernatural freaks. If I'm going to go, I'm going to go down fighting and I'm taking as many of those creepy leeches with me as I can! As the saying goes, 'Our business is killing, and business is good.'

Semper Fi.

Lt. Col. Andrew Jackson Steele
USMC (Retired)

WELCOME TO VAMPIRE HUNTER\$

Vampires exist.

Vampires stalk our cities, finding nourishment in the crimson lifeblood of an unwitting and helpless society. They are among us. They have been with us for centuries. The signs have been there all along, and yet mankind has not heeded them. People allow themselves to suspend disbelief long enough to be scared by a motion picture or a well told ghost story, but there is always the sunlight to welcome them back into their ignorant waking slumber.

Vampires are not alone. They have undead cousins with whom they share the night. Evil shapes and spirits of a thousand faces and forms. Some formless and faceless, but all the more frightening and wicked in their intent. Werewolves, lupine, lycanthropes. They stalk the forest and the moors of our civilization like wild beasts, but possessing the cunning and design of a man.

In Vampire Hunter\$, you play the role of someone who has become aware of the existence of the undead in our world. Your character has joined the ranks of the few, the proud, the hunters and investigators of the supernatural. Whatever your character's motivation, they are now part of a brotherhood. A small society of like-minded people, average folk, who have banded together to rid the world of the despicable mockery of life known as the undead. Through circumstance, your character has found employment with a relatively new company. Vampire Hunter\$, Inc.

Your character has walked through the doorway of opportunity, of realization and resistance. The world is full of supernatural occurrences. They've heard the rumors, read the news accounts and watched the documentaries. But the media has worked hard to dismiss many of those stories as mere hoax, or "natural" phenomena, trying to explain away the bizarre with scientific theory and conjecture. But the truth is out. It's just a matter of convincing the rest of the world that it is, indeed, the truth.



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CHAPTER 2: THE GAME

You should now have a feel for the world of Vampire Hunter\$. Before you begin designing a character, however, it's probably a good idea for you to understand the mechanics of the game. Vampire Hunter\$ is fully compatible with the world's most popular role playing game and does not require the use of the PHB, SRD 3.5 or the Modern SRD.

SOME COMMON TERMS

If this is your first role-playing game, there are a few terms you should familiarize yourself with before reading any further.

PLAYERS

The person reading this book is a real, live human being. In the game rules we refer to flesh and blood folks in the real world as either Players or Gamemasters. Players are just that; they are the ones who play the game and who create the characters that live in that game. During the game, the Player directs the actions of his character, telling the Gamemaster what their character is doing from turn to turn. In addition, the Player assumes the role of the character when interacting with the various Non-player Characters in the game. In these instances, the Player talks and acts as if he were his character. This is what is commonly known as role-playing.

PLAYER CHARACTERS

Player Characters (PCs) are the game personas of the players. They are the ones who live in the game world and who interact with the problems and creatures the GM throws at them. PCs are the central cast, if you will, of each Vampire Hunter\$ adventure or campaign. They direct the outcome of the story as much, if not more, than the GM. How PCs deal with various situations and obstacles in the game will determine the course of the adventure. Because Player Characters in Vampire Hunter\$ are considered to be "heroes," they are likely to encounter at least as many creatures and problems as regular NPCs. It's a dangerous world, and the PCs often discover this the hard way. You've been warned.

NON-PLAYER CHARACTERS

In every story there are central characters — the heroes or protagonists around whom the story



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focuses. The other characters with whom they interact are the “supporting cast” of the story. In a role-playing game, the PCs are the heroes. All of the other characters that appear in the adventure are called Non-player Characters (NPCs). Non-player characters can be anyone from a taxi driver who takes the PCs to a certain location, or a major villain who the PCs encounter each adventure. NPCs may or may not have speaking parts. Walking down a city street, PCs are likely to see dozens of other people also walking or driving around. Even if the PCs do not interact with these people, they are still considered NPCs.

THE GAMEMASTER

The Gamemaster (or GM for short) has a little more challenging task. He doesn't just play one character. Instead, he acts as a referee, storyteller and “supporting cast” of each adventure, all rolled into one. The GM runs the whole game world and plays the parts of all of the NPCs in the game.

By running the game world, we mean that the GM sets each scene for the Players. He describes the setting in which the PCs find themselves, so that the Players may decide on a course of action. As a general rule of thumb, the more detail a GM puts into his descriptions the more “realistic” it will seem to the Players and the more fun it will be. The role of the GM is detailed more thoroughly in Chapter 9, RUNNING ADVENTURES.

DICE

“Once you've done everything you can to stack the odds in your favor, you just roll the dice and hope you don't crap out.”

You'll need the standard set of dice required by most all SRD 3.5-based games.

DIFFICULTY CLASSES

“Nothing is as easy as it seems; ever. If it is, then be prepared because you obviously missed something.”

The DC of a given action is a number that reflects the complexity of a given task. The DC represents a target number that a player must meet or beat when making his skill Check. In some situations, the DC will be set by the GM, based on his interpretation of the situation and the effect the PC is trying to achieve. Most of the time, the DC of an action is already set (such as for combat Skill checks).

Simple actions have a DC of 15. These basic actions can be performed by those with minimal training.

Average actions have a DC of 20. Someone well trained can achieve this score about half the time.

Complicated tasks have a DC of 25. Most normal characters will fail as often as not.

Extreme tasks are rated at a DC of 30. Even very good characters will be hard pressed to perform these actions continuously.

Ridiculous tasks have a DC of 35. Even the most skilled will fail at least most of the time.

Specific examples of various actions and their difficulties are given later on in this book. Now that you know how difficulties work, its time for the final step in determining success or failure, the Skill Check.

SKILLS

“Some people are born naturals. Others train their whole lives to reach a level of proficiency required to make it as a hunter. Either way, only those with the drive and the Skill have a chance of survival.”

Characters in the Vampire Hunter\$ game are defined, in large part, by their Skills. These Skills let you know what your character can do, and how good he can do them.

Of course, some creatures may have such high scores due to their nature as unearthly or supernatural beings. For example, vampires tend to have a very high Strength, giving them a bonus of 4 or 5 in strength based skills, and sometimes even as high as... well, that would be giving away the secret. Your PCs will find out for themselves soon enough.

Rules for acquiring and increasing skill ranks can be found in the SRD or PHB.



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CHAPTER 3: THE HUNTER\$

Characters are the alter egos of the players, existing in the world of Vampire Hunter\$, performing whatever heroic and daring deeds the players guide them into. Characters can be from any walk of life, from a wealthy aristocrat to a street criminal. The only limiting factors are your imagination and a certain degree of logic. After all, while you could conceivably come up with a Tibetan monk who lives alone on a mountaintop, it simply doesn't fit in well with the Vampire Hunter\$ world. Besides, it can be quite dangerous, not to mention boring, adventuring alone atop a Tibetan mountain.

CHARACTER CONCEPTS

"There's one thing about this job that people may notice; diversity. There are no prerequisites to employment with Vampire Hunter\$, Inc. other than you be breathing and you pull your own weight. Everyone has something they can add to the job, some knowledge or experience. So, that said, tell me a little about yourself."

This is the most important part of a character. Without a concept, the character is little more than a conglomerate of skills with no thought given to what a real person would be like in the Vampire Hunter\$ world.

The Concept is the start of character design. It is here that you decide just what sort of character that you're going to have. Where is he from? What did he do before discovering the vampire threat? Is the character old or young? Is he a brawny rebel or an intellectual scientist?

Characters can be created strictly from your own ideas, or you can model them after people (real or fictional) that you know or know about. You might want to

make a military man and model the character after your cousin Johnny who served in the Persian Gulf War. Want a scientist? How about the character played by Jeff Goldblum in the movie, "The Fly?" A rough and tumble Necrologist with a heart of gold and a burning desire to do the right thing? Take your pick of Steven Seagal, Jean-Claude van Damme or Chuck Norris. The point is — your character can be anything that you want. The more thought you put into it, the better the character will be and the more easily you will be able to slip into that role come game time.

Once you've got your character concept nailed down, its time to pick your class, feats and some Skills. Keep your character concept in mind as you do this, it will make your character more logical and breathe that extra bit of life into it.

THE CHARACTER IN GAME TERMS

What makes up a character? In Vampire Hunter\$, a character is made up of class, feats, skill and attributes. These four fundamental terms define the most important aspects of a character in game terms.



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THE VAMPIRE HUNTER

"Out of every 100 men, ten shouldn't even be here. Eighty are just targets. Nine are the real fighters, and we are lucky to have them, for they make the battle. Ah, but the one, One is a warrior. And he will bring the others back."

- Hericletus, circa 500 BC

That one is The Vampire Hunter. Hunters are the scourge of the undead. They spend each and every waking moment hunting down the walking dead in any of its forms and sending them on to whatever awaits them on the other side.

Ability: Strength

Hit Die: 1D12

Action Points: Vampire Hunters gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Vampire Hunter's class skills (and the key ability for each skill) are: Climb (Str), Craft (structural) (Int), Handle Animal (Cha), Jump (Str), Knowledge (current events, popular culture, streetwise, tactics) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Speak Language (none), and Swim (Str).

Table: The Vampire Hunter

Class Level	Base				Class Features	Defense Reputation	
	Attack Bonus	Fort Save	Ref Save	Will Save		Bonus	Bonus
1st	+1	+1	+0	+0	-	+1	+0
2nd	+2	+2	+0	+0	Bonus feat	+2	+0
3rd	+3	+2	+1	+1	-	+2	+0
4th	+4	+2	+1	+1	Bonus feat	+3	+0
5th	+5	+3	+1	+1	-	+3	+1
6th	+6/+1	+3	+2	+2	Bonus feat	+3	+1
7th	+7/+2	+4	+2	+2	-	+4	+1
8th	+8/+3	+4	+2	+2	Bonus feat	+4	+1
9th	+9/+4	+4	+3	+3	-	+5	+2
10th	+10/+5	+5	+3	+3	Bonus feat	+5	+2

Skill Points at 1st Level: (3 + Int modifier) x4.

Skill Points at Each Additional Level: 3 + Int modifier.

STARTING FEATS

In addition to the two feats all characters get at 1st level, a Vampire Hunter begins play with the Simple Weapons Proficiency Feat, and Archaic Weapons Proficiency.

CLASS FEATURES

The following are class features of the Vampire Hunter.

BONUS FEATS: At 2nd, 4th, 6th, 8th, and 10th level, the Vampire Hunter gains a bonus feat. This feat must be selected from the following list, and the Vampire Hunter must meet any prerequisites.

Animal Affinity, Archaic Weapons Proficiency, Athletic, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Great Cleave, Improved Brawl, Improved Combat Martial Arts, Power Attack, Weapon Focus.



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THE MYSTIC

Magic is a very real force and there is no one better to prove it than the Mystic. A being of power incarnate, the Mystic knows how to harness the hidden energies that move the world and shape them into whatever form he or she desires. Such mystical knowledge can come from a variety of sources, whether wrenched from the secrets of an ancient civilization, inherited from an occult tradition, or granted by powerful entities.

Ability: Wisdom

Hit Die: 1d4

Action Points: The Mystics gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Mystic's class Skills (and the key Ability for each) are: Balance (Dex), Jump (Str), Knowledge: Arcane (Int), Knowledge: Cultural Arts (Int), Knowledge: Occult (Int), Perform (Cha), Profession (Int), Speak Languages (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), Archery, Ranged Defense, Special Ranged Attack, and Thrown Weapons.

Skill Points at 1st Level: (5 + Int modifier) x4.
Skill Points at Each Additional Level: 5 + Int modifier.

STARTING FEATS

In addition to the two feats all characters get at 1st level, a Mystic begins with Simple Weapons Proficiency.

CLASS FEATURES

All of the following are class features of the Mystic.

Spells: A Mystic casts arcane spells that are drawn from the Mystic (Wizard) spell list. A Mystic must choose and prepare her spells ahead of time (see below).

To learn, prepare, or cast a spell, the Mystic must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a wizard's spell is 10 + the spell level + the Mystic's Intelligence modifier.

A Mystic can cast only a certain number of spells of each spell level per day. Her base daily spell allotment in spell levels is her level plus her Intelligence bonus.

Table: The Mystic

Class Level	Base				Class Features	Defense Reputation	
	Attack Bonus	Fort Save	Ref Save	Will Save		Bonus	Bonus
1st	+0	+0	+1	+0	-	+3	+0
2nd	+1	+0	+2	+0	Bonus feat	+4	+0
3rd	+2	+1	+2	+1	-	+4	+1
4th	+3	+1	+2	+1	Bonus feat	+5	+1
5th	+3	+1	+3	+1	-	+5	+1
6th	+4	+2	+3	+2	Bonus feat	+6	+2
7th	+5	+2	+4	+2	-	+6	+2
8th	+6/+1	+2	+4	+2	Bonus feat	+7	+2
9th	+6/+1	+3	+4	+3	-	+7	+3
10th	+7/+2	+3	+5	+3	Bonus feat	+8	+3

(A 5th level Mystic with a INT bonus of 3 may cast 8 spell levels worth of spells, 8 first level spells, 4 second level and so on. 0 level spells cost 1/2 of one level to cast.)

A Mystic may know any number of spells. She must choose and prepare her spells ahead of time by getting a good night's sleep and spending 1 hour studying her spellbook. While studying, the Mystic decides which spells to prepare.

Bonus Languages: A Mystic may substitute Latin for one of the bonus languages available to the character.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th level, the Mystic gains a bonus feat. This feat must be selected from the following list, and the Mystic must meet any prerequisites.

Acrobatic, Combat Expertise, Combat Throw, Defensive Martial Arts, Double Tap, Elusive Target, Focused, Improved Disarm, Mobility, Personal Firearms Proficiency, Point Blank Shot, Stealthy, Weapon Finesse.

Spellbooks: A Mystic must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for read magic, which all mystics can prepare from memory.

A Mystic begins play with a spellbook containing all 0-level Mystic spells plus three 1st-level spells of your choice. For each point of Intelligence bonus the Mystic has, the spellbook holds one additional 1st-level spell of your choice. At each new Mystic level, she gains two new spells of any spell level or levels that she can cast (based on her new Mystic level) for her spellbook. At any time, a Mystic can also add spells found in other Mystics' spellbooks to her own.

Players can use either the PHB, or the Modern SRD as there spell source for the mystic class. Mystics cast spells that are one half casting level below there character level with no rounding.

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THE SOLDIER

"Anything worth shooting is worth shooting twice. Ammo is cheap. Life is expensive."

-U.S. Army Ranger

Soldiers are all about their personal weapons, sharp shooting, and blasting their way through any obstacle. Although many people see the soldier as a crazed force of destruction, there are as many cool, silent, and dark strangers as there are trigger-happy psychos. Snipers, law enforcement, outlaws, bounty hunters (and bounty hunted) are amongst the most common careers for the soldier after the service, where their talent is appreciated and they can get easy permit to carry their beloved guns.

Ability: Constitution

Hit Die: 1d10

Action Points: Soldiers gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Table: The Soldier

Class Level	Base				Class Features	Defense Reputation	
	Attack Bonus	Fort Save	Ref Save	Will Save		Bonus	Bonus
1st	+0	+1	+0	+0	-	+1	+0
2nd	+1	+2	+0	+0	Bonus feat	+2	+0
3rd	+2	+2	+1	+1	-	+2	+1
4th	+3	+2	+1	+1	Bonus feat	+3	+1
5th	+3	+3	+1	+1	-	+3	+1
6th	+4	+3	+2	+2	Bonus feat	+3	+2
7th	+5	+4	+2	+2	-	+4	+2
8th	+6/+1	+4	+2	+2	Bonus feat	+4	+2
9th	+6/+1	+4	+3	+3	-	+5	+3
10th	+7/+2	+5	+3	+3	Bonus feat	+5	+3

CLASS SKILLS

The Soldier's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (mechanical, structural) (Int), Drive (Dex), Intimidate (Cha), Knowledge (current events, popular culture, streetwise) (Int), Military Training (int), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), and Survival (Wis).

Skill Points at 1st Level: (3 + Int modifier) x4.

Skill Points at Each Additional Level: 3 + Int modifier.

STARTING FEATS

In addition to the two feats all characters get at 1st level, a Soldier begins play with the Simple Weapons Proficiency Feat, and Archaic Weapons Proficiency.

CLASS FEATURES

All of the following are class features of the Soldier.

BONUS FEATS

At 2nd, 4th, 6th, 8th, and 10th level, the Soldier gains a bonus feat. This feat must be selected from the following list, and the Soldier must meet any prerequisites.

Alertness, Athletic, Brawl, Confident, Endurance, Great Fortitude, Improved Brawl, Improved Bull Rush, Improved Feint, Knockout Punch, Power Attack, Streetfighting, Toughness, Vehicle Expert.



VAMPIRE HUNTERS\$

THE ARCHIVIST

The dawn of our existence has not been recorded. We have been and have always been. Sent from the unknown, we were given the knowledge of the Ancients. We train those who choose to slay the creatures which live in the darkness. We study your greatest nightmare monsters. We live your greatest nightmares. We are the Archivists. Arm yourself, it's a hellish world out there, and we are the only ones who can tame it.

Ability: Intelligence

Hit Die: 1d6

Action Points: Archivists gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Table: The Archivist

Class Level	Base				Class Features	Defense Reputation	
	Attack Bonus	Fort Save	Ref Save	Will Save		Bonus	Bonus
1st	+0	+0	+0	+1	-	+0	+1
2nd	+1	+0	+0	+2	Bonus feat	+1	+1
3rd	+1	+1	+1	+2	-	+1	+1
4th	+2	+1	+1	+2	Bonus feat	+1	+2
5th	+2	+1	+1	+3	-	+2	+2
6th	+3	+2	+2	+3	Bonus feat	+2	+2
7th	+3	+2	+2	+4	-	+2	+3
8th	+4	+2	+2	+4	Bonus feat	+3	+3
9th	+4	+3	+3	+4	-	+3	+3
10th	+5	+3	+3	+5	Bonus feat	+3	+4

Class Skills: The Archivist's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Forgery (Int), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, streetwise, tactics, technology, theology and philosophy) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), and Speak Language (none).

Skill Points at 1st Level: (9 + Int modifier) x4.

Skill Points at Each Additional Level: 9 + Int modifier.

STARTING FEATS

In addition to the two feats all characters get at 1st level. The Archivist begins play with the Simple Weapons Proficiency feat.

CLASS FEATURES

All of the following are class features of the Archivists.

BONUS FEATS

At 2nd, 4th, 6th, 8th, and 10th level, the Archivist gains a bonus feat. This feat must be selected from the following list, and the Archivist must meet any prerequisites.

Builder, Cautious, Combat Expertise, Educated, Gearhead, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Meticulous, Studious, Vehicle Expert, Weapon Focus.



R E E D

VAMPIRE HUNTERS\$

THE NECROLOGIST

Abandoned ruins, secured locations, and tales of lost or hard-to-get treasure are like a siren's call for the Necrologist, whose penchant for getting into trouble gives him or her endless opportunities to develop potential that would otherwise remain untapped.

Adventurers are a varied lot, as likely to find themselves exchanging witticisms in a social gathering, as they are to swing from a dangling chain in a crumbling tomb. Depending on their personal preferences, they can specialize in particular areas, but one thing will always remain true: wherever they are, they can expect to run into trouble ... even if they are not actively seeking it out.

Table: The Necrologist

Class Level	Base				Class Features	Defense Reputation	
	Attack Bonus	Fort Save	Ref Save	Will Save		Bonus	Bonus
1st	+1	+1	+0	+1	-	+1	+1
2nd	+2	+2	+0	+2	Bonus feat	+2	+1
3rd	+3	+2	+1	+2	-	+2	+1
4th	+4	+2	+1	+2	Bonus feat	+3	+2
5th	+5	+3	+1	+3	-	+3	+2
6th	+6	+3	+2	+3	Bonus feat	+3	+2
7th	+7	+4	+2	+4	-	+4	+3
8th	+7/+1	+4	+2	+4	Bonus feat	+4	+3
9th	+8/+1	+4	+3	+4	-	+5	+3
10th	+8/+2	+5	+3	+5	Bonus feat	+5	+4

Ability: Dexterity

Hit Die: 1d8

Action Points: Necrologists gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Necrologist's class Skills (and the key Ability for each) are: Balance (Dex), Climb (Str), Controlled Breathing (Con), Craft (Int), Escape Artist (Dex), Jump (Str), Knowledge: Cultural Arts (Int), Knowledge: Occult (Int), Listen (Wis), Medical (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Search (Int), Sense Motive (Wis), Speak Languages (Int), Spot (Wis), Tumble (Dex). Melee Attack, Melee Defense, Special Ranged Attack, Unarmed Attack, and Unarmed Defense.

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Additional Level: 5 + Int modifier.

STARTING FEATS

In addition to the two feats all characters get at 1st level, a Necrologist begins play with the Simple Weapons Proficiency Feat, and Archaic Weapons Proficiency.

CLASS FEATURES

The following are class features of the Necrologist.

BONUS FEATS

At 2nd, 4th, 6th, 8th, and 10th level, the Necrologist gains a bonus feat. This feat must be from this list, and the Necrologist must meet any prerequisites.

Advanced Firearms Proficiency, Alertness, Archaic Weapons Proficiency, Attentive, Blind-Fight, Deceptive, Educated, Far Shot, Iron Will, Medical Expert, Meticulous, Surgery, Track, Weapon Focus.



VAMPIRE HUNTERS\$

THE SCIENTIST

Scientists live and breathe science. If it's broken, they'll fix it. If it's destroyed, they'll build a bigger and better one. They're known for this adaptability and can work with any device, regardless of origin, even when it's seemingly beyond repair. Like any piece of hardware, they know their weapons inside and out, and won't hesitate to improve them and then use them.

Ability: INT

Hit Die: 1d6

Action Points: Scientists gain a number of action points equal to 5+ one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Scientist's class Skills (and the key Ability for each) are: Computer Use (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex or Int), Knowledge: Electronics (Int), Knowledge: Mechanics (Int), Knowledge: Physical Sciences (Int), Profession (Int), Repair (Int), Research (Int), and Speak Languages (Int).

Skill Points at 1st Level: (7 + Int modifier) x4.

Skill Points at Each Additional Level: 7 + Int modifier.

Table: The Scientist

Class Level	Base				Class Features	Defense Reputation	
	Attack Bonus	Fort Save	Ref Save	Will Save		Bonus	Bonus
1st	+0	+1	+1	+0	-	+0	+2
2nd	+1	+2	+2	+0	Bonus feat	+1	+2
3rd	+1	+2	+2	+1	-	+1	+2
4th	+2	+2	+2	+1	Bonus feat	+1	+3
5th	+2	+3	+3	+1	-	+2	+3
6th	+3	+3	+3	+2	Bonus feat	+2	+3
7th	+3	+4	+4	+2	-	+2	+4
8th	+4	+4	+4	+2	Bonus feat	+3	+4
9th	+4	+4	+4	+3	-	+3	+4
10th	+5	+5	+5	+3	Bonus feat	+3	+5

STARTING FEATS

In addition to the two feats all characters get at 1st level, a Scientist begins play with the Simple Weapons Proficiency feat.

CLASS FEATURES

All of the following are class features of the scientist.

BONUS FEATS

At 2nd, 4th, 6th, 8th, and 10th level, The Scientist gains a bonus feat. This feat must be selected from the following list, and The Scientist must meet any prerequisites.

Attentive, Creative, Deceptive, Educated, Gearhead, Medical, Expert, Studious, Windfall



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TALENTED NORMAL

This class can be used to create a non-adventuring NPC, i.e. Joe Normal of the modern world. This class is roughly equivalent to the Commoner class, in the DMG, although a bit better educated. Typical Extras include bankers, dentists, laborers, lawyers, stockbro-

kers, students, waiters, and so on. Normals can only progress as high as 10th level, and anything beyond 4th level is quite rare. "Normal" people who gain more experience than this are not really normal, any more, and should probably adopt some other class.

Ability: A Talented normal (at least a successful talented normal) has at least one Statistic that is significantly above human normal.

Hit Die: 1d4

Class Skills and Skill Points: The Talented normal's class Skills (and the key Ability for each) are: Computer Use (Int), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gamble (Wis), Knowledge: Area (Int), Knowledge: Architecture (Int), Knowledge: Biological Sciences (Int), Knowledge: Business (Int), Knowledge: Cultural Arts (Int), Knowledge: Domestic Arts (Int),

Table: Talented Normal

Class Level	Base				Class Features	Defense Reputation	
	Attack Bonus	Fort Save	Ref Save	Will Save		Bonus	Bonus
1st	+0	+0	+0	+0	-	+0	+2
2nd	+0	+0	+1	+0	Bonus feat	+0	+2
3rd	+1	+1	+1	+0	-	+1	+2
4th	+1	+1	+1	+0	-	+1	+2
5th	+1	+2	+2	+0	Bonus feat	+1	+2
6th	+1	+2	+2	+1	-	+1	+2
7th	+2	+2	+2	+1	Bonus feat	+1	+3
8th	+2	+3	+3	+1	-	+2	+3
9th	+3	+3	+3	+2	Bonus feat	+2	+3
10th	+3	+4	+4	+2	-	+2	+4

Knowledge: Foreign Culture (Int), Knowledge: Law (Int), Knowledge: Nature (Int), Knowledge: Physical Sciences (Int), Knowledge: Religion (Int), Knowledge: Social Sciences (Int), Perform (Cha), Profession (Int), Research (Int), Speak Languages (Int), Sports (Str, Dex, or Con), and Swim (Str).

Skill Points at 1st Level: (8 + Int Modifier) x 4

Skill Points at Each Additional Level: 8 + Int modifier

BONUS FEATS

At 2nd, 4th, 6th, 8th, and 10th level, The Talented Normal gains a bonus feat. This feat must be selected from the following list, and The Talented Normal must meet any prerequisites.

Attentive, Builder, Cautious, Creative, Educated, Gearhead, Deceptive, Medical, Expert, Studious, Windfall

SCRATCH-BUILT EXPLOSIVES

Sometimes you have to improvise weapons from whatever you have on hand. Here are some of examples of how that could work. The GM has final say on what you may be able to do.

Weapon	Damage	Critical	Type	Burst Radius	Reflex DC	Range	Size
Black Powder	4d6	20	Slashing	20	15	10	Tiny
Propane	2d6	20	Fire	20	12	10	Small
Molotov cocktail	1d6	20	Fire	15	10	10	Small
Battery Acid	1d6	20	Acid	10	10	10	Small

SOME IDEAS ON WHAT TO DO WITH THEM

- A container of Black powder filled with a fragmentation items (Ball bearings, Screws etc.)
- Causing a small propane tank for a gas grill to explode.
- Molotov Cocktail made from lantern fuel.
- A glass container filled with battery acid.

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THE HOLY MAN

(Holy Man is a generic term that is used in a gender-neutral way.)

Religion is more than just a belief in a deity. Religion is philosophy and a way of life. It can define who you are, how you view the world around you and how you interact within it. The character that is a Holy Man a believer in a Higher Power.

There are as many different kinds of Holy Men as there are religions Judaism, Christianity, Islam/Sufism, Hinduism, Buddhism, or Taoism are just a few.

****NOTE**** No matter how much faith a person has there are certain religions that do not grant the ability to be a Holy Man; Church of Satan, Paganism, Wicca, and most modern cults.

Ability: CHA

Hit Die: 1d6

Action Points: 5 + character level, every time the character attains a level in this class.

Class Skills: The Holy Man class skills are as follows: Craft (Pharmaceutical) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (Arcane Lore, History, Ritual, Theology) (Int), Read/Write Language, Research (Int), Sense Motive (Wis), and Treat Injury (Wis).

Skill Points at Each level: 6 + Int Modifier

STARTING FEATS

In addition to the two feats all characters get at 1st level, The Holy Man begins play with the Faith feat.

CLASS FEATURES

All of the following are class features of the Holy Man.

Turn Undead: A Holy Man has the supernatural ability to turn undead a number of times per day equal to three plus the character's Charisma modifier.

Lay on Hands: This ability allows the character to heal wounds. Each use of this ability (for any purpose) requires the expenditure of one action point. All healing die rolls are modified by the character's Holy Man class levels (so at 4th level, the character could heal 1d8+4 points of damage by spending an Action Point)

BONUS FEATS

At 2nd, 4th, 6th, 8th, and 9th level, the Holy Man

Table: The Holy Man

Class Level	Base				Class Features	Defense Reputation	
	Attack Bonus	Fort Save	Ref Save	Will Save		Bonus	Bonus
1st	+0	+1	+0	+0	Turn Undead	+1	+0
2nd	+1	+2	+0	+0	Lay On Hands 1d8	+2	+0
3rd	+2	+2	+1	+1	-	+2	+1
4th	+3	+2	+1	+1	Bonus feat	+3	+1
5th	+3	+3	+1	+1	Lay On hands 2d8	+3	+1
6th	+4	+3	+2	+2	Bonus feat	+3	+2
7th	+5	+4	+2	+2	-	+4	+2
8th	+6/+1	+4	+2	+2	Bonus feat	+4	+2
9th	+6/+1	+4	+3	+3	Bonus feat	+5	+3
10th	+7/+2	+5	+3	+3	Lay on Hands 3d8	+5	+3

gains a bonus feat. This feat must be selected from the following list, and the Holy Man must meet any prerequisites.

Builder, Cautious, Combat Expertise, Educated, Gearhead, Improved Disarm, Improved Trip, Iron Will, Lightning Reflexes, Meticulous, Studious, Vehicle Expert, Weapon Focus.

Holy Symbol: The power of the symbol is derived from the faith of the wielder rather than any intrinsic power of the symbol itself. The symbol must be in fact a true symbol of the characters faith, meaning an Islamic cleric could not use a cross but must use the Holy Quran. Like wise a Roman Catholic Priest could not use two sticks but must have a crucifix. In other words, if a character confronted by a hungry and hostile vampire and presents a symbol they truly believe to represent the power of their faith, their very belief will manifest itself in a force sufficient to hold off the undead. The wielder must have the feat FAITH and a true belief in his symbol for that power to be manifested.



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MONSTER

In order to make any hero appear as heroic, his antagonists must be strong and appalling themselves. If the hero belongs to the right side with which we can identify, then his adversaries must be representative of the wrong side. These are Monsters. Monsters can be broadly defined as creatures opposing the welfare of humankind. However, in some rare instances, Monsters have chosen to forsake the evil which was their origin, and embrace good. These creatures can be used as player characters. Examples of this could include Blade and Hellboy.

Ability: Strength

Hit Die: 1D12

Action Points: Monsters gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Monster's class skills (and the key ability for each skill) are:

Balance (Dex), Climb (Str), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Int), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Int), Spot (Int), Survival (Int) and Swim (Str).

Skill Points at 1st Level: (3 + Int modifier)x4.

Skill Points at Each Additional Level: 3 + Int modifier.

STARTING FEATS

In addition to the two feats all characters get at 1st level, a Monster begins play with the Unarmed Combat feat, and Archaic Weapons Proficiency.

Table: Monster

Class Level	Base				Class Features	Defense Reputation	
	Attack Bonus	Fort Save	Ref Save	Will Save		Bonus	Bonus
1st	+1	+1	+0	+0	-	+1	+0
2nd	+2	+2	+0	+0	Bonus feat	+2	+0
3rd	+3	+2	+1	+1	-	+2	+0
4th	+4	+2	+1	+1	Bonus feat	+3	+0
5th	+5	+3	+1	+1	-	+3	+1
6th	+6/+1	+3	+2	+2	Bonus feat	+3	+1
7th	+7/+2	+4	+2	+2	-	+4	+1
8th	+8/+3	+4	+2	+2	Bonus feat	+4	+1
9th	+9/+4	+4	+3	+3	-	+5	+2
10th	+10/+5	+5	+3	+3	Bonus feat	+5	+2

CLASS FEATURES

The following are class features of the Monster.

BONUS FEATS

At 2nd, 4th, 6th, 8th, and 10th level, the Monster gains a bonus feat. This feat must be selected from the following list, and the Monster must meet any prerequisites.

Animal Affinity, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Great Cleave, Improved Brawl, Hard To Kill, Power Attack, Regeneration, Weapon Focus.



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SAMPLE HUNTERS\$

Just to get you started, we've included a number of pre-generated characters for you. Use these to get an idea of the sorts of characters that might logically be found in the Vampire Hunter\$ world, or simply grab one and use it as is. As always, this list is neither complete nor restrictive: if you don't see quite what you want on the list, feel free to design exactly what you feel like playing.

ACTRESS

This is just like any other role, isn't it? When your producer started talking about doing rehearsals at night without the crew around you knew something was wrong. You don't work for him any more, but you have a few things you'd like to know, like why are some of your old Hollywood contacts only working at night now. The actress stats can also be used to represent a glamor model, or other high profile celebrity.

Actress: Human Talented Normal 1; CR 1; Medium-size humanoid; HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 10; Atk -1 melee (1d3-1 subdual, fist); AL NG; SV Fort +0, Ref +0, Will +0;

Str 9, Dex 11, Con 10, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +5, Concentration +1, Diplomacy +6, Disguise +4, Drive (automobile or motorcycle) +3, Good Looking/ +4, Knowledge (local) +1, Knowledge (pop culture) +4, Seduction +3, Perform (any four) +9, Profession (actress) +1; Skill Focus (Perform), Trustworthy

Possessions: Cell phone

Faults: Vanity

CON ARTIST

Confidence artists like yourself have appeared in steadily growing numbers, bilking honest citizens of their hard-earned money and goods. Your specialty is the extended con; you enjoy spending a long time getting to know your marks so you can increase your eventual gain. Of course, this has its dangers, as you could be discovered at any time. And the punishment for such con games is usually very severe, and very permanent.

Con Artist: Human Talented Normal 3; CR 1/2; Medium-size humanoid; HD 3d6+3; hp 16; Init +0; Spd 30 ft.; AC 10;

Atk +2 melee (1d4+1, knife) or +2 ranged (1d10, revolver); AL NE;

SV Fort +2, Ref +1, Will +1;

Str 12, Dex 10, Con 12, Int 10, Wis 11, Cha 15.

Skills and Feats: Appraise +1, Bluff +1, Climb +2, Drive (automobile, motorcycle) +2, Gather Information

+2, Hide +1, Intimidate +3, Knowledge (gangs) +4, Knowledge (local) +3, Knowledge (streetwise) +4, Listen +1, Move Silently +1, Open Lock +2, Spot +1; Martial Weapon Proficiency (pistols), Pick Pocket, Simple Weapon Proficiency, Weapon Focus (revolver)

Possessions: Knife, revolver

Fault: Overconfident

COP

You've seen some strange cases in your time, but these recent homicides really take the cake. Either someone is running around pretending to be a vampire, or you've got a real problem on your hands. Either way, you've decided to pursue a few strange leads on your own time. The cop can be a regular beat cop or plain clothes detective of a local police department, or even a field agent for a federal agency, such as the FBI.

COP: Human Talented Normal 2; CR 1/2; Medium-size humanoid; HD 2d8; hp 12; Init +1 (Dex); Spd 30 ft.; AC 11 (Dex);

Atk +1 melee (1d3 subdual, fist) or +2 ranged (1d8, pistol); AL NG; SV Fort +1, Ref +2, Will +3;

Str 11, Dex 12, Con 11, Int 13, Wis 12, Cha 10.

Skills and Feats: Diplomacy +4, Drive (automobile) +3, Gather Information +6, Heal +2, Intimidate +1, Knowledge (criminology) +5, Knowledge (local) +3, Knowledge (streetwise) +3, Listen +4, Profession (investigator) +6, Profession (police officer) +6, Search +5, Sense Motive +4, Spot +5; Alertness, Martial Weapon Proficiency (pistols), Point Blank Shot, Trustworthy

Possessions: Light semi-automatic pistol

Fault: Obligation (to police department)

EX-SOLDIER

You served your country well, but too many weird things began to happen. Suspicious deaths and disappearances on the base were just the tip of the iceberg. You began asking questions and one day your wife turned up missing. After receiving an honorable discharge you decided to put your skills to good use, hunting down the creatures you feel were responsible. Ex-soldiers are the grunts of the Armed Forces and can be from any branch.

Ex-Soldier: Human Vampire Hunter 4; CR 4; Medium-size humanoid; HD 4d12+4; hp 35; Init +5 (+1 Dex, +4 Improved Initiative);

Spd 30 ft.; AC 14 (+1 Dex, +3 Kevlar); Atk +5 melee (1d4+1, knife), +5 ranged (2d6, rifle), or +5 ranged (1d10, pistol);

AL Variable NG; SV Fort +4, Ref +3, Will +2;

Str 12, Dex 12, Con 12, Int 11, Wis 12, Cha 11.

Skills and Feats: Climb +3, Drive (automobile) +3, Drive (tracked vehicle) +2, Heal +2, Intimidate +3, Jump

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+3, Knowledge (demolitions) +1, Knowledge (military protocol) +3, Knowledge (Vampire hunterfare) +1, Listen +3, Military Training +6, Spot +4, Swim +3, Tumble +2; Alertness, Endurance, Exotic Weapon Proficiency (any one), Improved Initiative, Improved Unarmed Strike, Point Blank Shot

Possessions: Military-issue standard Kevlar vest, semi-automatic rifle, heavy semi-automatic pistol, knife
Fault: Impulsive

GUNSLINGER

You've trained for years to be one of the great gun fighters of your era. The military and the police department wouldn't have you. They don't know a good thing when they see it. So you've turned your skills and skills toward those who can appreciate them. What was it they were hunting again, vampires? Gunslingers can be professional hit men, bodyguards or just about any similar type of character the player chooses.

Gunslinger; Human Talented Normal 1 / Vampire hunter 2; CR 3;

Medium-size humanoid; HD 1d8+2d12; hp 21; Init +2

(Dex); Spd 30 ft.; AC 12 (Dex); Atk +2 melee (1d3 subdual, fist) or +5 ranged (2d6, rifle); AL Variable TN; SV Fort +3, Ref +4, Will +2;

Str 12, Dex 14, Con 11, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +3, Concentration +3, Drive (automobile) +3, Gather Information +1, Hide +4, Intimidate +1, Jump +2, Knowledge (criminology) +1, Knowledge (local) +1, Knowledge (streetwise) +1, Listen +2, Move Silently +4, Profession (police officer) +6, Search +2, Sense Motive +2, Spot +6; Exotic Weapon Proficiency (grenade launcher), Far Shot, Point Blank Shot, Precise Shot, Weapon Focus (rifle)

Possessions: Semi-automatic rifle

Fault: Overconfidence

OCCULT INVESTIGATOR

The occult has played a very important role in societies throughout history. You have dedicated substantial time to the study of the occult and you have learned of things that mankind would rather have left forgotten. Your knowledge could prove very valuable to an outfit like Vampire Hunter\$. By the same token, it could attract some very potent enemies as well. The Occult Investigator can be a university professor, self-taught supernatural sleuth or simply someone who seeks to expose supernatural occurrences as mere hoaxes.

Occult Investigator: Male Necrologist 4; CR 2; Medium-size humanoid; HD 4d8+4; hp 25; Init +4 (Improved Initiative);

Spd 30 ft.; AC 10; Atk +3 melee (1d3 subdual, fist) or +4 ranged (1d10, pistol); AL Variable TN SV Fort +3, Ref +2, Will +5;

Str 10, Dex 11, Con 12, Int 13, Wis 14, Cha 10.

Skills and Feats: Appraise +2, Bluff +2, Diplomacy +1, Drive (automobile) +3, Gather Information +6, Hide +2, Intimidate +2, Knowledge (criminology) +2, Knowledge (local) +6, Unearthly Knowledge +6, Listen +5, Move Silently +2, Open Lock +2, Profession (Archeologist) +9, Search +5, Sense Motive +6, Spot +6; Alertness, Improved Initiative, Martial Weapon Proficiency (pistols), Shadow, Weapon Focus (semi-automatic pistol) Possessions: Heavy semi-automatic pistol

Faults: Overcurious

PRIVATE INVESTIGATOR

Following cheating husbands and looking for lost pets has taken its toll on you. You'd waited for years for a case like this, but it ended all too soon, with your client turning up dead in an alley miles from her home. The truth seems so obvious, and yet who would believe you? Maybe there's something you can do after all, you decide, and you make the call...

Private Investigator: Human Talented Normal 2; CR 1; Medium-size humanoid; HD 2d8+2; hp 14; Init +0; Spd 30 ft.; AC 10;

Atk +1 melee (1d3 subdual, fist) or +2 ranged (1d8, pistol);

AL Variable NG; SV Fort +2, Ref +1, Will +3;

Str 11, Dex 11, Con 12, Int 12, Wis 13, Cha 10.

Skills and Feats: Bluff +1, Diplomacy +1, Drive (automobile) +2, Gather Information +4, Hide +2, Intimidate +1, Knowledge (criminology) +2, Knowledge (local) +4, Knowledge (streetwise) +4, Listen +3, Move Silently +2, Open Lock +1, Profession (investigator) +6, Search +4, Sense Motive +4, Spot +4; Alertness, Martial Weapon Proficiency (pistols), Shadow, Weapon Focus (semi-automatic pistol)

Possessions: Light semi-automatic pistol, cell phone

Faults: Paranoia

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PRIEST

Your faith has told you of the evils that lurk in the hearts and minds of men, but nothing could have prepared you for what you saw that late night in the chapel. What was he? A man? A monster? You're not sure, but you will never forget his pleading screams for mercy and salvation... just before he died. With tormented souls like his, you have found a new purpose; a new calling. You must save them, by any means necessary. Any means.

Priest: Human Talented Normal 1; CR 1/2; Medium-size humanoid; HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 10; Atk +0 melee

(1d3 subdual, fist); AL Variable; SV Fort +0, Ref +0, Will +3;

Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 12.

Skills and Feats: Alchemy +4, Bluff +2, Concentration +2, Craft or Profession (any one) +5, Drive (automobile) +1, Knowledge

(Religion) +4, Knowledge (folk lore) +4, Knowledge (local) +2, Knowledge (research) +2, Science (Theology) +3,

Scry +2, Spellcraft +3 Faith

Possessions: Religious paraphernalia

Faults: Pacifist

PRO WRESTLER

You worked the rings for more than a year, learning the ropes, so to speak. One day you walked in on your manager... who was drinking the blood of your tag-team partner! You've since left the ring, and now work full time with the company, eradicating the evil bloodsuckers at every turn. Piledrivers seem to be the most effective against lesser vampires.

Pro Wrestler: Human Vampire hunter3; CR 1; Medium-size humanoid; HD 3d12+3; hp 28; Init +5 (+1 Dex, +4 Improved

Initiative); Spd 30 ft.; AC 11 (Dex); Atk +4 melee (1d6+1, nunchaku), +4 melee (1d8+1, knife), +4 ranged (1d10, revolver), or +4 ranged (1d4+1, thrown knife); AL Variable CN; SV Fort +3, Ref +3, Will +1;

Str 13, Dex 13, Con 12, Int 10, Wis 10, Cha 11.

Skills and Feats: Balance +2, Climb +3, Drive (automobile, motorcycle) +2, Intimidate +3, Jump +4, Knowledge (local) +1, Knowledge (streetwise) +2, Listen +1, Move Silently +2, Spot +1, Swim +2, Tumble +3; Dirty Fighting, Dodge, Exotic Weapon Proficiency (nunchaku), Improved Initiative, Power Attack

Possessions: Nunchaku, knife, revolver

Faults: Over Confident



VAMPIRE HUNTERS\$

SKILLS

Below is a list of new potential skills. Players should not consider this list to be complete, or even exhaustive. It is simply a starting place from which to start making their own Skills the SRD 3.5 also has many more skill to choose from. View these lists as a base to work from, not as a list of all the Skills available in the game.

Skills titles are followed by "(Ability)." This is the Key Ability used with this skill.

SKILL LIST

ACROBATICS (DEX)

"The werewolf was comin' at her like greased lightning, faster than anything I'd ever seen. When he swiped at her with his claws, she just did a backflip off the roof and caught herself on a fire escape three floors down. Then we opened up on the bastard with our Uzis."

Acrobatics is the ability to move with great dexterity and grace. Its very helpful if one is in the circus, or a gymnast, and it can help you dodge a bullet once and again, too.

Simple (10): Performing a somersault or walking a balance beam

Average (15): Walking a tightrope without a balance bar

Complex (20): Using parallel bars, doing multiple flips

Extreme (25): Using window ledges and flagpoles to slow your fall

Ridiculous (30): Running or bouncing up an elevator shaft

ARCHERY (DEX)

"The bloodsucker kept coming at us, barely flinching as the rounds from my .44 magnum slammed into its chest. Jeremy took careful aim and let the arrow fly. It plunged right into that beast's heart, killing it instantly."

Characters with this Skill are able to use all forms of bows, including shortbows, longbows, compound bows, and crossbows. They are also able to perform basic bow maintenance, such as stringing and determining a bow's basic quality. Characters with this Skill also understand the differences between various types of arrows and bolts. The character can even fashion homemade arrows or bolts in a pinch (Archery Skill Check, DC of 14)

Benefit: The character takes no penalty on attack rolls when using any kind of archery weapon.

Normal: A character without this skill takes the -4 non-proficient penalty when making attacks with archery weapons

ARCHITECTURE (INT)

"I was about to walk up the staircase when Jed stopped me. He just shook his head, pointing at the stairwell. I looked and, sure enough, dry rot had set in bad. I would have fallen straight through."

The ability to design buildings. This Skill also allows the character to notice design flaws in blueprints and to tell by looking at a building what sort of shape it is in. To a lesser extent, it may be used to spot traps or other unusual features of a structure (+2 to checks for such items). PCs with this Skill may also add it to any Demolition Skill Check.

Simple (10): Design a shack or notice obvious flaws (missing doors, etc.)

Average (15): Design a simple structure, notice subtle flaws (cracks, missing wiring, etc.)

Complex (20): Design a multi-story building, detect poor materials used such as cheap concrete and poor wiring)

Extreme (25): Design a skyscraper or large suspension bridge, detect interior damage to building (walls, floors, etc.)

Ridiculous (30): Design radically complex structure, locate points of future damage

ARTIST (INT)

"I'm not all blood and nails. I can appreciate a nice work of art as well as anyone. Take that Sistine Chapel, for instance. Now there's a work of art. And that GE mini-gun..."

This Skill confers both the basic ability and the vision needed to create art. The player must specify what sort of art the character specializes. This Skill also gives an understanding of art themes and the ability to 'interpret' various forms of art. Types include: Painting, drawing, pottery, and so on.

Simple (15): Create simple watercolor paintings or pen and ink drawings

Average (20): Create basic pottery or realistic art, such as landscape paintings

Complex (25): Create complex designs, such as jewelry or impressionist paintings

Extreme (30): Create excellent quality works of art with a great value

Ridiculous (35): Recreate masterpieces with exacting detail (e.g., the Mona Lisa)

VAMPIRE HUNTERS\$

AUTHORITY (CHA)

"You should have seen their eyes when she flipped out her badge. She was reading them the riot act, talking about warrants and parole violations. The next thing I know they're letting us through. One guy even gave me his gas can."

Overbearing and authoritative presence. Similar to intimidation, but much more subtle. Authority generally requires the character be in a position to back up their words. This Skill is possessed by government officials, police officers, soldiers, and the like.

Simple (15): Direct traffic, give directions to tourists

Average (20): Direct cooperative people to do simple tasks (don't loiter)

Complex (25): Order uncooperative people to do simple tasks (move their car)

Extreme (30): Get an opponent to follow instructions (e.g., drop his gun)

Ridiculous (35): Order violent subjects to surrender and to confess

BUREAUCRACY (CHA)

"It would have taken weeks to process our demolition permit application. Luckily Sharon knew how to cut through the red tape. I guess she used to be one of those irritating admin types. Anyway, by the time we left the County Public Works building we had the permit."

The understanding of bureaucracies, and the intricate "system" common to governments, large corporations, and other reasonably complex organizations. Characters with this Skill not only understand bureaucracies, they also know how to get around them, effectively cutting through the "red tape" in order to achieve the desired results. Examples could include bypassing the telephone receptionist and calling directly to an important person's office, or obtaining necessary forms without filling out lengthy requests.

Simple (15): Get basic information, forms, etc.

Average (20): Get request processed in half the normal time, contact a supervisor directly

Complex (25): Get request processed in one day, get supervisor to call you

Extreme (30): Get request processed in a few hours, obtain restricted info or material

Ridiculous (35): Get request processed immediately, receive friendly courteous service

COMPUTER PROGRAMMING (INT)

"Simon was a genius with the computer. A regular computer nerd. In the time it took me to pour a fresh cup of coffee, Simon had us patched into the university's mainframe."

This Skill involves the interaction of man and machine, allowing the character to give the computer instructions that it will understand. Note that this is not the computer hobbyist sort of Skill: characters with this Skill design the software that consumers and businesses use every day. Computer Programming can also be used to circumvent computer security, or design it.

CON ARTIST (CHA)

"He was straight-faced and as sincere as could be. I knew it was a snow job because I heard him use the same line on the waitress at La Monde's last week, but that cabbie bought it hook, line and sinker."

If you want to be able to pull a fast one on those around you, or maybe run your own shell game, this is the Skill for you. At its simplest, this Skill allows the character to lie baldly and get others to believe him. At its peak, characters with this Skill will be running elaborate scams on the order of running psychic phone lines or political campaigns.

Simple (15): Fool a small child (about anything)

Average (20): Con a young adult with believable story

Complex (25): Con a cynical adult or authority figure with a simple lie

Extreme (30): Fool a large group (hundreds or more), or con authority figure with a complex, blatant untruth

Ridiculous (35): Fool all of the people all of the time. You say it, they'll buy it.

COOK (INT)

"I've eaten a lot of meals in the Corps, and not a few of them in the bush, but nothing that could touch the spread on the table in front of us that night at the Vatican. A meal fit for a, well, fit for a Pope I suppose."

Characters with this Skill can cook meals that taste pretty darn good. The character may specify one major ethnic food group per die in this Skill.

Simple (15): Well, it's edible.

Average (20): Tastes good, but looks plain

Complex (25): Looks and tastes good, a meal fit for guests

Extreme (30): A full seven-course meal, absolutely delicious

Ridiculous (35): Your meal puts Europe's master chefs to shame

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CRYPTOGRAPHY (INT)

"Max recorded the incoming signal and smiled. It was an old standard Soviet code and Max knew it well. It wasn't long before he handed me the translation."

The ability to analyze, break and design codes. Cryptography is a requirement for anyone involved in transmission or receiving of secret government data, such as classified files and so on. This Skill can be used as either a Contested Skill Check against the Cryptography score of another operator, such as when one is trying to jam the signal of the other, or as a straight Skill Check, such as when the character is trying to crack a coded message where there is no other active interference. In the latter case, the DC is based on the complexity of the encryption used as determined by the GM. Keep in mind that the more secretive or important the message is, the higher the DC should be. Examples are given below.

Simple (15): Decipher Morse code

Average (20): Create or decipher simple alphabetic codes

Complex (25): Create or decipher complex codes using complex mathematical algorithms

Extreme (30): Create or decipher ultra-complex codes (created by government computers)

Ridiculous (35): Crack ultra-Top Secret government or alien codes

DANCE (DEX)

"I hate dance clubs, but they really seem to attract the bloodsuckers. Maybe I'd feel more comfortable if I just learned to dance...Nah."

The knowledge of a certain style of popular dance. The character may know one style for each die in this Skill. Common styles include: Disco, Folk, Formal, Pop and Country Western.

DRIVING (DEX)

"I can drive, but Carmine... he's like a magician behind the wheel. He used to do car stunts for the movie studios before he signed on with us. He's incredible."

The ability to drive in an offensive/defensive situation. Characters with this Skill will be able to do stunts that most drivers would not even consider. These include bootlegger turns, jumping over obstacles, driving on two wheels or doing wheelies. In addition, this Skill adds to a character's ability to perform routine maneuvers with a vehicle, such as sharp turns, weaving between cars, and so on. Types include: Cars, buses, semis (tractor trailer), military vehicles, farm equipment and construction vehicles.

Simple (15): Drive at high speeds, pull tight turns, weaving in and out of traffic

Average (20): Pull hairpin turns; make small jumps (over bumps, man-holes, etc.)

Complex (25): Perform 180 degree "bootlegger reverse", large jumps (over trains, etc.)

Extreme (30): Drive a car on two wheels (or motor-cycle on one), driving backward at high speeds

Ridiculous (35): Doing controlled flips, turning in mid air

ELECTRONICS (INT)

"He gutted our FM radio and started working with the wires and miscellaneous parts strewn about the table. In no time he handed me a remote radio detonator."

With this Skill, a character has an understanding of how electronic things work. With the proper tools and spare parts, assembly, disassembly, and repairs to electronic devices are possible.

Simple (15): Splice wires, replace a battery

Average (20): Conduct simple repairs, soldering, etc. Identify cause of minor malfunctions.

Complex (25): Identify major malfunctions or effect difficult repairs

Extreme (30): Piece two different devices into one working device, create makeshift components

Ridiculous (35): Rewire a device to do something it was not designed to (turn a microwave oven into a short wave transmitter/receiver)



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ENHANCED SENSE (WIS)

"Suddenly he stopped dead in his tracks, so we all halted. His head was cocked and I could tell he was listening to something, but all I could hear was my heart pounding."

Some people have extraordinarily sharp vision and an eye for detail, or another naturally heightened sense. The most common heightened senses are sight and hearing, although any of the five natural senses can be taken with this Skill. This Skill represents these abilities and gives the character the ability to sense things others might miss, such as trap doors and trip wires, an incriminating stain on the collar of a murder suspect, the faint odor of blood about a person, or even the far off whimper of a distant victim.

Simple (15): Spot a blimp on a clear day; hear a whisper from 15 feet away

Average (20): Notice tracks or footprints in a forest; notice a tiny stain or mark

Complex (25): Spot a trap door in a dust-filled room; hear a whisper from 35 feet

Extreme (30): Spot a plane 35 miles away on a cloudy day; detect poison by smell

Ridiculous (35): Identify a doppelganger; distinguish various smells in a windstorm

FENCING

"Scott jumped up on the table, like some kind of cross-wielding Errol Flynn. He was slashing this way and that, keeping the cult psychos at bay with that foil of his. He was laughing the whole time. Very chic."

This involves familiarity with and ability in swordplay using a foil. This can be very useful in combat situations, assuming the character has something to use as a foil.

FIRST AID (INT)

"I kept pressing the bandage down, trying to stop the flow of blood. Then I remembered to raise the limb above my heart. I've never felt so foolish in all my life. There I was, sitting on my can, bleeding to death, with my bloody leg up in the air like some kind of ballerina. Next time I bring a medic."

After you get in a scrap there's a good chance that you'll need to be patched up. This Skill is used to bandage wounds and to administer basic care to the injured. It may not save you from a gunshot wound to the gut, but it will keep you alive until someone with medical skill can arrive.

Simple (15): Clean and bandage simple cut or wound, perform Heimlich Maneuver

Average (20): Bandage and bind moderate wound; perform CPR

Complex (25): Set and stabilize major wound or broken bone

Extreme (30): Stabilize major injury, such as a head injury or sucking chest wound

Ridiculous (35): Stabilize critical wound, such as severed limb, gaping wound or severe trauma

GAMBLING (CHA OR INT)

"As he sat there at the table holding his hand, he smiled a huge toothy smile. Bad move on his part. This guy's got a lot to learn about poker."

The knowledge of all varieties of games of chance, from the state lottery to casino games. Characters with this Skill actually have two skills in one. When gambling, characters with this Skill may play using their actual skill and knowledge of the game being played, or they may cheat. If using skill alone, Contested Skill Checks are made as normal. If a character with the Gambling Skill cheats, they get a +2 to their roll. There is a drawback to cheating, however. If a character cheats and then either loses or ties the contest, he has been caught cheating! This can be very dangerous if playing with the wrong crowd.

Simple (15): Win simple game, such as Checkers

Average (20): Win average game, such as Blackjack or Craps

Complex (25): Win difficult game, such as Poker

Extreme (30): Win the lottery once, or win a difficult game at a casino

Ridiculous (35): Win the lottery several times in a row

HANDGUNS (INT)

"Handguns and I have some sort of symbiotic relationship. Kind of like Zen and the art of shooting."

Characters with this Skill are able to use handguns. They are also able to load their weapons and perform basic gun care maintenance. Characters with this Skill also understand the differences between various types of ammunition, and can tell the handgun and ammo used in creating gunshot wounds with a successful perception check, Handguns, whichever is greater (DC 20).

HEAVY WEAPONS (INT)

"I was trying to think of the best weapon for the job. 81mm mortar? Howitzer? .35 caliber machinegun? Then it hit me like a bolt of lightning. A rocket-propelled grenade!"

The ability to operate support weapons of all types, from 81mm mortars and heavy machine guns to howitzers and large ships guns. The character understands the principles of indirect fire support weapons and

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knows how to act as observer, call in artillery strikes and how to fire the weapons.

HIGH SOCIETY (INT)

"Everyone in the ballroom was dressed extravagantly, in flowing dresses and impeccable tuxedos. I was out of my element and I knew it. That's why I brought Elizabeth. She knew just how to act and what to say. I just smiled and nodded a lot."

Characters with this Skill are intimately familiar with social etiquette of the upper class. Everything from knowing which silverware to use first at dinner to proper behavior and speech at a formal gathering is covered. A failed roll indicates that the character has made some social faux pas or other blunder. This could be an unintended insult to an NPC, an inappropriate gesture, or even a completely accidental (and quite embarrassing) noise.

Simple (15): Dine in a fancy, up-scale restaurant

Average (20): Attend a formal social function

Complex (25): Attend formal political function

Extreme (30): Host a formal function

Ridiculous (35): Host a gathering with various Heads of State from around the world

HORSEMANSHIP (DEX)

"I saddled up and checked the horse over for any obvious injuries. I remember reflecting that growing up on a ranch had its advantages."

In a game where hunting the undead can take the characters to some out of the way places, a Skill that allows horse riding can be a great advantage. This Skill gives the character the ability to ride a horse, as well as the knowledge required to take basic care of an animal, up to and including equestrian first aid.

Simple (15): Ride at a trot; put on a saddle

Average (20): Ride at a gallop; make jumps over puddles or small holes

Complex (25): Make jumps over fences or large holes; ride down a steep hill

Extreme (30): Control a horse panicked by rattlesnakes; ride across a rickety bridge

Ridiculous (35): Ride down the side of a cliff; ride across a narrow beam over a canyon



INTERROGATION (INT)

"If they don't volunteer the information you need, then volunteer it for them. It's amazing what a little pressure can do, especially when it's applied to a trigger or a syringe."

Extracting information through the use of pain or the threat of pain. This Skill is most common with NPCs (usually among the bad guys), although Player Characters may choose it as well. Characters with a background as a spy, Special Forces soldier, etc. may have this Skill. This Skill is used in a Contested Skill Check. For each success, the character may ask one question and expect an honest reply. The DC is based on the resources available to the interrogator. Keep in mind that the use of interrogation is a serious crime in most settings, and its use should be carefully considered. Otherwise the PCs could find themselves the objects of a manhunt by both the bad guys and the local authorities!

Simple (15): Getting the victim's name; using effective interrogation equipment or truth serums

Average (20): Obtaining information the victim is reluctant to provide (e.g., his home address)

Complex (25): Obtaining info the victim refuses to provide (e.g., his secret plans)

Extreme (30): Obtaining difficult info without effective tools (i.e., just beating the victim)

Ridiculous (35): Obtaining info the victim would die to protect (e.g., the location of the hidden rebel base)

INVESTIGATION (INT)

"I would have been lost without Mariette. She took charge of the scene, getting names of possible witnesses, bagging clues and even taking a few photos for the mission file. By 5 o'clock we'd narrowed it down to three suspects. She'd make one hell of a cop, but she makes an even better vampire hunter."

This Skill covers the skills necessary to conduct an investigation, as well as search a crime scene for clues. Characters with this Skill know the fundamentals of conducting a stakeout, preserving evidence, basic wire-tapping, interviewing witnesses and suspects, and so on. Characters with this Skill can also deduce certain conclusions (or hypotheses) based on available facts and evidence of a case.

Simple (15): Interview cooperative witnesses

Average (20): Analyze simple crime scene; set up a phone tap

Complex (25): Find obscure clues; preserve fragile evidence

Extreme (30): Make deductions on complicated cases

Ridiculous (35): A real life Sherlock Holmes!

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LINGUIST (INT)

"All of a sudden Marion broke into a conversation with the bartender. It sounded like Polish or maybe Czech, I couldn't be sure. The waiter sure seemed impressed, though. Remind me to give her a bonus if we make it back to San Diego."

Knowledge of languages other than one's native tongue. Characters with this Skill may specify one language per 2 skills points, in addition to their native language (assume characters have a score of 4 in their native language).

Simple (15): Speak or write basic phrases with an accent

Average (20): Speak or write complex phrases with an accent; identify a similar language

Complex (25): Speak complex phrases fluently or translate a book

Extreme (30): Understand garbled speech or scribed writing of another dialect

Ridiculous (35): Translate text from a similar language; speak obscure dialects with total fluency making the natives sound like total morons

LITERATURE (INT)

"I used to hate my English literature class in college, but I'm sure glad I stuck through it. There's a lot of interesting things to be learned from older texts; things that can help us in our struggle."

The knowledge of great works of literature, from the most recent to ancient texts. The character has general knowledge of the content, author's name, and social significance of any given literary work, assuming the Skill Check is successful. The amount and detail of the information known by the character is up to the GM, based on the degree of success (or failure) with the Skill Check.

Simple (15): Recall title of famous literary work

Average (20): Recall the title of an obscure literary work, or details of a famous work

Complex (25): Recall details of an obscure work, or motives and meaning of famous work

Extreme (30): Recall motives and meanings of an obscure work, or details of ancient work

Ridiculous (35): Recall infinite details, including psychology, behind obscure ancient texts

MECHANIC (INT)

"I kept telling them that it would never run again. Ace flipped me off and kept messing with the engine. I was about to tell him again when the engine started up. Shows what I know about cars."

This is the ability to repair and maintain everything from engines to fenders. Characters with this Skill can

effect repairs on any machine with moving parts, including combustion engines, hydraulic jacks, and so on.

Simple (15): Fill the gas tank or change the oil in a vehicle

Average (20): Perform a basic tune up, change the tires or other parts

Complex (25): Change an engine or make average repairs to complex systems

Extreme (30): Effect difficult repairs and improve performance of a machine

Ridiculous (35): Restore an inoperable wreck to pristine condition without proper tools

MEDICINE (INT)

"I thought I was a goner, but somehow Mike pulled me through with an emergency tracheotomy. All he had was a pocketknife and a straw. What can I say? It worked."

More than the patching up that first aid allows, the Medicine Skill makes the character a real doctor with the ability to diagnose illnesses and use advanced medical techniques to save lives. This Skill might also be called Surgery, or have another title more descriptive to the character's specific area of expertise, but will always allow the character to perform all the basic medical procedures.

Simple (15): Perform basic First Aid or CPR, diagnose simple illnesses

Average (20): Diagnose moderate illnesses, perform simple surgery (set bones, remove bullets)

Complex (25): Diagnose difficult illnesses, perform moderate surgery (remove tumors, reattach limbs, etc.)

Extreme (30): Diagnose obscure illness, perform difficult surgery (neurosurgery)

Ridiculous (35): Perform brain surgery in the back of a jeep while driving down a dirt road

MEMORY

"This guy was spouting out facts from a three year old case. It wasn't just the information that impressed me, but the incredible detail with which he recounted them."

This Skill allows a character to recall details of past events with clarity far superior to normal people. A successful Skill Check allows the character to recall, with total clarity, the details of any past event. In game terms, the character may ask the GM one question per die in this Skill each game session. The question can be about any event, which that character had personally witnessed, or information they received. If the character makes a successful Skill Check, the GM answers the question. No detail is too minute or obscure, as long as the character did, in fact, witness the item in question. The DC of the Skill Check is based on how fresh the information is. Optional Rule: Characters with the Memory Skill

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may (at the GM's option) receive an additional +5 on all mental Skills that they purchase.

Simple (15): Remember events or details from the last day

Average (20): Remember events or details from the last month

Complex (25): Remember events or details from the last year

Extreme (30): Remember events or details from the last 15 years

Ridiculous (35): Remember events or details from a lifetime ago

MILITARY TRAINING (INT)

"It's like a whole different world, with its own language and customs. If you've never been in the military it's a little difficult to explain."

This is a bonus package in a lot of ways. This Skill gives the character an overall understanding of all small arms (such as handguns, rifles and machineguns) and a good amount of combat training. It also gives the character an understanding of how things are done in the military and the jargon used when conversing with other members of the armed forces, as well as a familiarity with military equipment and vehicles. Characters gain the Rifles due to their military training with weapons. At the GM's option, this may also apply to Heavy Weapons and Driving (military vehicles).

MUSICIAN (CHA)

"He wasn't much of a shot with his Ruger Security Six, but he could sure belt out those tunes on his horn. I've never heard music like that before."

This Skill is the ability to create music. The character can play up to one type of instrument per die in this Skill. This Skill also allows interpretation of music, such as the instruments used in different songs, the composer and possibly the purpose (such as anthem, religious, tribal, etc.). Types of instruments include: Brass horns, reeds, percussion, stringed instruments and exotic.

Simple (15): Create simple children's songs (Row, Row, Row Your Boat)

Average (20): Create good, basic songs

Complex (25): Create enjoyable complex, multi-instrument songs

Extreme (30): Create great symphonic pieces or inspiring pop music that stirs the soul

Ridiculous (35): Your composition puts Bach and Amadeus Mozart to shame. What are you doing hunting vampires?

NEGOTIATION (CHA)

"Sometimes talking your way out of a situation is better than fighting. Not often, in my opinion, but sometimes."

The ability to reason or bargain with another person or group and to sway them to your own way of thinking. This Skill can reflect anything from an ambassador's diplomacy, a merchant's haggling, or the persuasion of a police hostage negotiator. The effects of Negotiation are usually temporary.

Simple (15): Convince a child to eat candy

Average (20): Negotiate with an average Joe on equal terms

Complex (25): Convince professional terrorists or junior diplomats to compromise with you

Extreme (30): Convince a diplomat or labor union official to concede to most of your demands

Ridiculous (35): Convince a world leader to concede to all of your demands

NON-DESCRIPT (CHA)

"He was impossible to pick out of a crowd or even to describe. He looked completely average in every way, with no distinguishing features whatsoever. It was like he could just disappear."

This Skill makes a character completely non-descript. This can be a great advantage when you want to disappear into a crowd or remain unnoticed by certain individuals. Characters with this Skill add this roll to any Skill Checks involving a character's attempt at escaping notice, such as Stealth.

RIFLES (INT)

"He was 235 yards out with his H&K 91, sighting in on a target at the far end of the range. He took aim, let his breath half out, and slowly pulled the trigger until... POW! He put a hole right through the center of the target. He did that ten times in a row."

Characters with this Skill are adept at firing long rifles, including military-style assault rifles, and shotguns of all kinds. This Skill also bestows the knowledge and skill required to breakdown, clean, and maintain these weapons.

SCAVENGING (WIS)

"We broke down on a desert highway. There was no sign of life for a hundred miles in any direction. Ten minutes later Steve walks up with an alternator in his hand and a smile on his face. I didn't ask."

Sometimes characters in Vampire Hunter\$ will find themselves in unfamiliar places, or in locations without obvious means of acquiring necessary equipment. It may

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become necessary to scrounge up batteries, car parts or even food. This Skill allows a character to find the best scavenging spots and the best chance of finding usable materials.

Simple (15): Find edible food in a garden

Average (20): Locate similar equipment from which to scavenge parts

Complex (25): Locate obscure or specific tools, parts or medicine

Extreme (30): Fabricate makeshift parts or tools out of local materials

Ridiculous (35): Find obscure mechanical parts or tools in the middle of nowhere

SCIENCE (TYPE)

"Sal studied the bone for a minute or two, then he confirmed my suspicion. They were human bones, alright, but they weren't ancient. This person died less than a year ago, just about the time that our client's brother disappeared."

A character with this Skill is adept at studying scientific data and analyzing that data to formulate hypotheses and solutions to problems. It also bestows a general knowledge of the character's chosen field of study. A character may know one Science field for each die in this Skill. Common fields include, Anthropology, Astronomy, Biology, Botany, Chemistry, Entomology, Mathematics, Parapsychology, Psychology and Zoology. This list is not exhaustive. The players and GM are encouraged to come up with additional sciences from which players may choose.

Simple (15): Understand basic principles of an item as it relates to the science

Average (20): Understand complex principles of an item

Complex (25): Identify an unusual item from casual study

Extreme (30): Formulate an accurate hypothesis based on little or no known data

Ridiculous (35): Positively identify a specimen the character has never encountered before

SCOUT (INT)

"It didn't take long before I found a track. A broken twig here, an overturned leaf there and then I found the foot print, or should I say paw print? I could tell by the depth of the print and the distance between them that this was one large, fast moving lycanthrope!"

The ability to follow a creature based on the physical traces it leaves behind. Some common clues a tracker looks for are footprints, overturned leaves, broken twigs and so on. A character with this Skill knows how to analyze these clues to determine which direction the target travelled, how long ago, and even to gather information about the target (such as approximate weight, number in the group, etc.).

Simple (15): Analyzing fresh tracks in perfect conditions

Average (20): Analyzing day old tracks in firm soil

Complex (25): Analyzing week old tracks, or recent tracks after a light rain shower

Extreme (30): Analyzing partial tracks after heavy showers or snow

Ridiculous (35): Analyzing old, worn out tracks in a rocky area

SEAMANSHIP (INT)

"Argus knew his way around a ship. He'd spent most of his life at sea and knew every trick in the book. I knew I had picked the right man to take us down to Brazil."

This Skill covers the skill of piloting any seagoing vessel, from a small dingy to the largest ocean liner. Characters with this Skill understand the rules and laws of the sea, sea navigation and the like.

Simple (15): Sail a small boat or raft in calm waters

Average (20): Sail a medium ship in rough waters, or through a narrow channel

Complex (25): Sail a large vessel in stormy seas, docking at a port

Extreme (30): Sailing an ocean liner up an inland river, docking in rough waters

Ridiculous (35): Performing evasive maneuvers in stormy waters around a coral reef



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SEDUCTION (CHA)

"I've learned one thing about women and that is, don't trust them. Every time I fall for a pretty face and a smile, I end up getting burned. Well, except for that lady in Atlantic City. She was the one who got burned. Funny what sunlight does to vampires."

This is the Skill that encompasses a character's ability to befriend or seduce others by using their own natural charm, good looks and a good line. This Skill can be applied to anyone who might be attracted to the character, normally in a sexual way. Seduction can be used as a variation of the Con Artist Skill, getting others to do what you want not because they have been tricked, but rather because they think they will win favor with you. A character with this Skill is adept at exploiting their sex appeal. A successful Skill check will convince another person that the character is genuinely interested in them. Whether or not the subject actually responds will depend on his or her own romantic inclinations and sexual preference

Simple (15): Closing time at the local nightclub

Average (20): Seduce a sailor on shore leave, or a prostitute

Complex (25): Charm someone who is indifferent to you

Extreme (30): Seduce someone who is uninterested in you

Ridiculous (35): Seduce a eunuch



STEALTH (DEX)

"The trick to not getting killed or captured is to avoid detection. Break up your body's natural contours. Remember, there is nothing in nature that resembles an M-16. Use natural concealment to your advantage. Be one with your environment, grasshopper."

This is the Skill to use if you want to be physically sneaky. This involves such things as moving quietly, hiding in shadows and generally being unnoticed. It can come in handy when trying to evade search patrols, nosey neighbors or inquisitive vampire followers.

Simple (15): Sneaking across soft dirt on a windy night

Average (20): Walking along a dark alley at night, wading through water

Complex (25): Walking over a creaky wooden floor or opening a noisy door

Extreme (30): Walking across dry twigs or sneaking through a well-lit and watched entrance

Ridiculous (35): Running across an open field with pots and pans hanging around your waist

STREETWISE (WIS)

"Two-tone Tommy can get us the gear we need without tipping off the authorities. Two-tone's a hard man to locate, though. Luckily I know where to look for him."

Characters with this Skill know the streets. They know where to find the dealers, fences, loan sharks and hit men, as well as the places where they are likely to hang out. The DC of the roll depends on the importance of the person or thing being sought and the familiarity of the character with the area they are searching.

Simple (15): Find a dealer of discount cigarettes, a seedy bar or a loan shark

Average (20): Locate a dealer of common firearms or common drugs, hire a bodyguard.

Complex (25): Locate automatic weapons or a skilled hit man

Extreme (30): Locate dealer of exotic weapons or criminal boss

Ridiculous (35): Find a dealer of enriched plutonium or the home address of a Mafia Godfather

TRIVIA (INT)

"Aaron knew more about trivial garbage than anyone on the team. If nobody gave a flip about a subject, you can bet that Aaron knew all about it."

The various tidbits of information that always seem unimportant at the time, yet manage to become useful when you least expect it. Characters with this Skill know all sorts of obscure facts about the most inane of subjects. Whenever the PCs face a situation involving some-

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thing completely unknown, a character with this Skill may make a Trivia Skill Check. If successful, the GM should give the player some clue that is related to the item at hand and which will tie into the adventure. Think of this Skill as a sort of "plot device," allowing the GM to drop hints and clues to the players if they get absolutely stuck. It can also be used to create some truly humorous role-playing situations.

Simple (15): Simple, mundane trivia knowledge of sitcoms, sports, etc.

Average (20): Basic high school knowledge

Complex (25): Obscure sports and historical trivia

Extreme (30): Recall really trivial facts (the name of the person who invented unleaded gasoline)

Ridiculous (35): Know the rank structure and tactics of the army of the Byzantine Empire

UNEARTHLY KNOWLEDGE (INT)

"Know your enemy, Know where he sleeps and when, what he eats and what his weaknesses are. Once you know your enemy, all you have to do is kill him. Easy as pie."

There's a lot of stuff out there that isn't native to the Earth, as most humans know it. This Skill represents a character's accumulation of information concerning those weird supernatural creatures, events and other occult knowledge. A successful Skill Check could yield a clue as to the nature of a supernatural creature when first encountered by the PCs. These clues are not always entirely accurate, however...

Simple (15): Know common myths of the character's own culture

Average (20): Know common myths of a foreign culture or obscure myths of own culture

Complex (25): Know obscure myths of foreign cultures

Extreme (30): Identify obscure supernatural creatures or objects from personal inspection

Ridiculous (35): Identify a unique supernatural item or event from a partial second-hand description

WILLPOWER (CON)

"Some people handle stress better than others. Just remember, it's just an issue of mind over matter. If you don't mind, then it don't matter."

This Skill allows characters to resist interrogation and other mental influences better than the average person. For example, Paul has a Con 12 of and has been captured by a fanatical cultist. The cultist tortures Paul, making a Contested Skill Check using his own Interrogation Skill against his FORT check. Because Paul has the Willpower Skill, however, he may add his Willpower to his roll to resist the Interrogation roll.



FEATS

Below is a list of a few new potential feats. It is simply a starting place from which to start making their own feats the SRD 3.5 also has many more feats to choose from. View these lists as a base to work from, not as a list of all the Feats available in the game.

ASSASSIN [GENERAL]

"I grabbed the sentry, covering his mouth with my off hand. My knife went into the side of his neck, and I pushed outward. Messy, but quiet. A perfect dispatch."

This Feat allows the sudden and immediate dispatch of a human being or humanoid creature. It must always be used in a surprise situation, and is accomplished through the use of some hand-to-hand weapon such as a stiletto or a garrote. This Skill is normally possessed by hit men, Special Forces soldiers, ninja, and so on.

Benefit: When making an armed attack, the character receives a +2 competence bonus on his or her attack roll, and the character deals extra damage equal to 1d8 + the character's Strength modifier but does require the attack to be by surprise.

DANGER SENSE [GENERAL]

"After a while you develop a sort of sixth sense. You can tell when something isn't right. You begin looking at people differently, looking over your shoulder more, and sitting with your back to the wall."

Prerequisite: Int 13+ or Wis 13+

Benefit: Some people just know when bad things are about to happen to them. This Feat gives the character the ability to react to danger moments before the danger actually presents itself. The GM determines the DC based on the level of danger and the circumstances. The GM will tell you when to roll and what you feel based on this roll. This feat may represent a character's mystical ability to sense danger, a "gut feeling," or any other explanation the player chooses for the character.

VAMPIRE HUNTERS\$

Simple (15): Notice a smiling vampire in front of you
Average (20): Sense danger from a source you can otherwise detect (see, smell, etc.)

Complex (25): Wake up from an immediate danger (fire in the house, a prowler, etc.)

Extreme (30): Detect a dangerous even moments before it happens

Ridiculous (35): Wake up from a sound sleep to a danger that's several miles away

FAITH [GENERAL]

"He just stood there, holding a cross in front of him. The bloodsucker just laughed at it. All of a sudden, it winced in pain and shielded its eyes. It was afraid! That was the first time I ever saw a vampire cower in fear."

Prerequisite: CHA 15+

Benefit: This Feat reflects a strong belief in a particular theology. Characters with this Feat enjoy a much greater degree of religious faith than ordinary characters. They can be considered pious, devout or simply as having a close personal relationship with their creator. Many characters with this Feat are priests or ministers of their particular faith, although this needn't always be the case. It allows them to draw on that faith to endure trying circumstances and even to turn away undead creatures. Characters attempting to turn an undead creature without the use of a holy symbol are at a +15 DC!



When this Feat is bought, a specific theology must be chosen. This is usually the religion dominant in a character's upbringing, but it may be any one that the player chooses. It should be noted that this is not a mystical "force" of any kind, but rather a sincere belief in the religion specified. Lastly, characters may add their Faith Roll to replace any Skill Checks requiring sheer willpower, such as Interrogation, Fear Checks and the like. This reflects the character's confidence that they will not die, will go straight to Heaven, or what have you.

Simple (15): Resist minor temptation (gluttony, bribery, etc.)

Average (20): Resist major temptation (sex, anger/violence, etc.)

Complex (25): Turn a single Lesser Vampire; Face death without fear

Extreme (30): Turn a single Greater Vampire or a group of Lesser Vampires

Ridiculous (35): Turn a flock of Greater Vampires who haven't fed in a month!

HARD TO KILL [GENERAL]

"I saw him take 3 rounds to the chest and just keep on fighting, he was loosing blood like a stuck pig, but it didn't even slow him down."

You cling to life with great tenacity and are capable of surviving wounds that would slay lesser mortals.

Prerequisite: Toughness or Con 13+

Benefit: When you are reduced to negative hit points, you do not actually die until your score reaches -15 + your Con or lower, instead of your con negative. Furthermore, your chance of stabilizing each round, unaided, is increased from 10% to 20%.

REGENERATION [GENERAL]

"She caught the vampire, but then she didn't know what to do with him. He turned and realized she was alone, and he ripped out her throat and left her to die, he didn't plan on her getting up and staking him a couple of minutes later."

Prerequisite: Con 14+

Benefit: Your body heals wounds much faster than that of a normal person. You recover 1 hit point per level per 1 hours of light activity, and, thus, heal twenty four times faster than the average human. This amount is halved if you perform strenuous activity or increased by half again if you undergo complete bed rest. The total can be prorated for shorter periods of time, e.g. if you are 5th level, you recover 1 hit point for every 12 minutes of light activity.

Once per day you can take a full round recovery and recover 1 hit point per level + your CON bonus.

VAMPIRE HUNTERS\$

IMPROVED REGENERATION [GENERAL]

Prerequisite: Con 17+

Benefit: You recover 1 hit point per level per 10 minutes of light activity, and, thus, heal well over a hundred times faster than the average human. This amount is halved if you perform strenuous activity or increased by

half again if you undergo complete bed rest. The total can be prorated for shorter periods of time, e.g. if you are 5th level, you recover 1 hit point for every 2 minutes (20 rounds) of light activity. Once per day you can take a full round recovery and recover 1 hit point per level + your CON bonus.



VAMPIRE HUNTER\$

VAMPIRE HUNTER\$

CHAPTER 4: ABOUT THE COMPANY

At this point, your character is nearly completed. All of the pertinent gaming data has been recorded, and all that remains is the breathing in of a little life. Such details as the character's sex, height and weight, hair and eye color and occupation go a long way toward making the character feel more real. Detail the character's background as much as you like, and round out his personality as fully as possible. The more information you have about your character, the more readily that character will come to life in play.

Equipment (things like guns, ammo, rope and radios) can be very important. Ask the GM what sort of equipment your character has, or come up with a list on your own (though the GM must approve it, of course). A list of weapons and other equipment is in Chapter 6, EQUIPMENT.

BACKGROUND

Vampire Hunter\$, Inc. was founded in September of 1991 by a retired U.S. Marine Corps Lieutenant Colonel, Andrew Jackson Steele ("Jack" to his friends). Jack Steele had encountered a number of unusual situations while he was stationed at the Marine Recruit Training Depot in San Diego. The exact nature of these encounters has never been revealed, but it is known that Steele encountered a true vampire on at least one occasion prior to his retirement from military service. Jack turned to his war buddy, Arthur Caruthers, for financial backing.

Together they founded Vampire Hunter\$, Inc. and Jack began hiring himself out as an investigator of the supernatural and exterminator of supernatural monsters. Jack also came up with the idea of selling franchises to other would-be vampire hunters across the country. With his military training and increasing knowledge of unearthly horrors, Jack created a specialized training program that he sold to aspiring hunters. His reputation spread among the circles of believers, and he soon hired several employees who accompanied him on many dangerous missions.

On one such mission, while hunting down a pack of vampires in Mexico, Jack ordered his teammates to retreat back to San Diego and stayed behind to cover their escape. Jack was last seen standing his ground outside an abandoned mine, with an M-60 machinegun in one hand and a wooden stake in the other, as a half dozen of the dark creatures rushed toward him from the mouth of the mine. Jack has been presumed dead,... or worse.

PURPOSE

The purpose of Vampire Hunter\$ Inc. is to rid the world of the evil and destructive supernatural forces plaguing the Earth. Through professional investigation, its employees follow leads supplied by clients to identify these supernatural threats. Strange disappearances, hauntings, werewolves and spiritual possessions are all handled by Vampire Hunter\$ Inc. The forte of the company, however, is the detection and elimination of vampires, just as the company's name suggests.

VAMPIRE HUNTER\$

MISSION STATEMENT

"The mission of Vampire Hunter\$ Incorporated is to identify supernatural elements which pose a threat to the safety and well being of human kind, to neutralize those threats through legal means, thus provide for the common good and the continued existence of mankind - free from fear and harm."

THE CORPORATION

Vampire Hunter\$, Inc. is a privately held California corporation. The main corporate office is still in San Diego. The current President is Alexander Machay, a former teammate of Jack's in the company's early days. The corporation's Board of Directors consists of the President and four Vice Presidents: Jed Smith, Anthony Spuller, Sharon Carter and Bobby Chang, all of whom knew Jack Steele and served with him on past missions. The last board member is Arthur J. Caruthers, a wealthy Texas oil tycoon, Viet Nam veteran and friend of Jack's, whose funding helped keep Vampire Hunter\$ Inc. afloat during the early days.

The majority of the company's stock shares are held by Caruthers, who currently holds 30%. The remaining 60% are equally divided among the remaining Board members. All of the company's income is generated by its various licenses, chiefly its franchise licenses and licensing agreements with various merchandisers, which are granted to would-be hunters across the country.

FRANCHISES

The company sells franchises to entrepreneurs around the country who then operate their own, individual Vampire Hunter\$ office in their home city. The result is a chain of Vampire Hunter\$ franchises spanning the nation, all under the direct supervision of the corporate office. There are no regional offices. Instead, each franchise reports directly to the corporate headquarters. Anyone can purchase a franchise. The new owner simply

pays the franchise fee (currently a whopping \$185,000!) and signs the franchise contract. The franchise is then registered with the corporate office.

Each franchise owner receives a franchise starter kit, complete with advertising material, standard employee contracts and training materials (such as the Employees' and Managers' Handbooks). The owner is responsible for the franchise's operation and assumes all of the financial risk for the franchise's operation. Owners may have more than one franchise, such as Paul Rickleman, who owns four franchises in the greater New York City area.

Once a franchise is established, employees are hired and advertisements purchased. Some likely places to find a Vampire Hunter\$ ad include the telephone directory, newspapers, in radio and television ads, on billboards, and so on.

(See page 30 for a copy of the franchise agreement.)

MANAGERS

Every franchise office has a Manager. The franchise owner may also act as the franchise Manager, although most hire someone to fill this role. The Manager is responsible for the day to day operations of the franchise, including handling press releases, statements, bookkeeping and the hiring and firing of employees. The Manager does not participate in missions except in very rare cases, due to their importance to the franchise office. The corporate office does not like to see high turnover rates in Managerial positions.

In a sense, the game master will act as the franchise Manager, assigning missions to the characters and overseeing the operations of the franchise office. Alternately, the Gm may allow one of the characters to also assume the role of the Manager. This means increased responsibility, however, and the GM should consider awarding that character an additional Fault - Obligation.

EMPLOYEES

Each franchise is responsible for hiring its own personnel. These are the center of the Vampire Hunter\$ game; the people who go out on mission after mission, risking their lives on a routine basis in the attempt of ridding the world of the supernatural menace. They are the hunters and investigators around which the various adventures revolve. This is the role of the Player Characters.

Before they are hired, potential employees are screened by the manager. Screening consists primarily of a criminal background check (those with a felony conviction may not carry firearms) and interviews with past employers and personal acquaintances.



VAMPIRE HUNTER\$

VAMPIRE HUNTERS FRANCHISE AGREEMENT

1) DATE AND PARTIES: This agreement is made this _____ day of _____, 20____ between Vampire Hunter\$, Inc., a corporation with its principal place of business in the State of California, United States of America, (hereinafter, "Franchisor"), and _____, whose address is at _____ (hereinafter, "Franchisee").

WHEREAS, Franchisee wishes to purchase a Vampire Hunter\$ franchise (hereinafter, "the Franchise"), to engage in the business of eradicating vampires, werewolves, ghosts, and other supernatural entities which are a threat to the peace and safety of Mankind, and to protect Mankind from these selfsame supernatural menaces; and

WHEREAS, Franchisor wishes to expand the scope of its operations, the better to protect Mankind from the aforementioned supernatural threats;

WITNESSETH:

In consideration of the mutual covenants herein contained, the parties agree as follows:

2) SALE OF FRANCHISE: Franchisor will sell to Franchisee the exclusive right to use the "Vampire Hunter\$" name, logo, trade and service marks, equipment, and other appurtenances of Vampire Hunter\$, Inc. in the _____ area, state, or region. Franchisor agrees to sell no other Vampire Hunter\$ franchises in this area, state, or region.

a) Purchase Price: In exchange for the exclusive franchise hereinafter described, Franchisee shall pay to Franchisor the sum of ONE HUNDRED EIGHTY FIVE THOUSAND AND NO/100 DOLLARS (\$185,000.00), as follows:

i) A ONE HUNDRED THOUSAND AND NO/100 DOLLARS (\$100,000.00) downpayment at the time of the signing of this agreement.

ii) A FORTY TWO THOUSAND FIVE HUNDRED AND NO/100 DOLLARS (\$42,500.00) payment on January 1 of each of the next two years subsequent to the year in which this contract is signed.

Additionally, Franchisee shall pay to Franchisor a lump-sum payment equal to 1% of the gross revenues of the franchise in each of the next five years subsequent to the year in which the last Twenty-Five Thousand Dollar installment payment is made. Said 1% installment payment shall be due on June 1 of each year.

Failure to make any of these payments shall be deemed a breach of this Agreement, and Franchisor shall be entitled to all lawful remedies for such breach.

3) RIGHTS OF FRANCHISEE: Franchisee shall have the right to:

a) Undergo training courses in Vampire Hunter\$ methodology and the use of Vampire Hunter\$ equipment.

b) Make exclusive use of the "Vampire Hunter\$" name, logo, trade and service marks, official equipment, and related resources in the area, state, or region covered by this Agreement.

c) To purchase official "Vampire Hunter\$" equipment and weapons from Franchisor at prices specified in Franchisor's catalog.

d) To advertise the franchise, both for purposes of obtaining work and recruiting employees, using such advertising materials as are created by Franchisee or may be offered for purchase by Franchisor.

4) OBLIGATIONS OF FRANCHISEE: Franchisee hereby agrees to abide by the following conditions. Violation of any of these conditions shall subject Franchisee to the termination and revocation of his franchise rights, at the discretion of Franchisor. Failure of Franchisor to exercise such right of termination and revocation shall not be deemed a waiver of such right for any purpose.

a) Franchisee recognizes that it is mission of Vampire Hunter\$, Inc. to identify supernatural elements which pose a threat to the safety and wellbeing of humankind, and to neutralize those

threats through legal means, thus providing for the common good and the continued existence of mankind, free from fear and harm. Franchisee shall not engage in illegal activities of any sort.

b) Franchisee and all of Franchisee's employees shall attend introductory training courses and seminars given by Vampire Hunter\$, Inc., and shall successfully complete those courses to the satisfaction of Franchisor. Failure to so complete the training courses and seminars shall be deemed a breach of this contract.

c) Franchisee shall not engage in any business other than the identification and neutralization of supernatural threats under the name "Vampire Hunter\$," nor shall he use the resources of his franchise for purposes which might cast Vampire Hunter\$, Inc. in a disreputable light.

d) Franchisee agrees to abide by the Vampire Hunter\$ Code of Professional Responsibility, a copy of which is attached to this Agreement as Appendix A.

e) Franchisee shall hire only those employees who are capable of passing the Qualification Examination, a copy of which is attached to this Agreement as Appendix B. Furthermore, all employees must abide by the Vampire Hunter\$ Code of Professional Responsibility; if they do not, Franchisee must terminate their employment.

f) Franchisee is responsible for obtaining all necessary licenses, permits, certifications, and insurance policies required by all cities and states in which the franchise shall operate, and is responsible for abiding by all laws of said jurisdictions while it is engaged in business. Franchisor shall in no way be held responsible for any of Franchisee's legal obligations; to the extent that Franchisor is held responsible, Franchisee agrees to indemnify Franchisor in full for all expenses associated with such obligations, including the payment of Franchisor's reasonable attorneys' fees.

g) Should Franchisor or Franchisee terminate this Agreement at any time for any reason, Franchisee agrees not to obtain a franchise or enter into any employment or employment-related agreements with any competitor of Vampire Hunter\$, Inc., nor will Franchisee and/or its principal officers and directors enter into any such agreements.

5) DURATION OF FRANCHISE: The Franchise and all rights related thereto shall have a duration of TWENTY-FIVE (25) years. Franchisor and Franchisee shall negotiate any extension or alteration of this Agreement at a future date.

6) GOVERNING LAW: This Agreement, and any disputes thereunder, shall be governed by the laws of the State of California. Should Franchisor and Franchisee become involved in litigation against each other in which Franchisor prevails, Franchisee shall pay all of Franchisor's reasonable expenses of such litigation, including attorneys' fees.

SIGNATURES AND ACKNOWLEDGEMENT

1) Alexander Machay
President, Vampire Hunter\$, Inc.

Signature: _____

Date: _____

2) _____
Franchisee

Signature: _____

Date: _____

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Once hired, new employees must undergo several weeks of training, including firearms, arrest and search and seizure courses, and so on, in order to become certified private investigators and to receive a weapon permit (as applicable). All commercial licenses (Private Investigator, etc.) are owned by the franchise, and employees operate under them.

A short, one day orientation course is then attended, in which the characters are given an overview of the supernatural beasts which await them and additional training on completing various paperwork, such as the Post Mission Report. The training is based on the latest information available to the corporation, although much of the information is either out of date or potentially suspect, since much of it is based on myth and anecdotal evidence.

(For a sample of the Post Mission Report form, see page 32..)

BENEFITS

So why would anyone risk life and limb in the pursuit of exterminating the undead? It certainly isn't just for the money. In fact, the motivations of each character are strictly up to the player. Character motivations can range from revenge (for the death of a loved one at the hands of a creature, perhaps) to a sense of duty to a greater good, or just the plain thrill of hunting the forces of darkness.

The material rewards for becoming a vampire hunter are significant, nonetheless. Employees of Vampire Hunter\$ Inc. receive a fairly lavish benefits package. Benefits include:

Medical Insurance: The characters are fully covered both on and off the job, through a national HMO. The insurance is purchased by the corporation at a reduced group rate. Coverage includes in- and out-patient services, treatments of major illnesses and injuries, all surgeries. It does not cover optometry, however.

Life Insurance: Characters receive a \$15,000 life insurance policy. The policy covers all situations except suicide and acts of war (declared or undeclared). Characters may designate any beneficiary they choose, including other characters. Beneficiaries must be chosen before the character dies, however. No situations of "Well, I'm dead. I'll give my fifteen grand to Bill's character" are allowed.

Retirement Plan: All employees are automatically enrolled in a group retirement plan, paid in full by the corporation. Characters are eligible for full retirement after 20 years of employment with Vampire Hunter\$ Inc. 'Nuff said.

Of course, these benefits are offset by long hours, odd schedules, little or no public support and the ever-present danger of death by bloodsucker. Is it worth it? Of course it is.

MISSIONS

Individual adventures are called missions. These are the investigations that the characters undertake. Missions are typically undertaken by 3 to 6 hunters (the average number of players in a group). Individual missions are usually assigned by the franchise office Manager, based on calls from various clients. Clients can range from private citizens to actual governments, such as a local City Council or even the State Governor.

Occasionally the characters will undertake a mission on their own, without being hired by a particular client. Characters who undertake missions of this nature, however, must do so on their own time; "off the clock" and off the payroll of the franchise office. These unofficial missions often come about after a character discovers evidence of supernatural activity on their own. A classic example is the character who discovers that their Annoying Hanger On has become a vampire. The character will no doubt gather the team and seek out the creature responsible in a desperate attempt to save the Hanger On from their unholy fate.

Each mission consists of three primary phases: Preparation, Execution and Aftermath. A mission may quickly pass through the preparation phase and into the execution phase, depending on the circumstances surrounding the mission. For instance, characters who receive a call from a distraught farmer and investigate his farmhouse for clues may suddenly find themselves face to face with a werewolf, or worse yet - a pack of werewolves! The basic elements of each phase are discussed below.

PREPARATION

After the office has received a call from a prospective client, the team must prepare for the investigation. The equipment taken with them is determined by the type of information the client relates in the initial call. A client who complains of coyotes baying at night and losing cattle on a monthly basis may well have a werewolf problem. In such a case, the characters would bring equipment for dealing with a werewolf, such as silver bullets, wolfsbane, and so on. A client claiming to have a ghost lurking in their home would call for holy water, holy symbols, and possibly a priest to accompany the team. The equipment carried by the team is up to the individual characters.

If time allows, the characters may wish to do some additional research before going to the Execution phase

FORM 47B: AFTER-ACTION REPORT
STANDARD FORM - REV. B.5 (8/03) (U.S.)
All Previous Versions Invalid



INCIDENT # _____

BRANCH: _____
DISTRICT: _____
OWNER(S): _____

CLIENT NAME: _____
CLIENT ADDRESS: _____
CLIENT CITY, STATE, ZIP: _____
CLIENT PHONE #: _____
CLIENT FAX #: _____
CLIENT EMAIL ADDRESS: _____

INITIAL CALL (date & time): _____
INCIDENT LOCATION: _____
ALLEGED EVENTS LEADING TO CALL (check all that apply):
SPOTTED: _____ VAMPIRE _____ WEREWOLF _____ GHOST _____ ZOMBIE _____ OTHER
ATTACKED BY: _____ VAMPIRE _____ WEREWOLF _____ GHOST _____ ZOMBIE _____ OTHER
FOUND BODY PART(be specific): _____ WHERE: _____
MISSING PET(S)(be specific): _____ NUMBER: _____
MISSING PERSONS(be specific): _____ NUMBER: _____
NUMBER SIGHTED: _____ AGE: _____
ADDITIONAL INFORMATION: _____

FIELD REPORT
HUNTER TEAM DISPATCHED: _____
COMMANDER ON DUTY: _____
TEAM MEMBERS: _____

(ADDITIONAL SPACE ON BACK)
WEAPONS USED: _____

(ADDITIONAL SPACE ON BACK)
AMMUNITION EXPENDED(specify caliber): _____

(ADDITIONAL SPACE ON BACK)
MONSTERS DESTROYED(specify number):
_____ VAMPIRES (LESSER _____ GREATER _____)
_____ WEREWOLVES
_____ ZOMBIES
_____ GHOULS
_____ CONSTRUCTS
_____ OTHER(specify)

WAS LAW ENFORCEMENT NOTIFIED?: Y N
OFFICER ON THE SCENE: _____
RANK: _____
LEGAL ACTION TAKEN: _____

OFFICE USE ONLY
ESTIMATED DAMAGE TO LOCATION: _____
ESTIMATED DIRECT LIABILITY: _____
COLLATERAL DAMAGE: _____
(LIST NAMES AND ADDRESSES ON BACK)
PRESS COVERAGE: _____ YES _____ NO
FAVORABLE?: _____ YES _____ NO
ESTIMATE FOR EXTERMINATION: _____
_____ # OF HUNTERS NEEDED
ACTUAL CHARGE FOR EXTERMINATION: _____

I HEREBY CERTIFY ALL INFORMATION TO BE TRUE TO THE BEST OF MY KNOWLEDGE AND ABILITY
NAME: _____
SIGNED: _____
DATE: _____

THIS FORM IS © 2004 VAMPIRE HUNTER\$ INC. AND P.A.L. PERMISSION IS GRANTED TO FRANCHISEES TO COPY AS NEEDED TO FILE REPORTS WITH THE HOME OFFICE.

SKETCH OF INCIDENT LOCATION:

ADDITIONAL TEAM MEMBERS:

COLLATERAL DAMAGE:

ADDITIONAL WEAPONS USED:

NAMES & ADDRESSES OF MONSTERS
(where applicable):

ADDITIONAL AMMUNITION EXPENDED:

TEAM MEMBERS KILLED:

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of the mission. The hunters have several valuable resources available to them to aid in their research, including their computer, public and university libraries, newspaper morgues, personal contacts, and so on. A wealth of information can be obtained, depending on what the characters are looking for. Characters should look for any similarities between their current mission and past events, especially events occurring near the site identified by the client. These are briefly discussed below:

Computer: With the office's personal computer the characters have access to the corporate database. Through the corporate database characters can locate records of past missions conducted by other Vampire Hunter\$ franchises. By looking for past missions with similar circumstances or modus operandi, the characters may be able to glean some helpful information for their own mission. In addition to mission records, the corporate research staff is constantly updating its database, adding historical accounts and references to the occult and supernatural from sources such as newspapers and magazines, older texts, and the like.

The characters can also use the computer access other databases, such as those of government agencies, universities and even private BBSs. They can also access other online services, such as weather services (to download up to date, color weather maps of locations around the world), travel reservation services, and a myriad of other modern services, all available over the phone lines. The computer can also be used to type reports and correspondence, design floor plans, and play games to kill time between missions.

Library: Even with all of their efforts, the corporate researchers won't be able to dig up every possible reference to the supernatural. Even those references in the Vampire Hunter\$ Inc. database will be simply that - references. Characters will have to locate the original books in order to thoroughly examine them for missed clues or minor details left out of the database. Public and university libraries are excellent places for the characters to search for such books.

The Media: Radio, television and newspapers can be a tremendous source of information for the intrepid investigator. Many stories that are seemingly innocent or unrelated to the supernatural actually contain important clues for the hunters. It is not unusual for a franchise office to have an extensive collection of newspaper clippings and cassettes (both audio and video) for this very reason.

Contacts: Sometimes important clues and tips can come from unlikely sources, such as from friends, distant relatives, co-workers and especially those Annoying

Hangers On. Without divulging too many details of a particular case (confidentiality is important in the vampire hunting business), a character can put out "feelers" among the people he knows, in the hopes of learning some useful information. Discretion is crucial here, because discussing cases with others (especially those who don't know what the character does for a living or who don't believe in the supernatural) can subject the character to ridicule, embarrassment and a host of other unpleasantries.

The GM should encourage players to role-play such encounters with contacts, dropping bits of information where appropriate. Note, however, that characters with the Streetwise skill will be far more successful with this tact than those without it. In addition, characters with the Streetwise Skill should be able to learn more detailed and obscure information than other characters.

EXECUTION

Once they are geared up, the team will investigate the call. The execution phase consists of the investigation and the confrontation. The length of time spent on the investigation portion will depend on what the characters discover and any encounters they may have. An initial investigation costs the client a flat fee of \$350 and should run no longer than four hours. By that time, the characters should have an idea of what they're dealing with.

One of the first things a good Vampire Hunter\$ team will do during the investigation is to conduct an on-site investigation. This means investigating any place that was the scene of a supernatural occurrence, such as unusual sightings, attacks, and so on. The team should search for clues in order to determine the validity of the call as well as the necessity for further action on the part of the hunters. Some examples of important clues include witnesses, physical clues (such as ectoplasm, bloodstains, footprints and the like), or anything else that leads the hunters to believe that a supernatural creature was at work.

If the hunters have made a determination that there is, indeed, supernatural activity, then they must make this clear to the client. It is then up to the client to decide if they wish to hire the team for additional investigation or other action. Any further investigation will cost the client a flat \$1,000 per day, plus additional expenses for special lab work, travel expenses, and so on.

Eventually the investigation will lead them to the source of the disturbances, culminating in a confrontation between the hunters and the hunted. With proper planning, the characters should be able to handle the

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problem. If not, they had better have their affairs in order because chances are good that they won't make it through to see the next sunrise.

AFTERMATH

After the mission has concluded the characters will be left to pick up the pieces (assuming that any have survived). If the supernatural menace was destroyed, the characters will have to deal with the remains. In some cases, such as with vampires who turn to ash when they are killed, this is not a problem. Otherwise, the characters will need to find some way of dealing with the remains.

They can contact the local authorities (police or coroner's office), but this could lead to some uncomfortable questions and may even lead to the characters being arrested for one thing or another. For instance, imagine a police car pulling up to see a group of hunters celebrating outside of a demolished house, all of them with assault rifles slung on their backs and standing over a skeleton covered in ectoplasm. The police would surely question why they had assault rifles with them, not to mention why the house was demolished or where the skeleton came from. Got a good lawyer?

Other alternatives include burning their remains, burying them, or even turning them over to a scientific or religious organization for study. The players will surely come up with numerous other methods of dealing with the remains of supernatural creatures. It is up to the GM to determine the outcome of whatever method the hunters decide upon. Ideally, the characters will be working in cooperation with local authorities to handle the supernatural problem, but this is not always the case.

The last part of any mission is the paperwork. The characters will have to fill out Post Mission Reports (PMR), which are forwarded to the corporate office. The PMR must include a synopsis of the mission, including any pertinent information regarding supernatural creatures and the like (such as their abilities and behavior), the names of all persons involved (including the charac-

ters, clients, witnesses, authorities, and so on), as well as the date, time and location of all incidents. The report should also include important details that the corporation can enter into its database for future reference by the characters or other Vampire Hunter\$ franchises around the country. Attached to the PMR should be any detailed witness statements, related police or coroners' reports, newspaper clippings and so on.

The original report is forwarded to the corporate office, and a copy is kept at the franchise office. All reports are kept strictly confidential. They may only be viewed by or released to someone outside of Vampire Hunter\$ Inc. (such as the media, relatives of the client, and other curious third parties) with a legal court order or search warrant, except for law enforcement agencies, which may receive a copy of the full report upon formal request (i.e., in writing on agency letterhead) or with other proper identification (such as a badge and picture ID card).

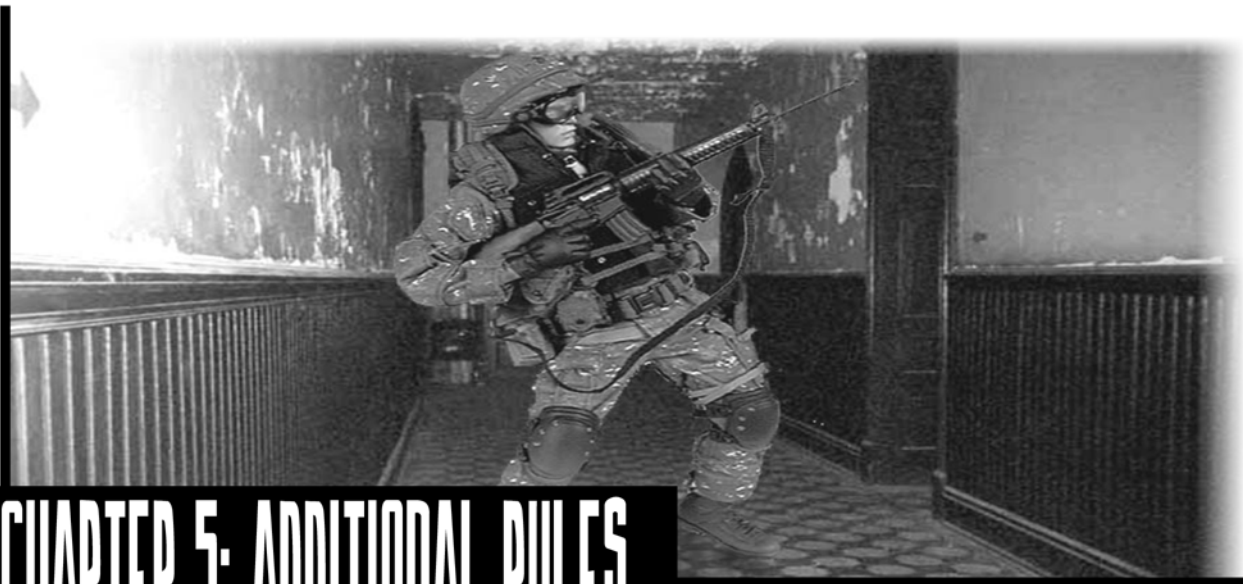
A Post Mission Report is supplied in this book. This form may be photocopied for personal use. The GM is encouraged to pass out copies of this form for the players to fill out after each mission. This will serve as a records of past adventures - a sort of campaign history - from which the GM can draw ideas for recurring villains or NPCs. In addition, it makes an effective game prop for helping to create the proper atmosphere of a Vampire Hunter\$ game, and gives the players a reference to past adventures, possibly providing important clues for their current mission.

TYPICAL VAMPIRE HUNTER\$ BASE

Attached to the end of this book is the typical layout of a Vampire Hunter\$ facility. It has been reproduced with the appropriate grid squares to facilitate its use in a miniatures combat setting. It would work perfectly with the Vampire Hunter\$ miniatures, which are available from better retailers and through our website at <http://www.teamfrog.com>.



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CHAPTER 5: ADDITIONAL RULES

MAPS

"I can't stress enough the importance of knowing your environment. Identify the landmarks; bridges, doors, windows, mountains, whatever's applicable. Needless to say having a map is ideal."

This book contains several pre-drawn maps with the adventures found in the back of this book. Players may use these maps again in future adventures. In addition, future publications for Vampire Hunter\$ will contain pre-drawn maps for your use. You may also use maps designed for other game systems, as long as they are printed square graph grid, and their scale is close to the Vampire Hunter\$ scale of one square for every 5 feet. Eventually, however, you will want to design your own custom maps for use in your own games.

Players may create their own maps of locales by drawing them on pre-printed, square graph grid sheets. These sheets are commonly available at any hobby store, such as the one where you purchased this game. If they do not have any, they can certainly order them for you.

Another popular way to map out adventure sites is to use large flexible mats, usually made of nylon or some other material. You may draw temporary maps on these mats using common water-based overhead projector markers.

HEALING

"Wounds heal. Not always the way you'd like them too, but they heal. The problem is they heal slowly. One injury can keep you out of the action for weeks."

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

LOSS OF HIT POINTS

The most common way that your character gets hurt is to take lethal damage and lose hit points

What Hit Points Represent: Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Effects of Hit Point Damage: Damage doesn't slow you down until your current hit points reach 0 or lower. At 0 hit points, you're disabled.

At from -1 to your CON scores number hit points, you're dying.

At negative your CON score or lower, you're dead.

Massive Damage: If you ever sustain a single attack deals 50 points of damage or more and it doesn't kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points. If you take 50 points of damage or more from multiple attacks, no one of which dealt 50 or more points of damage itself, the massive damage rule does not apply.

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DISABLED (0 HIT POINTS)

When your current hit points drop to exactly 0, you're disabled.

You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action) you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at -1 hit points, and you're dying.

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see Stable Characters and Recovery, below).

DYING (-1 TO NEGATIVE CON SCORE IN HIT POINTS)

When your character's current hit points drop to between -1 and Negative your CON Score inclusive, he's dying.

A dying character immediately falls unconscious and can take no actions.

A dying character loses 1 hit point every round. This continues until the character dies or becomes stable (see below).

DEAD (NEGATIVE CON SCORE HIT POINTS OR WORSE)

When your character's current hit points drop to Negative your CON Score or lower, or if he takes massive damage (see above), he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

STABLE CHARACTERS AND RECOVERY

On the next turn after a character is reduced to between -1 and Negative your CON Score hit points and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he doesn't, he loses 1 hit point. (A character who's unconscious or dying can't use any special action that changes the initiative count on which his action occurs.)

If the character's hit points drop to -10 or lower, he's dead.

You can keep a dying character from losing any more hit points and make him stable with a DC 15 Heal check.

If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable.

Healing that raises the dying character's hit points to 0 makes him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he'd never been reduced to 0 or lower. A spellcaster retains the spellcasting capability she had before dropping below 0 hit points.

A stable character who has been tended by a healer or who has been magically healed eventually regains consciousness and recovers hit points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.

Recovering with Help: One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious, at which point he is disabled (as if he had 0 hit points). If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to 1 or higher.

Recovering without Help: A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own.

A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses hit points, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit point. He also does not recover hit points through natural healing.

Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point.

Once an unaided character starts recovering hit points naturally, he is no longer in danger of naturally losing hit points (even if his current hit point total is negative).

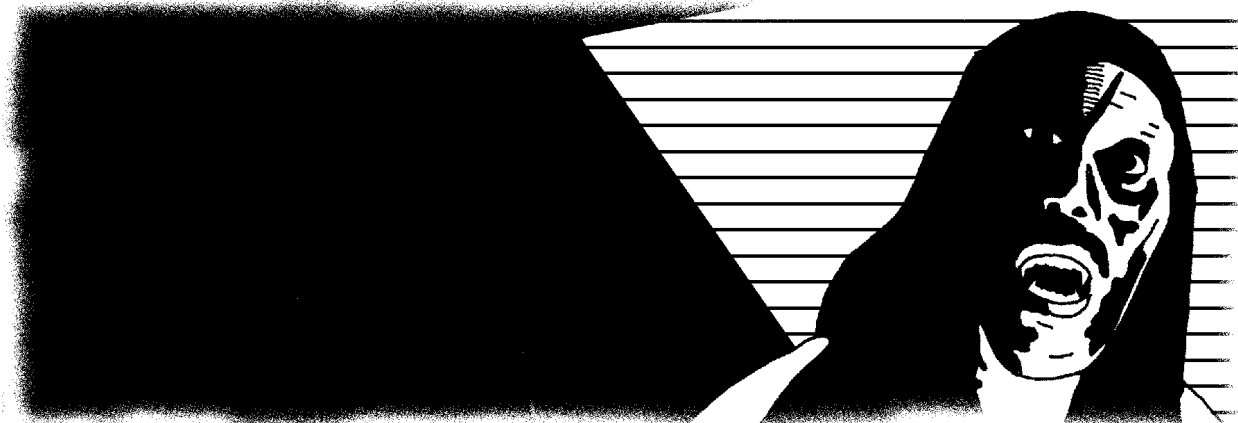
HEALING

After taking damage, you can recover hit points through natural healing or through magical healing. In any case, you can't regain hit points past your full normal hit point total.

Natural Healing: With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level + Con Bonus. Any significant interruption during your rest prevents you from healing that night.

If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

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Magical Healing: Various abilities and spells can restore hit points.

Healing Limits: You can never recover more hit points than you lost. Magical healing won't raise your current hit points higher than your full normal hit point total.

Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

FEAR CHECKS

"The first time I saw a bloodsucker up close I nearly wet my pants. There's something really eerie about the undead. It's not just the way they look or anything you can really put your finger on. They're just plain frightening."

In Vampire Hunter\$, characters will encounter a variety of horrifying and hopefully mindbending sights and events. To reflect the possibility of characters "losing it" in these situations, they will be required to make a Fear Check. A Fear Check consists of a character Will save. The total is compared to a DC assigned by the GM.

One additional element to Fear Checks is the Unearthly Knowledge Talent. Characters possessing this Talent must subtract a number from their Will Save equal to their Unearthly Knowledge score. This reflects the fact that the more a character actually knows about what he is fighting or witnessing, the more it will freak him out. After all, when battling the unknown it can be better to not know your enemy. Hint: Characters planning on acquiring a respectable score in Unearthly Knowledge had better invest in some Willpower as well!

Below are some suggested DC numbers for potential events:

Simple (10): Viewing a mangled corpse or being caught by surprise

Difficult (10): Viewing an undead creature from 50 feet

Complex (20): Face to face with an undead creature

Extreme (25): Being eaten alive, or swallowing a grenade

Ridiculous (30): Witnessing an immense unearthly horror devour a group of cultists

FAILING THE CHECK

Failing the Fear Check throws the character into a serious psychological trauma. The exact effects of the shock are up to the GM, and should be role-played to the hilt. If the GM feels that the players are particularly effective role-players (and sadistically imaginative), he may allow the players to decide the effect of the shock on their character. Some possible effects include: a severe phobia applicable and related to the situation (e.g., fear of blood after witnessing a vampire feeding), a mental breakdown causing the character to "veg out" (catatonic schizophrenia), the character runs away screaming (and is useless for that encounter), or any other suitable reaction the GM or player can think of. One fun idea is to allow the other players determine the fate of the poor sap, er, character, who failed his Fear Check. Players can be sadistic to other characters, indeed...

PASSING THE CHECK

If a character passes a Fear Check, then they are still somewhat shaken by the experience, but are able to react and function normally.

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CHAPTER 6: HUNTING GEAR

ARMOR

"No vampire hunter worth his salt (or garlic) would try taking one of these freaks on without some kind of protection. Sure, garlic and crosses are great, but a little something to protect you from those claws is nice, too."

Vampire hunters have a lot of things going against them from the start. Not the least of their worries is the fact that their adversaries are generally faster, stronger and more cunning than the characters are. Add to that the fact that they often have fangs and claws and you've got a recipe for destruction. To help improve a character's chance of survival, they can purchase personal

Table: Armor Equipment								
	Nonprof. Armor Type	Max Bonus	Armor Bonus	Dex	Speed Penalty	Weight	DC	Prices
Light Armor								
Leather jacket	Impromptu	+1	+1	+8	-0	4 lb.	10	\$100.00
Leather Duster	Archaic	+2	+1	+6	-0	15 lb.	12	\$300.00
Light undercover shirt	Concealable	+2	+1	+7	-0	2 lb.	13	\$350.00
Light Kevlar panel vest	Concealable	+2	+1	+6	-1	2 lb.	13	\$500.00
Undercover vest	Concealable	+3	+1	+5	-2	3 lb.	14	\$600.00
Medium Armor								
Concealable vest	Concealable	+4	+2	+4	-3	4 lb.	15	\$600.00
Chainmail shirt	Archaic	+5	+2	+2	-5	40 lb.	18	\$300.00
Kevlar Vest Type II	Tactical	+5	+2	+3	-4	8 lb.	16	\$800.00
Kevlar Tactical vest	Tactical	+6	+2	+2	-5	10 lb.	17	\$1200.00
Heavy Armor								
Special response vest	Tactical	+7	+3	+1	-6	15 lb.	18	\$1500.00
Plate mail	Archaic	+8	+3	+1	-6	50 lb.	23	\$2000.00
Forced entry unit	Tactical	+9	+3	+0	-8	20 lb.	19	\$1500.00
Other Armor								
Kevlar Helmet		+1	+1	+6	-1	4lbs	10	\$250.00
Tactical Riot Shield	Archaic	+6	+8	+2	-5	15lbs	17	\$350.00

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armor, such as a Kevlar vest, chainmail shirt, or even a simple leather jacket.

The only problem with armor is that, as a general rule, the better the armor the more it slows you down. It's a trade off, and a decision that must be made by each individual hunter. "Do I take the light stuff so I can move around, or take the heavy armor and the loss of speed that comes with it?" There is one fact, however, that may make the decision a bit easier; the average vampire is still faster than the fastest human. Not all supernatural creatures are going to be quicker than the characters, but plenty of them will.

It should be pretty evident that characters are not going to be able to effectively fight against vampires, not to mention the hordes of other supernatural monstrosities, if they are heavily laden with armor. Wearing a heavy Kevlar vest (type III), a Kevlar helmet and carrying a riot shield, that won't stop a round fired from an

assault rifle, friends, but it might fend off the razor sharp claws of a bloodsucker. Of course, walking around the city dressed for a full-scale riot is going to draw some unwanted attention, too. It's your call.

RANGED WEAPONS

Availability: Each weapon has a letter code denoting the availability of that weapon type.

Weapons with an "R" code are restricted, meaning the character must meet certain criteria or deal with certain obstacles before the gun may be obtained. In the U.S., this means that the character cannot have a felony conviction on his record, must fill out application forms and endure a five day waiting period while a background check is run on the character. Assuming he qualifies, the character may then pick up the gun. Of course, guns may also be obtained illegally, but this risk is itself a restric-

TABLE: Ranged Weapons

TYPE	DAMG	ROF	AMMO	RANGE	Cost	Avail
Small Pistol	2d6	S/D	2-6	30	\$200	R
Medium Pistol	2d6+2	S/D	6-10	30	\$400	R
Large Pistol	2d8-2	S/D	6-15	40	\$600	R
Hunting Rifle	2d10	S	5	60	\$800	R
Sniper Rifle	2d10	S/D	5-20	60	\$2500	R
Assault Rifle	2d8+2	D, B/A	10-30	50	\$2000	B
Assault Rifle (civ.)	2d8+2	D	5-30	50	\$1200	R
Carbine	2d8	D, B/A	10-30	40	\$1800	B
Carbine (civ.)	2d8	D	5-30	40	\$1000	R
Sub-machinegun	2d6+2	D, A	20-32	30	\$1500	B
Machinegun	2d10	A	100*	100	\$3500	B
Heavy Machinegun	2d10+2	A	100*	150	\$5000	B
Grenade (thrown)	4d6**	1/2	N/A	25	\$40	B
Grenade Launchers	5d6**	1/3	1	20	\$2500	B
Shotgun (12 ga.)	2d10***	S, D	3	*	\$300	R
Pellet/BB Rifle	1d4	S	20-100	30	\$50	C
Longbow	2d8	1/2	1	10	\$100	C
Crossbow	2d6+2	1/3	1	50	\$200	C
Flame Thrower	2d8****	Spec.	10-25	30	\$2500	B
Shuriken	1d4	2	N/A	25	\$2	C
Super Soaker water gun	Spec.	Spec.	25	15	\$15	C

S: Single shot D: Double Shot A: Automatic

* Machineguns fire ammunition that is linked together in a "belt." Each belt is 100 rounds, and numerous belts may be linked together to form a large belt.

** Grenades of all types are area effect weapons. They do the listed damage in a 5-foot diameter. Grenade launchers may also fire special rounds designed to deliver smoke or tear gas.

*** Shotguns 2d10 CLOSE range, 2d8 up to MEDIUM range, and 2d6 at LONG range. If firing solid slug rounds, the damage remains constant (2d10) at each range. Breech loaded and pump shotguns have a ROF of S, while semi-automatic shotguns have a ROF of D.

**** If a Flame Thrower does 4 or more points of damage on a single hit, the target is engulfed in flame and continues to burn for 2d4 Turns, taking another 1d6 of damage each Turn until the flames are extinguished (or until they die). A character may attack up to 15 FT per Turn, but this reduces the weapon's damage to just 1d8 to any targets hit.

NOTE: This list is neither complete nor restrictive: if you don't see quite what you want on the list, feel free to design it your self, or several other companies have produced very good complete books on Modern fire arms, we encourage you to try one of those in your VHS game.

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tion of sorts, as it puts the character in the position of having committed a crime to obtain the gun.

Weapons with a "B" code are banned from the public; only government agencies (such as law enforcement and the military) may own or possess these weapons. Of course, characters can still obtain these weapons, if they know where to look. The prices listed for banned weapons are the black market prices for those weapons. The main reason most of these guns are banned is that they can fire in the full automatic or "burst" modes. The civilian counterparts of these weapons can be converted to automatic and/or "burst" capability with a Difficult (Difficulty 15) Talent Check using the Weaponsmith Talent. Of course this is illegal, but what's a little federal offense when you're saving the world from these undead horrors?

A "C" code indicates the weapon is commonly available, without requiring a background check, buying it from the black market, and so on. These items can typically be found in almost any department or sporting goods store, and in the Vampire Hunter\$ Equipment Catalog.

SOME EXAMPLES OF MODERN FIREARMS

Small Pistols: these include all small caliber handguns, including all .22 and .25 caliber handguns.

Medium Pistol: These include all medium sized pistols, including those firing 9mm, .38 Special, .380 automatic, and .32 caliber ammunition.

Large Pistol: these include all larger caliber handguns, such as the .357 magnum, .41 and .44 specials and magnums, .40 S&W, and the mighty .50 Desert Eagle.

Hunting Rifle: these include all of the popular civilian hunting rifles, from the 7mm to the .30-.30.

Sniper Rifle: these rifles are essentially modified hunting rifles or assault rifles. They include the H&K PSG1, the Russian SVD and the Beretta SC70 sniper rifles.

Assault Rifle: these semi-automatic rifles include those rifles commonly carried by today's armies. They include all variations of the M-14, M-16 (M-16A1, M-16-A2), AK series (AK-47, AKM, AKMS, AK-74, MAK-90), the H&K G series (G-1, G-3, HK-93), Galil ARM, British Enfield L85-A1, and others. Common assault rifle calibers include 5,56mm, 7.62x51mm (NATO; also known as .308 Winchester), 7.62x39mm (Russian). Assault rifles are capable of firing in either semi-automatic or fully automatic modes.

Assault Rifle (civ.): these are the civilian versions of the military assault rifles. The civilian models are only capable of firing in the semi-automatic mode, unless altered illegally.

Carbine: these are, essentially, shorter versions of the assault rifle, and include guns such as the Ruger Mini-14, the Uzi 9mm carbine and others. Carbines fire most, if not all, of the common assault rifle calibers of ammunition.

Carbine (civ.): as per civilian assault rifles.

Sub-machinegun: these include all short barreled, fully automatic weapons. These weapons typically can only be fired in the full auto mode and are smaller than both assault rifles and carbines. The most common caliber, by far, is 9mm, although others exist. Examples of SMGs include the famous Uzi, the .45 Thompson "Tommy Gun," H&K MP-5 series, Russian AKSU74, British Sten and Sterling series, and the Ingram M-10 and M-11.

Machinegun: these are medium machineguns, used by military units as support weapons. The two most common calibers are 7.62x51mm (NATO) and 7.62x54 (Russian), although some models firing 7.62x39mm (Russian) ammo exist (such as the RPK). Examples of general-purpose machineguns include the M-60, the German MG-34 and the Czech model 52 Light MG. Machineguns typically can fire only in the fully automatic mode.

SKILL WITH WEAPONS

Characters with any weapon Skill are adept at firing the weapons they have the skill with of all kinds. This Skill also bestows the knowledge and skill required to breakdown, clean repair and maintain these weapons.

Additionally, it gives the knowledge to analyze the sight sounds and even smells to determine information about when a weapon has been used.

Simple (15): Break down and clean a weapon

Average (20): Break down and clean weapon in complete darkness while under fire

Complex (25): Positively identify a spent round to the type of weapon that fired it or Positively identify the type of weapon being fired by sound only in combat.

Extreme (30): Repair a jammed weapon with one hand (a free action) while firing with your other hand in combat.

Ridiculous (35): Positively identify shell casings to the weapon that fired it which the character has never encountered before.

Another use for this skill to off set negative combat modifiers. Any attack action that results in a negative attack modifier gives the character a chance to use the weapon skill to improve the chance for success. The DC would be 20 + the Negative modifier, success would negate the modifier.

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Heavy Machinegun: these include heavier caliber cousins of the light, or general-purpose machineguns. Common calibers include .30, .50 (U.S.), 12.7mm and 14.5mm (both Russian). Examples include the M-2, Russian K-38 and KPV, and the .50 GECAL 6-barreled gating machinegun. Larger weapons actually belong in the class of "heavy weapons."

Super Soaker Water Gun: has a range of 20ft and does 1d6 of damage to vampires when loaded with Holy Water.

TABLE: MELEE WEAPONS

TYPE	DAMG	HAND	COST	AVAIL
Small Knife	1d6-1	1	\$10	C
Large Knife	1d6	1	\$30	C
Sword	1d8	1	\$100	C
Large Sword	1d10	2	\$300	C
Polearm	2d6	2	\$200	C
Small Axe	2d6	1	\$30	C
Great Axe	2d6+1	2	\$125	C
Fist	1d3	1	N/A	N/A
Brass Knuckles	1d6	1	\$10	C
Chainsaw*	2d8	2	\$150	C
Bat/Big stick	1d6	1	N/A	C
Chair	1d6+1	2	N/A	C
Bottle	1d4=1	1	N/A	C

* On a successful attack with a chainsaw, the character automatically hits on subsequent rounds, doing the listed damage, unless the target makes a successful Dodge (Difficulty 15).



COMMUNICATIONS EQUIPMENT

ITEM	COST
Cellular phone	\$200
Cellular service (month)	\$40
Fax machine	\$350
Fax (portable)	\$800
Pager	\$50
Pager service (per mo.)	\$10

SURVIVAL EQUIPMENT

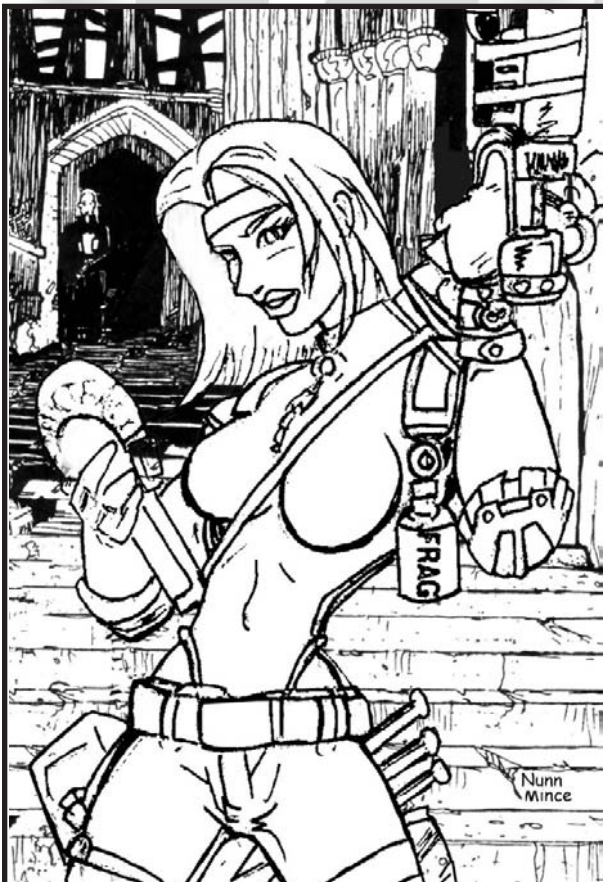
ITEM	COST
Alice pack	\$80
Canteen (1 qt.)	\$10
Chem light	\$1
Climbing gear	\$120
Compass (lensatic)	\$35
Compass (cheap)	\$5
Flare (road)	\$1
Flare (for gun)	\$3
Flare gun	\$40
Fuel tabs (box of 6)	\$5
Gas mask	\$60
Hard hat	\$25
Helmet (football)	\$45
Helmet (Kevlar)	\$80
Helmet (miner's)	\$40
Kerosene lamp	\$25
Kerosene stove	\$60
Mess kit	\$10
Mirror (hand)	\$3
Parka (nylon)	\$15
Shelter half	\$30
Tent (6-man)	\$75
Tent (8-man)	\$100
Tent (12-man)	\$150

MISCELLANEOUS EQUIPMENT

ITEM	COST
Ammo reload kit	\$20
Assault vest	\$60
Bible (paperback)	\$5
Bible (leather)	\$40
Blasting caps (10)	\$20
Briefcase (leather)	\$50
CCW permit	\$30
CD player (portable)	\$90
Camcorder	\$650
Camera (instant)	\$35
Camera (35mm)	\$100
Camera (digital)	\$500
Candle (large)	\$1
Candle (votive)	\$.50

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Coffin (fancy)	\$5,000	Rosary beads	\$5
Coffin (pine box)	\$75	Silver (1 std. ounce)	\$4
Det-cord (10')	\$10	Silver bullets (50)	\$100
Duct tape	\$5	Silver plating:	
Flask (metal)	\$25	-Small knife	\$20
Gasoline (1 gal.)	\$1.51	-Large knife	\$40
Guitar (acoustic)	\$125	-Sword or axe	\$100
Guitar (electric)	\$250	-Chainsaw blade	\$250
Holy cross	\$75	Skis, bindings & poles	\$250
Hunting knife	\$30	Stakes (wooden)	\$1
Karaoke machine	\$175	Suitcase	\$60
Laptop computer	\$1,500	Survival knife	\$40
Satellite Nav-comp	\$2,000	Tape player (portable)	\$25
Scope, 4x (Divide range by 4)	\$150	Thermograph scope	\$5,000
Scope, 6x (Divide range by 6)	\$250	Ticket (concert)	\$28
Night vision scope	\$1,000	Ticket (movie)	\$6
Night vision goggles	\$2,000	Ticket (theatre)	\$20
Notepad	\$1	Ticket (theme park)	\$25
Oil (1 qt.)	\$1	Tripod (camera)	\$50
Pen	\$1	Trumpet	\$300
Pocket knife	\$5	Umbrella	\$15
Purse (woman's)	\$30	Walkman	\$30
Reflective vest	\$10	Wineskin	\$5
Rope (100')	\$15		



FOOD & LODGING

ITEM	COST
Hotel (Hampton Inn)	\$81.10
Hotel (Embassy Suites)	\$175
Meal (fancy restaurant)	\$60
Meal (avg. restaurant)	\$20
Meal (fast food)	\$5
MREs (box of 12)	\$25
Wine (bottle)	\$20

TRAVEL

All prices are round trip, except subway and cab fares, which are one-way.

ITEM	COST
Airline ticket, in U.S. (coach)	\$350
Airline ticket, in U.S. (1st class)	\$700
Airline ticket, to Europe	\$800
Airline ticket, to Asia	\$1,200
Airline ticket (Concorde jet)	\$2,000
Bus, daily pass (city transit)	\$2.50
Bus ticket, intrastate	\$60
Bus ticket, interstate	\$150
Ocean liner (1 week cruise)	\$1,500
Subway fare	\$2
Taxi cab	\$2+\$2/mi.
Train ticket, intrastate	\$90
Train ticket, interstate	\$200

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CHAPTER 7: THE BESTIARY

VAMPIRES

Medium Undead

Hit Dice:

8d12+6 (61 hp)

Initiative:

+6

Speed:

30 ft. (6 squares)

Armor Class:

17 (+2 Dex, +5 natural),
touch 12, flat-footed 13

Base Attack/Grapple:

+6/+9

Attack:

Slam +5 melee (1d6+4 plus
energy drain)

Full Attack:

Slam +5 melee (1d6+4 plus
energy drain)

Space/Reach:

5 ft./5 ft.

Special Attacks:

Blood drain, domination,
energy drain

Special Qualities:

+2 turn resistance, damage
reduction 10/silver, wood,
darkvision 60 ft., fast
healing 2, gaseous form,
resistance to cold 10 and
electricity 10, spider climb,
undead traits

Saves:

Fort +1, Ref +5, Will +5

Abilities:

Str 18, Dex 14, Con —, Int 13,
Wis 13, Cha 14

Skills:

Bluff +6, Climb +8, Craft or
Profession (any one) +4,
Diplomacy +4, Hide +10,
Jump +8, Listen +11, Move
Silently +10, Search +8,
Sense Motive +11, Spot +11

Feats:

Alertness, Improved
Initiative, Lightning
Reflexes, Skill Focus
(selected Craft or Profession
skill), Toughness

Environment:

Any

Organization:

Solitary

Challenge Rating:

8

Treasure:

Standard

Alignment:

Always evil (any)

Advancement:

—

Level Adjustment:

—

Vampires represent one of civilization's oldest fears; that of an evil entity draining our life away (usually while totally helpless to stop it). The vampire theme is played out in cultures spanning the globe, from to the Middle East, and from South America to the Pacific Islands.

The most famous type of vampire in Western culture is the "classic" vampire of Eastern Europe. The classic vampire traces its origins to a region in Eastern Romania called Transylvania. This is the home of the legendary Count Dracula. It is interesting to note that "dracu" means "the devil" in Romanian, suggesting an origin of the famous vampire's name. There has been extensive speculation into the social habits of vampires. There are theories that claim large "clans" of vampires exist, almost as societies of their own. This is, of course, absurd. While there may indeed be a variety of different types of vampires, the idea that a large number of a certain type would congregate and form a bond of any kind stretches the limits of the imagination.

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Vampires are undead creatures, existing in an unholy state of suspended death. While it is possible and even likely that they retain an intellect from their former lives, vampires are in no way predisposed to living in large group of like creatures. Their sheer predatory and secretive nature make this impossible. Theories to the contrary are likely the contrived beliefs of those under the control of a greater vampire or simply sympathetic to the bloodsuckers' existence, and propagated as a means of instilling a greater fear of the great "vampire menace."

This is not to say that vampires cannot work together from time to time. There are numerous examples in the Vampire Hunter\$ Inc. mission files of greater vampires leading veritable armies of lesser vampires against humanity. The village raids of the Quong Jha province of Mongol Asia in the 14th century were conducted by just such an unholy force. Still, greater vampires have proven to be rather isolatory in nature, exhibiting territorial behavior not too unlike the wolf which it can become.COMBAT

Vampire use their inhuman strength when engaging mortals, hammering their foes with powerful blows and dashing them against rocks or walls. They also use their gaseous form and flight abilities to strike where opponents are most vulnerable.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the vampire gains 5 temporary hit pints.

Domination (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a dominate person spell from a 5th level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a vampire slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each

such negative level bestowed, the vampire spawn gains 5 temporary hit points.

Fast Healing (Ex): A vampire heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a spider climb spell.

Skills: Vampire spawn have a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

THE CLASSIC GREATER VAMPIRE

Notes: The classic vampire is drawn from several sources, but primarily from the early Hollywood version of the Carpathian vampire. The classic vampire is from Transylvania, although the exact origins of the creature are somewhat vague. Some legends insist that it is the remnants of a mortal human who embraced the powers of evil (as in Bram Stoker's *Dracula*), while others believe that it is the product of a curse from a witch, gypsies or God Himself. It may well be any of these, or a combination.

This vampire survives by drinking blood from living human beings. Its normal method of feeding is to hypnotize its chosen victim. The vampire then wraps its arms around them and drinks from the unresisting victim's neck. The vampire drains 1d Hits worth of blood every Turn. If undisturbed, the vampire will prolong the feeding, savoring every drop. In such cases the victim loses 1d4 of damage every Non-Combat Turn (10 minutes). If hurried, such as in combat, the vampire can feed quickly (and messily), draining 1d10 of damage every Combat Turn. Feeding in



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this manner is quite sloppy, however, leading a lot of spilled blood.

If a greater vampire feeds on the same victim three times (over any length of time), the victim will transform into a Lesser Vampire. The transformation begins immediately and is completed at the following sunrise. There is no way to counter the effects of this transformation short of killing the Greater Vampire. (For additional information see Lesser Vampire).

Alternately, a vampire may drain a victim to the very point of death (0 Hit Points), and then feed the vampire's own blood to the victim. This has the effect of transforming the victim into a Greater Vampire. Like the Lesser Vampire, the newly created Greater Vampire has a strong emotional bond with its creator. Unlike the Lesser Vampire, however, it is not under the direct control of its creator. The new vampire has its own free will and may leave its creator at any time. In addition, killing the original vampire will not return its progeny to human form. The change to Greater Vampire is irreversible.

Greater Vampires are very careful about creating such progeny due the inherent risk in having their spawn turn against them. There are stories of Greater Vampires turning against their creators and raising their own small army of Lesser Vampires, culminating in "vampire wars" between the original Greater Vampire and its progeny.

Any mortal transformed into a vampire retains their all of their original Skills, feats and any Physical Problems, and gains the Skills, feats and Vulnerabilities listed above. The exception is the Athletic skill. Mortals with the Faults Fat or Out of Shape do not receive the Athletic skill when transformed. Characters having the Faith Feat which become vampires must pass a Willpower save (DC 10) in order to feed on any victim. This reflects the character's inner turmoil over becoming an undead (and unholy) creature.

Players whose characters become vampires may wish to continue playing that character in the game. It is up to the GM whether or not to allow vampire PCs in his game, although there is a good chance that if the character became a Greater Vampire, his comrades will simply waste him and hire a replacement for the team.

Vampires must drink 10 Hit Points (damage) of blood each week to survive. Otherwise, the vampire will suffer 1d10 Hits of damage as well as a +5 to the DC of all skill checks for each new day that they go without feeding.

The classic vampire suffers normal damage from Silver or blessed weapons, fire, and weapons coated with garlic. In addition, the vampire will suffer 1d20 per Turn that they are in direct sunlight (contrary to popular belief, sunlamps do not affect them).

The most well known method of killing a vampire,

however, is to drive a wooden stake through its heart. Unfortunately this is also the most misunderstood method. Driving a wooden shaft (of any kind) into a vampire's heart will indeed kill the vampire instantly, turning the creature to ash. If the stake is removed from the incinerated remains, however, the vampire will reform and spring to life again! The stake method only works as long as the stake stays in the creature. The only sure ways to destroy a vampire permanently is to drive a stake through its heart, cut off its head and burn the remains, or to simply kill the thing by exposing it to sunlight.

Classic vampires are restricted in their movements. They cannot enter a residence uninvited and cannot walk across moving water, such as a stream or river. Of course, there is nothing to prevent them from riding a carriage across or even flying across.

Vampires must also avoid traveling by day, seeking refuge in their coffins to escape the destructive effects of sunlight. A vampire's coffin is lined with dirt from its homeland, which is said to protect the creature while it rests. Removing the dirt from a vampire's coffin or placing holy items inside are said to prevent a vampire from entering the coffin.



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THE CLASSIC LESSER VAMPIRE

Medium Undead	
Hit Dice:	2d12+3 (19 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2/+5
Attack:	Slam +5 melee (1d6+4 plus energy drain)
Full Attack:	Slam +5 melee (1d6+4 plus energy drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, domination, energy drain
Special Qualities:	+2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits
Saves:	Fort +1, Ref +5, Will +5
Abilities:	Str 16, Dex 14, Con —, Int 13, Wis 13, Cha 14
Skills:	Bluff +6, Climb +8, Craft or Profession (any one) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11
Feats:	Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (selected Craft or Profession skill), Toughness
Environment:	Any
Organization:	Solitary or pack (2–5)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always evil (any)
Advancement:	—
Level Adjustment:	—

Notes: Lesser Vampires are mortals who have survived three bites from a Greater Vampire. These creatures linger in a state of being semi-undead. They are not true vampires in the sense that they may still be “cured” of their condition, and yet they suffer all of the drawbacks of their more powerful creators (such as a horrible predisposition to exploding in the sunlight).

Once the transformation is complete, Lesser Vampires come under the direct control of their master, to whom they develop an undefeatable emotional bond.

Lesser Vampires serve as servants and protectors of their masters. It is common for a Greater Vampire to create a half dozen or more of these creatures to guard its lair and do its evil bidding, such as fetching victims for their master and getting the mail.

While Lesser Vampires are inherently evil, they needn't be so eternally. Destroying a Greater Vampire will save all of those who it transformed into Lesser Vampires. Once the Lesser Vampire's master is destroyed, the hypnotic-like control is also broken and the Lesser Vampire reverts to its normal form (losing all of its vampiric traits in the process). Lesser vampire are undead creatures that come into being when vampires slay mortals. Like their creators, spawn remain bound to their coffins and to the soil of their graves. Lesser vampires appear much as they did in life, although their features are often hardened, with a predatory look.

COMBAT

Lesser vampire use their inhuman strength when engaging mortals, hammering their foes with powerful blows and dashing them against rocks or walls. They also use their gaseous form and flight abilities to strike where opponents are most vulnerable.

Blood Drain (Ex): A Lesser vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the Lesser vampire gains 5 temporary hit points.

Domination (Su): A Lesser vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a dominate person spell from a 5thlevel caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Energy Drain (Su): Living creatures hit by a Lesser vampire's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the Lesser vampire gains 5 temporary hit points.

Fast Healing (Ex): A Lesser vampire heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must

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reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su): As a standard action, a Lesser vampire can assume gaseous form at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A Lesser vampire can climb sheer

surfaces as though with a spider climb spell.

Skills: Lesser vampire have a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

LESSER VAMPIRE WEAKNESSES

Lesser vampires are vulnerable to all attacks and effects that repel or slay vampires. For details, see the Vampire entry.

OTHER CREATURES

AMORPHOUS BLOB

Huge Ooze

Hit Dice:	6d10+42 (72 hp)
Initiative:	-5
Speed:	15 ft. (3 squares)
Armor Class:	3 (-2 size, -5 Dex), touch 3, flat-footed 3
Base Attack/Grapple:	+3/+11
Attack:	Slam +1 melee (1d6 plus 1d6 acid)
Full Attack:	Slam +1 melee (1d6 plus 1d6 acid)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Acid, engulf, paralysis
Special Qualities:	Blindsight 60 ft., immunity to electricity, ooze traits
Saves:	Fort +9, Ref -4, Will -4
Abilities:	Str 10, Dex 1, Con 26, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	any
Organization:	Solitary
Challenge Rating:	3
Treasure:	none
Alignment:	Always neutral
Advancement:	5–12 HD (Huge); 13–24 HD (Gargantuan)
Level Adjustment:	—

COMBAT

The amorphous blob can be of several forms. There are alien fungi blobs that land on earth inside meteorites, goopy blobs formed from mutated ice cream, and so on. They all have similar game stats, however, as given above. All blobs suffer full damage from some particular attack, which must be specified. All other attacks do only one point of damage to a blob.

A blob attacks with a pseudopod of its blobby mass and can attack at up to 10 feet away with a Base Attack of 10. The pseudopod itself does no damage upon impact; it simply oozes around the object hit.

Blobs can stretch and contort their mass into any shape, as long as it is relatively blobby. Blobs can also squeeze their mass through tiny spaces, including under doors, through cracks and air vents, and so on. Blobs seem particularly cunning when searching for food, although there is no evidence to suggest that an amorphous blob is actually sentient.

Acid (Ex): An amorphous blob's acid does not harm metal or stone.

Engulf (Ex): The acidic enzymes in the blob's ooze do 1d6 points of damage each Turn however. To make matters worse, any character struck by a blob is stuck and will suffer 1d4 points automatically each Turn, unless the character can make a Strength Check with a DC (15). When a blob has reduced an item to 0 Hits, the object is completely dissolved and absorbed into the blob's mass. Blobs grow when they eat. For each man-sized object a blob consumes (including people), the blob will gain 2d4 Hit Points, which are added to its original Hits.

Paralysis (Ex): An amorphous blob secretes an anesthetizing slime. A target hit by a blob's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The blob can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

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BORIS THE FLESH GOLEM

Large Construct

Hit Dice:	9d10+30 (79 hp)
Initiative:	-1
Speed:	30 ft. (6 squares)
Armor Class:	18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple:	+6/+15
Attack:	Slam +10 melee (2d8+5)
Full Attack:	2 slams +10 melee (2d8+5)
Space/Reach:	10 ft./10 ft.
Special Attacks:	none
Special Qualities:	Construct traits, damage reduction 5/fire, darkvision 60 ft., immunity to magic, low-light vision
Saves:	Fort +3, Ref +2, Will +3
Abilities:	Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	Any
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	10–18 HD (Large); 19–27 HD (Huge)
Level Adjustment:	—

The construct is a product of the work of a mad scientist. It is made of body parts from various fresh corpses, which are then assembled and brought to “life” through vile scientific experiments involving large buzzing equipment and impressive electronic gadgetry. Lightning typically plays an important role in the revival of the construct as well.

Although all of the body parts are (usually) taken from adult corpses, the brain loses all retained memories. Therefore the construct is awakened with the mind and emotional level of a young child. Constructs can seldom speak, and those that can only utter simple phrases in guttural tones.



VAMPIRE HUNTERS\$

FISH-MAN FROM THE DARK LAGOON

Medium Humanoid (Aquatic)	
Hit Dice:	4d8+4 (22 hp)
Initiative:	+1
Speed:	20 ft., swim 60 ft.
Armor Class:	18 (+1 Dex, +7 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+2/+4
Attack:	Talon +4 melee (1d4+2)
Full Attack:	2 talons +4 melee (1d4+2) and bite +2 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	rake 1d4+1
Special Qualities:	Blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, water dependent
Saves:	Fort +3, Ref +4, Will +4
Abilities:	Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9
Skills:	Handle Animal +4*, Hide +6*, Listen +6*, Profession (hunter) +1*, Ride +3, Spot +6*, Survival +1*
Feats:	Great Fortitude, MultiattackB
Environment:	Warm aquatic
Organization:	Solitary
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	3–5 HD (Medium), 6–10 HD (Large), or by character class
Level Adjustment:	+2

The mysterious fish-man of the Amazon is a hybrid amphibious creature that appears as half man, half fish. It lives in the dark waters of the Amazon, and may be found in other tropical inland waters as well. The creature is strong and very territorial, protecting its home from intruders with a vengeance. Many scientists have disappeared while searching for this mysterious creature.

While the fish-man moves relatively slowly on land (Maximum Move of 20), it is an excellent swimmer, capable of a Movement of 60 in the water due to its webbed hands and feet. Its scales provide a small degree of protection from attacks and it attacks with powerful claws. Although the fish-man can survive for short periods on land and will attack humans with little provocation, it

does not eat them. The fish-man is believed to feed on smaller fish and various plants and creatures living in the water.

COMBAT

Rake (Ex): Attack bonus +2 melee, damage 1d4+1. A fish-man also gains two rake attacks when it attacks while swimming.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds fish-man for round. On subsequent rounds, they are dazzled while operating in bright light.

Water Dependent (Ex): Fish-man can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*).

Skills: A fish-man has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Underwater, a fish-man has a +4 racial bonus on Hide, Listen, and Spot checks.*



GARGOYLE

Medium Monstrous Humanoid (Earth)	
Hit Dice:	4d8+19 (37 hp)
Initiative:	+2
Speed:	40 ft. (8 squares), fly 60 ft. (average)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+4/+6
Attack:	Claw +6 melee (1d4+2)
Full Attack:	2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., freeze
Saves:	Fort +5, Ref +6, Will +4
Abilities:	Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7
Skills:	Hide +7*, Listen +4, Spot +4
Feats:	Multiattack, Toughness
Environment:	Any
Organization:	Solitary, pair, or wing (5–16)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	5–6 HD (Medium); 7–12 HD (Large)
Level Adjustment:	+5

Gargoyles are the enchanted creatures that guard places of arcane knowledge or focal points of supernatural power. Gargoyles take the form of a statue and typically perch themselves atop buildings, where they sit undisturbed among the numerous statues erected in their likeness. Statues of gargoyles are thought to ward off evil spirits from a building or structure. This is not always the case. In fact, the presence of gargoyles often indicates a location that certain supernatural forces may wish to visit, such as the location of a supernatural gate to another dimension, and so on.

Gargoyles speak Common and Terran.

COMBAT

Gargoyles either remain still and then suddenly attack, or dive onto their prey. A gargoyle's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.



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VAMPIRE HUNTERS\$

GHOST

Medium Undead (Incorporeal)	
Hit Dice:	7d12 (45 hp)
Initiative:	+7
Speed:	40 ft. (8 squares), fly 80 ft. (perfect)
Armor Class:	15 (+3 Dex, +2 deflection), touch 15, flat-footed 13
Base Attack/Grapple:	+3/—
Attack:	Incorporeal touch +6 melee (1d8 plus energy drain)
Full Attack:	Incorporeal touch +6 melee (1d8 plus energy drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Energy drain
Special Qualities:	Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura
Saves:	Fort +2, Ref +5, Will +7
Abilities:	Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15
Skills:	Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks)
Feats:	Alertness, Blind-Fight, Improved Initiative
Environment:	Any land and underground
Organization:	Solitary, gang (2–4), or swarm (6–11)
Challenge Rating:	7
Treasure:	None
Alignment:	Always lawful evil
Advancement:	8–14 HD (Medium)
Level Adjustment:	—

Ghosts inhabit areas where they were robbed of their mortality. Ghosts are commonly thought to be the spirits of those who are unable or unwilling to cross into the nether spirit world, whether their destination is Heaven or Hell. People that are likely to become ghosts include those who die while upset or angry over some perceived injustice. Examples include a man who hangs himself after discovering his wife's infidelity, a person burned alive after being falsely convicted of being a witch, or someone who is killed in a duel.

A ghost is roughly human-sized and is weightless.

COMBAT

In close combat a ghost attacks with its numbing, life-draining touch. It makes full use of its incorporeal nature, moving through walls, ceilings, and floors as it attacks.

Energy Drain (Su): Living creatures hit by a ghost's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the ghost gains 5 temporary hit points.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a ghost at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within range.

Sunlight Powerlessness (Ex): Ghosts are powerless in natural sunlight (not merely a daylight spell) and flee from it. A ghost caught in sunlight cannot attack and can take only a single move or attack action in a round.

Ghosts are typically tied to a certain place, connected by some supernatural means to the place of their death. This called a haunt. Classic examples of ghostly haunts include a house, tunnel, hill, graveyard, bar, hotel or even an airplane. Occasionally ghosts will inhabit places that merely remind them of their place of death. An example of this is the ghost of a person who died in a plane crash. The ghost doesn't inhabit the wreckage of the plane, but a similar one to the one they died in.

Ghosts are able to cause all manner of strange sounds in the area they are haunting, such as rattling chains (symbolic of their bondage to this plane), creaking doors or stairs, and so on. Some ghosts are also able to cause lights to appear. The appearance of the lights can vary from fireflies to strange unearthly washes of color, similar to the aurora borealis seen in the arctic circle. Ghosts often use these sounds and visions to either draw others to their haunt in order to harass them, or simply to try to frighten others away from their haunt. In addition, ghosts can remain completely invisible or they may appear, looking like translucent images of their former selves or, in some cases, as mere white amorphous shapes of energy.

EXORCISM

An exorcism can only be performed by an ordained clergy of the same religion as the ghost's previous life. Exorcism requires a Faith Check with a DC base 20. On a successful Faith Check, the ghost is forced to their eternal fate, banished from earth.

Another method to get rid of a ghost is similar to exorcism, it requires the completion of some task which will free the ghost from this plane. The task must be something related to the ghost's origin, and is usually something the ghost itself wants to occur. One example is discovering the ghost's killer and bringing them to justice (or at least exposing them), thus clearing the ghost's name and releasing it from this plane.

VAMPIRE HUNTERS\$

GOLEM

Large Construct

Hit Dice: 11d10+30 (90 hp)
Initiative: -1
Speed: 20 ft. (4 squares)
Armor Class: 22 (-1 size, -1 Dex, +14 natural), touch 8, flat-footed 22

Base Attack/Grapple: +8/+19
Attack: Slam +14 melee (2d10+7 plus cursed wound)

Full Attack: 2 slams +14 melee (2d10+7 plus cursed wound)

Space/Reach: 10 ft./10 ft.

Special Attacks: Berserk, cursed wound

Special Qualities: Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +3, Ref +2, Will +3

Abilities: Str 25, Dex 9, Con —, Int —, Wis 11, Cha 1

Skills: —

Feats: —

Environment: Any

Organization: Solitary or gang (2-4)

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 12-18 HD (Large);

19-33 HD (Huge)

Level Adjustment: —

Golems are animated statues, imbued with a supernatural force which causes them to walk and act like living beings. They are often created by sorcerers and the like as a means of protecting the enchanter's lair against intruders. They are slow and stupid. Golems can only respond to the verbal commands of their creators, and are not capable of complex thought. They usually obey commands in a very literal fashion. Golems are not self-motivators.

COMBAT

Cursed Wound (Ex): The damage a golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

Immunity to Magic (Ex): A clay golem is immune to any spell or spell-like ability that allows spell resistance.



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VAMPIRE HUNTERS\$

ZOMBIE

PSYCHO KILLER

Medium outside/undead

Hit Dice:	6d8+36 (63 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4/+14
Attack:	Machete +9 melee (1d6+7)
Full Attack:	2 meat cleavers +9 melee (1d6+7)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Chainsaw 2d8*, Constrict, frightful presence, pounce, improved grab
Special Qualities:	Darkvision 90 ft., regeneration 5, fast healing 5, undead traits
Saves:	Fort +11, Ref +4, Will +3
Abilities:	Str 25, Dex 14, Con -, Int 6, Wis 9, Cha 6
Skills:	Balance +6, Climb +10, Hide +10, Intimidate +11, Listen +5, Spot +6
Feats:	Alertness, Iron Will, Track, cleave, great cleave, great fortitude, improved bull rush, improved initiative any
Environment:	Solitary
Organization:	10
Challenge Rating:	Standard
Treasure:	Chaotic evil
Alignment:	By character class
Advancement:	+5
Level Adjustment:	

* On a successful attack with a chainsaw, the character automatically hits on subsequent rounds, doing the listed damage, unless the target makes a successful Dodge (Difficulty 15).

The Zombie psycho Killer is an undead revenant. Its unholy quest makes it relentless in its single-minded desire to destroy every single teenager alive. He never passes up the opportunity to kill, even if they are older than a teenager.

Zombie psycho killers do not speak.

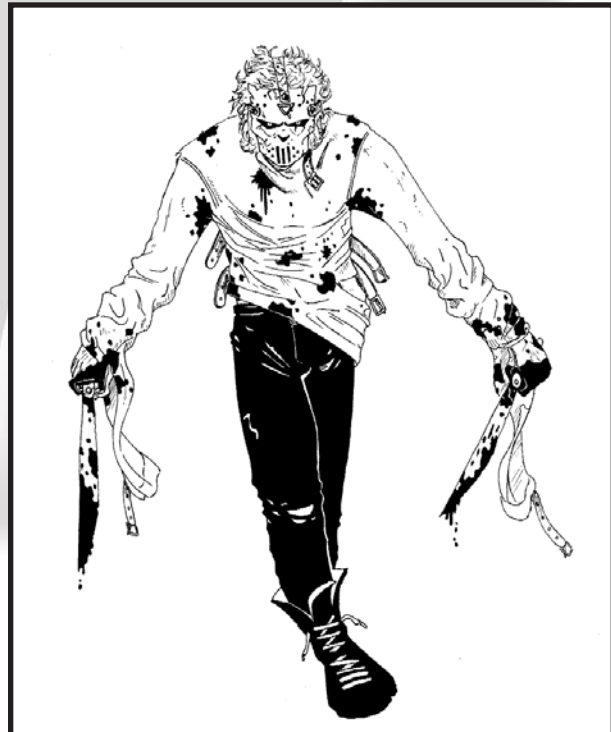
COMBAT

Zombie psycho killers have no fear of death.

Darkvision: Out to 60 ft

Regeneration (Ex): Fire and acid deal normal damage. If a Zombie psycho killer loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Fast healing: Regain hit points at an exceptionally fast rate, at 5 HP per round



HORRORS FROM SPACE

Huge Outside Hit Dice:	9d8+54 (94 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	16 (-2 size, -1 Dex, +9 natural), touch 7, flat-footed 16
Base Attack/Grapple:	+6/+23
Attack:	Bite +13 melee (2d8+9) and 2 tendrils +8 melee (1d6+4)
Full Attack:	Bite +13 melee (2d8+9) and 2 tendrils +8 melee (1d6+4)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Improved grab, paralysis, swallow whole
Special Qualities:	Low-light vision, plant traits, regeneration 10
Saves:	Fort +12, Ref +2, Will +4
Abilities:	Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3
Skills:	Hide +9, Listen +1, Move Silently +1, Spot +1
Feats:	Alertness, Iron Will, Power Attack, Stealthy
Environment:	Temperate forests
Organization:	Solitary
Challenge Rating:	6
Treasure:	none
Alignment:	Always neutral
Advancement:	-
Level Adjustment:	-

A Horror from space can rear up to a height of 15 feet. It weighs about 3,500 pounds.

Animals and other plant creatures are unnerved by the presence of a Horror; they avoid it and any place it has been within the last 24 hours.

COMBAT

A Horror attacks savagely, showing no fear. It attempts to swallow as much flesh as it can, as quickly as it can.

Improved Grab (Ex): To use this ability, a horror must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round. A Horror can also use its improved grab ability on a tendril attack. If it wins the grapple check, it

establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a horror. A horror that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

The horrors from space are a bizarre alien race whose appearance defies logic. They are roughly seven to nine feet tall with a barrel shaped torso, hideous folding membranous wings and a flowery head. They also have lobster-like pincers which they can attack with in close combat. Their bodies are an unearthly form of animal and fungus hybrid. The Horrors are able to endure the vacuum of space, through which they fly between worlds. To simply see one of these horrific creatures requires an Average Fear Check (DC 20) or the viewer will freeze, babbling uncontrollably for 1d4 Turns. Some cults worship these indescribable monstrosities as lesser deities or avatars of some greater evil that still lurks beyond our world.



VAMPIRE HUNTERS\$

LITTLE GREEN MEN

Small Humanoid	
Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	15 (touch 12, flat-footed 14)
Base Attack/Grapple:	+1/-3
Attack:	Blaster Pistol 2d6
Full Attack:	Blaster Pistol 2d6
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +1, Will -1
Abilities:	Str 11, Dex 13, Con 12, Int 14, Wis 9, Cha 6
Skills:	Hide +5, Listen +2, Move Silently +5, , Spot +2
Feats:	Alertness
Environment:	Space
Organization:	1-5 on a landing party
Challenge Rating:	1/3
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+0

A little green man stands 3 to 3-1/2 feet tall and weighs 40 to 45 pounds. There have been literally thousands of reported sightings of UFOs, and just as many claims of abduction by aliens, and close encounters of all kinds. These are the generic alien beings that clutter the skies. The GM can use the stats for Little Green Men for any humanoid space-faring race that may visit Earth, such as the famous gray-skinned, hairless humanoids with almond-shaped eyes which make up the majority of reported alien sightings.

Skills: Little Green Men have a +4 racial bonus on Move Silently and Hide checks.



VAMPIRE HUNTERS\$

MUMMY

Medium Undead

Hit Dice: 8d12+3 (55 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 20 (+10 natural), touch 10, flat-footed 20

Base Attack/Grapple: +4/+11
Attack: Slam +11 melee (1d6+10 plus mummy rot)

Full Attack: Slam +11 melee (1d6+10 plus mummy rot)

Space/Reach: 5 ft./5 ft.

Special Attacks: Despair, mummy rot
Special Qualities: Damage reduction 5/-, darkvision 60 ft., undead traits, vulnerability to fire

Saves: Fort +4, Ref +2, Will +8

Abilities: Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15

Skills: Hide +7, Listen +8, Move Silently +7, Spot +8

Feats: Alertness, Great Fortitude, Toughness

Environment: Any

Organization: Solitary, warden squad (2–4), or guardian detail (6–10)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually lawful evil

Advancement: 9–16 HD (Medium); 17–24 HD (Large)

Level Adjustment: —

Notes: These are the animated remains of ancient, mummified corpses. Mummies are generally the product or result of sorcery or other supernatural means, such as a mystic casting a powerful spell on the mummy, compelling it to protect a sacred treasure or even another corpse, such as that of a revered king or queen

Mummies can speak Common, but seldom bother to do so.

COMBAT

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature that dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Mummies are all thought to come from Egypt, but this is not so. While most mummies do indeed come from Egypt, mummies can also be found in other cultures, including some of ancient Asia and Central and South America. When a mummy is destroyed, so is the supernatural force that animated it. Once it's dead (again), it's really dead. Unless, of course, someone were to cast another spell of animation on it...

Mummies move relatively slowly (it must be all those bandages), limited to a normal walk. In game terms, their Base Movement is also their Maximum Movement. In addition, mummies can "sense" other living beings as if it were using normal sight, although it is impervious to all manner of blinding attacks. Mummies may also be turned.

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VAMPIRE HUNTERS\$

SKELETONS

Human Skeleton (Medium Undead)	
Hit Dice:	2d12 (12 hp)
Initiative:	+5
Speed:	30 ft. (6 squares)
Armor Class:	14 (+1 Dex, +3 natural, touch 11, flat-footed 14)
Base Attack/Grapple:	+0/+1
Attack:	Club+1 melee (1d6+1/18–20) or claw +1 melee (1d4+1)
Full Attack:	Club +1 melee (1d6+1/18–20) or 2 claws +1 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +0, Ref +1, Will +2
Abilities:	Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1
Feats:	Improved Initiative
Environment:	any
Organization:	Any
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—
Level Adjustment:	—

Notes: Skeletons are the animated remains of the long-since dead and buried. Skeletons can sense living creatures in much the same way that zombies can, and they are immune to blinding attacks as well. Skeletons attack with whatever weapon is at hand, doing the damage listed for that weapon. In a pinch, skeletons can attack with their bony claws, doing 1d4+1 of damage.

Special Attacks: A skeleton retains none of the base creature's special attacks.

Special Qualities: A skeleton loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A skeleton gains the following special qualities.

Immunity to Cold (Ex): Skeletons are not affected by cold.

Damage Reduction 5/Bludgeoning, holy or blessed items: Skeletons lack flesh or internal organs.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Abilities: A skeleton's Dexterity increases by +2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A skeleton has no skills.

Feats: A skeleton loses all feats of the base creature and gains Improved Initiative.

Once summoned, skeletons will attack an opponent relentlessly until destroyed. Skeletons have the equivalent of 5 points reduction against all normal attacks except from crushing and bashing attacks, and attacks from holy or blessed items. Skeletons may be turned on a successful Faith Check (DC 20), or they may be exorcised by any ordained clergy (DC 25).



VAMPIRE HUNTERS\$

WEREWOLF

(Lycanthrope)

Werewolf, Wolf Form

Medium Humanoid (Human, Shapechanger)

Hit Dice: 1d8+1 plus 2d8+6 (20 hp)

Initiative: +6

Speed: 50 ft. (10 squares)

Armor Class: 16 (+2 Dex, +4 natural),
touch 12, flat-footed 14

Base Attack/Grapple: +2/+4

Attack: Bite +5 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Curse of lycanthropy, trip

Special Qualities: Alternate form, wolf
empathy, damage reduction
10/silver, low-light vision,
scent

Saves: Fort +8, Ref +5, Will +2

Abilities: Str 15, Dex 15, Con 16, Int 10,
Wis 11, Cha 8

Skills: Handle Animal +1, Hide +6,
Listen +1, Move Silently +6,
Spot +1, Survival +2*

(same as human form)

Environment: Temperate forests

Organization: (same as human form)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +3

COMBAT

In wolf form, a werewolf can trip just as a normal wolf does. A werewolf in hybrid form usually dispenses with weapon attacks, though it can wield a weapon and use its bite as a secondary natural attack.

Alternate Form (Su): A werewolf can assume a bipedal hybrid form or the form of a wolf.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity.

If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based

checks against wolves and dire wolves.

**A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.*

Werewolves are humans who suffer from an ancient curse called Lycanthropy. The curse is handed down throughout a family generation after generation, afflicting the first-born son of each and occasionally survivors of the werewolves' vicious attacks. The only way to break the cycle is to destroy a werewolf with a silver weapon. The curse is thought to have originated with the gypsies of Romania. While there is some historical documentation to support this theory, it remains debated in knowledgeable circles.

The curse causes the victim to transform into a beast, half man and half wolf, at nightfall on every full moon. Upon its transformation, the creature usually enters a violent rage, going on a rampage and killing all of those who cross the creature's path. The werewolf retains little (if any) of the intellect of its original form, and that which remains is overpowered by the creature's animal-like instincts. Werewolves rely on those instincts and their heightened senses for survival.

The creature returns to its original form just before dawn, with absolutely no recollection of its experience as a werewolf the night before. Typically, a werewolf will seek out a safe place and lie down to sleep before transforming back into a human.

Legends report that only a silver bullet can destroy a werewolf. This is not entirely accurate. While the myth is reinforced by a single incident (in which a villager killed a werewolf with a silver musket shot), any silver weapon will, in fact, inflict damage to a werewolf. Werewolves cannot be turned or exorcised.

Anyone who survives an attack by a werewolf may themselves receive the curse and become a werewolf. Allow characters who survive such as ordeal to make a Fort Check (DC 20), with failure indicating they have received the curse.



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ZOMBIE [ROMERO-TYPE]

Medium Undead	
Hit Dice:	2d12+3 (26 hp)
Initiative:	0
Speed:	30 ft. (6 squares; can't run)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Slam+2 melee (1d6+1) or bite +2 melee
Full Attack:	Slam+2 melee, (1d6+1) or bite 1d4+3
Space/Reach:	5 ft./5 ft
Special Attacks:	Infectious
Special Qualities:	damage reduction 5/+1, darkvision 60 ft., undead traits, Lifesense
Saves:	Fort +0, Ref -1, Will +3
Abilities:	Str 12, Dex 10, Con —, Int 3, Wis 10, Cha 1
Skills:	—
Feats:	Toughness
Environment:	Any
Organization:	Any
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral evil
Advancement:	None
Level Adjustment:	—

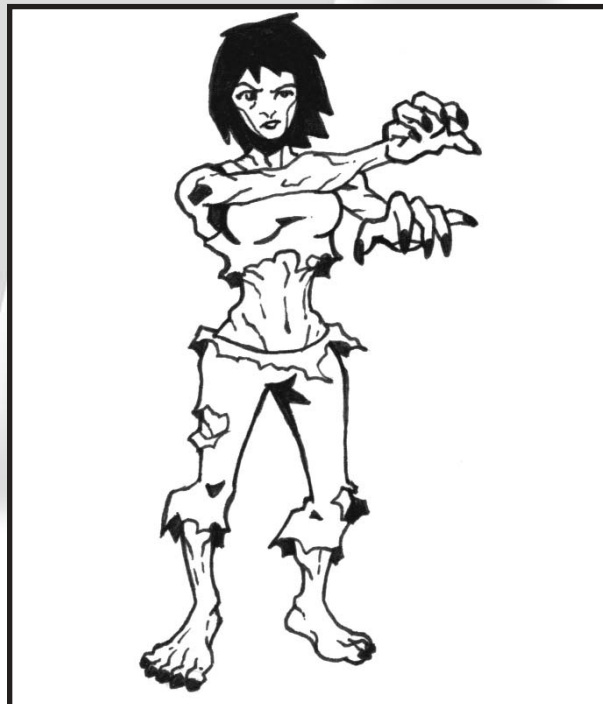
Lifesense (Su): A Romero-Type Zombie notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Romero-Type Zombies, so named after the town that was destroyed in the first outbreak of them, were once ordinary humans that became infected with the zombie-causing virus. This virus was originally created by the combination of the regeneration agent Trioxin-245 (actually a genetically modified virus) and superheated worcestershire sauce in a road accident in Romero, Mississippi. Zombies of this type are hard to kill; they can absorb a large amount of damage before they are unable to function. Conversely destroying the brain will kill them instantly, as they can not function without a brain.

Romero-Type Zombies are driven by the basic desire to feed, much like a snake they can lay dormant, waiting for long periods of time for a living creature to pass near and will then attack.

Romero-Type Zombies are medium sized creatures and get a +4 to Armor Class if targeted for a called head shot, and require 4 points of damage to destroy the brain.

Infectious: Romero-Type Zombies have the chance to infect those they bite. When a character is hit by a bite they must make a fortitude save (DC 14) or become infected with the Zombie Virus. Infected characters lose 1 hp per hour until dead, at which time they become a Romero-Zombie. A clerical cure disease will stop the infection, as will a severe drop in gross box-office receipts.



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CHAPTER 8: RUNNING ADVENTURES

DESIGNING THE ADVENTURE

Every great adventure begins with an idea. The gamemaster develops this idea into a workable story, and then incorporates the characters and the game system into the story. The result is an adventure, short and simple. Unfortunately, creating an adventure is not always that simple at all. In fact, designing adventures is often the toughest part of being a GM. Coming up with interesting and challenging adventures for the players to run their characters through week after week can seem a nearly impossible task.

Although there are a couple of short adventures included in this book, your players will undoubtedly want more. That leaves the task of coming up with additional adventures up to you. Included in this section are a few tips and ideas for creating your own Vampire Hunter\$ adventures.

THE PLOT

This is one of the basic elements of the adventure. The plot is essentially the storyline of the adventure. Coming up with a plot is fairly simple. The GM simply needs to have an idea of what the adventure will be about. This needn't be described in any detail at this point. A simple one sentence synopsis of the plot will suffice. For example: A vampire attacks a journalist who calls Vampire Hunter\$ for help. The idea need only describe the major plot. Additional story lines branching off of the main plot will come later.

Once the GM has the basic story idea, he must define the six basic elements of the story; who, what, where, when, why and how. Who is doing the attacking and who is attacked? In the case of the example above, both of those questions are answered. Can more information be provided? Absolutely. Think about the vampire. Is it male or female? How old is it? What is its name? What does it look like? Do the same thing with the victim, in this case the journalist. What's the journalist's name? Sex? Race? Age? Who does the journalist work for, or are they a freelancer? The chances are that the characters will come to discover these facts, even if they don't actively seek them out (which they probably will).

What happened and how? In the example above, the journalist was attacked. Think of how you can put a little more detail into it. Did the vampire seduce the journalist first, or did it perhaps hypnotize them? Was the feeding quick and messy, or was it prolonged and relatively clean? Think about the events leading up to the attack, and the actions of the vampire and its prey after the attack.

Where and when did it occur? Did the attack take place in a public place, like a crowded heavy metal concert, or did it occur in a secluded spot, such as in the victim's home or out on a fishing boat. Consider both the location and the time that the event took place. Once you have those details fleshed out they will lead you to more details. This leads us to the last question.

Why did it happen? Was the vampire simply feeding, quenching a growing thirst for blood, or did the vampire have more evil intentions, such as creating a Lesser Vampire to be its servant and guardian? Ask why of other

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things as well. Why was the victim there at the concert? Perhaps they were there doing a story on the opening band. How about the vampire? Is the vampire simply a fan of heavy metal music, or were they seeking prey, or both?

When the GM has nailed down enough details of the plot, it becomes easier to fill in the rest of the story. From the story idea given above we have come up with a number of possible story lines. One possibility follows:

The journalist works for a music magazine and is at the concert to review the band's performance. The vampire is a relatively young Lesser Vampire, a high school student in fact, who is at the concert to see his favorite band perform. He begins getting those cravings and, scanning the crowd, the vampire spots a likely victim - the journalist. He follows her to her car after the concert and hypnotizes her. He gets into her car and has her drive into an alley where he puts the bite on her, then flees. The journalist discovers the bite marks and becomes very worried. She then calls Vampire Hunter\$ for help.

THE ACTION

The climax of most adventures will be the confrontation between the hunters (the PCs) and the hunted (the creatures). The timing of the confrontation will depend on the actions taken by the characters during the adventure.

Characters who are well prepared may have the luxury of choosing the time and place of the confrontation.

For instance, if the characters have performed a low-key investigation and discovered the location of a vampire's lair or coffin, they can lie in wait for the creature. Ideally, they can catch him by surprise as he returns to his lair close to the dawn.

This is not always the case, however. On the other hand, if the characters have left a lot of clues to their own activities, they may have come to the attention of the very creature they are seeking. Creatures who are aware of a team of vampire hunters on their trail will almost certainly go into hiding or bring the fight to the PCs, laying a trap for the PCs, leading their investigation astray by performing random attacks across town or even turning someone close to the PCs into a lesser vampire!

Just when things seem really eerie, and the characters are beginning to think that they should have stayed at the office, hit them with the confrontation. If the creature is not expecting the characters then it could be a quick slaying or a drawn out fight for survival. Either way it's bound to be a battle royale as the creature fights for its own survival against the heavily armed hunters.

If the creature knows the characters are after it, however, you can be a little more devious. Remember that many creatures are at least as intelligent as the characters. That means they are cunning, craft and will plan out a strategy ahead of time. Try to think of what the creature could do to ensure the characters' defeat. Could it lay a trap, lead the characters astray or even call for help? Remember that the creature likely knows their lair quite well, and definitely better than the characters do. Short of using explosives to level an entire building, there is little the characters can do to even the odds when fighting on a creature's home turf. The characters may feel pretty confident going into the fight, but they will soon realize that a prepared creature can be a dangerous opponent indeed.

There is nothing to say that there can't be several confrontations in an adventure. Perhaps the creature that the characters thought was responsible for those deaths was just a lesser vampire, one of a half dozen lesser vampires living in the lair. Imagine the players' surprise when they slay one vampire, just to see a half dozen more emerging from the shadows, with a Greater Vampire watching from a safe distance away!

The GM should have prepared maps for any locations in which a confrontation is likely. The map should be drawn to game scale (1 hex = 5 feet), with all pertinent items drawn on the map for the players' reference. For example, if a confrontation is going to take place in a nightclub, the GM should have the nightclub mapped out, with all of the important features of the club on the map, such as tables, the dance floor, jukeboxes and vending machines, etc. This gives both the players and the GM a visual representation of the location and makes combat much easier, especially when using miniature figures to represent the characters.



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On a final note, as important as they can be to the story, confrontations should not be the focal point of the adventure. Rather, the confrontation should be used as a means of progressing the story. If there is no need for the characters to engage a creature in combat in order to defeat it or for the story to progress, then by all means don't force them into a fight. Some of the best horror stories involve normal people who must overcome adverse situations and do so without the benefit of a gun or hand grenade.

THE CAST

This is where the GM will create the major characters that will be in the adventure. They can be any of the NPCs that the characters are likely to encounter in one way or another. These can include cops, taxi drivers, bartenders, and so on. Simple notes for these characters will usually suffice if the GM does not anticipate a fight between them and the PCs.

The GM also needs to write down the stats for any NPCs or creatures that the characters will probably end up fighting. Design the major NPCs following the rules for creating Player Characters, but feel free to give the NPCs something extra, if needed, to reflect their appropriate experience level.

For example: The GM decides that the bouncer at the nightclub is a tough dude, and will try to throw the PCs out at the first sign of trouble. The GM writes up the bouncer. 1st Level Talented Normal, 19 HP, Skills: Con Artist 2, Strong 2, Willpower 1; Fault: No Sense of Humor.

Str 18, Dex 14, Con 19, Int 10, Wis 10, Cha 10. The GM feels that the bouncer should have an additional hit points in order to make him a tougher opponent. Rather than adding extra HP's to the bouncer's write up, the GM simply raises his Con to 19 and chalks it up to the NPCs "experience" at being a bouncer. This is perfectly legal for NPCs.

PROPS

Props can do a lot to add flavor and a sense of realism to the game. They allow players to more easily envision the situation that their characters are in, which in turn encourages better role-playing.

MUSIC

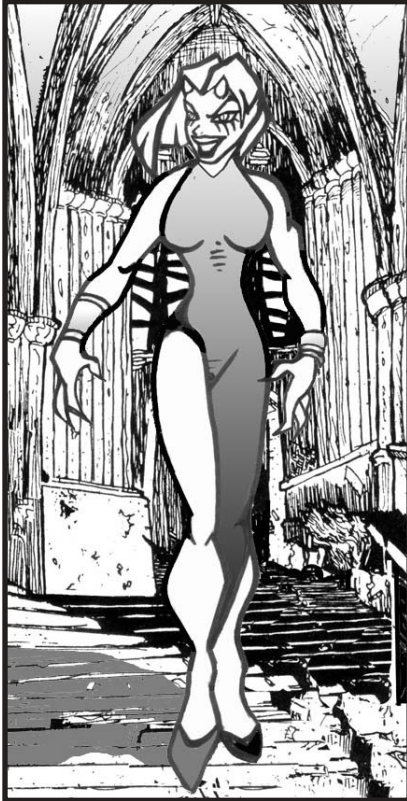
The right music playing in the background can do wonders for a game's atmosphere. For example, if the characters are walking into an Italian restaurant to talk with the local Mafia Caporegima, then put on a tape or CD of popular Italian music or Frank Sinatra's Greatest Hits. The characters are in a rock club? Play that import album you picked up last month. Don't just describe the rock club to the players, let them hear it for themselves! Similar effect can be achieved during dark, suspenseful encounters in the game with your favorite horror movie soundtrack.

Sound effects can also add a lot to the gaming experience. Tapes and CDs containing dozens of useful sound effects can be purchased at your local record or tape store, and can come in handy. If you're trying to find the best way to describe the sound of bats screeching, just pop in the sound effects tracks and press play. Are the characters driving down a lonely highway in the rain? Play that thunderstorm tape. Let the players' imaginations conjure the images in their minds based on the sounds they hear.

LIGHTING

Vampire Hunter\$ is meant to be a game of adventurous horror. Setting the right mood for the game encompasses more than just audio cues. Having the right light can alter the mood dramatically. For instance, if the adventure takes place primarily at night, consider dimming the lights in the room, or even playing by candlelight. Another trick is to simply remove the regular light

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bulbs in the room and to replace them with blue ones. This can give the appearance and suggestion of night, and will help set the mood for the game.

HANDOUTS

When the characters find clues, it can improve the players' enjoyment of the game if the GM actually hands them a mock up of the clue to examine. Examples include business cards, letters, maps and telegrams. It is best to have these handouts prepared

ahead of time, so that when the time comes for a character to find or receive one, the GM simply hands the appropriate handout to the player. GMs with access to a computer and a printer can turn out some impressive handouts with little or no work.

CLOTHING

Players can be encouraged to wear clothing similar to that worn by their characters, including hats, sunglasses and shirts. The idea is that by looking similar to the way their character looks, it will be easier for that player to role-play the part of his character and it will also be easier for the other players to role-play their characters interacting with the first character.

OTHER PROPS

Other props can add an air of authenticity to a Vampire Hunter\$ game, or any game for that matter. Items such as wooden stakes, books, fake weapons (of the plastic or rubber variety; we don't want any accidents), and wigs, among others, go a long way toward bringing a game to life.

RUNNING THE MISSION

Running Vampire Hunter\$ adventures should be enjoyable to everyone in the group, including the GM. Where many games require a lot of work on the part of the GM, Vampire Hunter\$ is simple and fast paced, allowing the game master to enjoy the game every bit as much as the players.

GETTING THE CHARACTERS TOGETHER

Getting the characters together and involved in a mission is very simple. Because they are all employees of Vampire Hunter\$ Inc., the Manager (the GM) simply assigns them to a mission and they go. While not the most complex of methods for getting the team together, it works nonetheless. It also saves a lot of game time and avoids the need for players to roleplay drawn out sequences in which they try to convince each other to cooperate. In Vampire Hunter\$, the characters are already a team, and one with a common goal - kill monsters! What could be simpler?

SETTING THE SCENE

The main job of the GM is to describe the world in which the characters are interacting. Think about where the characters are and what they are doing. Describe the scene so that everyone understands what is happening. The GM should pay attention to detail when it is appropriate. Give the players as much information about the scene as their characters would reasonably be able to determine. If the characters look at a wall and could see a strange stain on the wall, describe it to the players. If they could hear the dogs barking down the road, tell them. If they can smell an acrid smell coming from the house, mention it. Try to describe a scene as fully as possible.

For example: the PCs have traveled to an abandoned house one night, in search of a vampire to kill. To set the scene, the GM would describe what the Player Characters see (such as the dilapidated house, aging and chipped paint of its walls and shutters, broken windows), hear (the rustling of leaves as a slight breeze blows through the trees) and smell (the familiar smell of a fresh rain, with a slight hint of... garlic?).

There can also be too much of a good thing. It isn't necessary to describe the tiniest detail of a setting, just the important ones or those that may affect the adven-

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ture. The description of the house above is fine, but describing each window's condition individually is usually unnecessary (unless the details are important to the adventure) and takes up too much time. In addition, details should only be described when it is logical to do so (when a PC could actually sense them). For instance, it would be inappropriate to describe the interior of the house until the PCs actually enter the house.

The events leading up to the confrontation should be played out with a certain air of foreboding. The GM should emphasize the fear and isolation that the characters will begin to feel as they begin the hunt. Describe the environment to the players in a way that emphasizes anxiety and a sense of dread. Use the techniques described above to raise the level of tension and suspense. Make references to the lack of people on the street, the full moon hanging in the night sky, the dog that's barking in the distance. Is a character using a pay phone to call the office? Tell them the phone doesn't work. Use these tricks to help generate a feeling of isolation in the characters. Then let them have it.

ROLE-PLAYING & CHARACTER DEVELOPMENT

As fun as it is to destroy evil creatures that are plaguing humanity, any group of players planning to use the same characters in a series of continuous adventures (referred to as a campaign) should also plan on developing their character. In the section detailing character creation, it was noted that the players should "fill in the blanks" of their character, coming up with names, descriptions, hair and eye color for their character, and so on. It was also suggested that players come up with a background for their character, to breathe "life" into the character and to more clearly define them.

The information in a character's background should be referred to regularly during the game. Look at your character's motivations and their reasons for those motivations. How would that character react in this situation, or in that circumstance? Character interaction is a fundamental aspect for any role-playing game, as the name implies. Players who role-play their characters as interesting, three dimensional people, rather than as shallow combat machines, will actually help other players role-play their own characters. It is much easier to relate to another character who seems "real," as opposed to a player whose voice and behavior never changes whether they are speaking as themselves or "in character."

Players should also consider their character's goals, both long-term and short-term. Obviously they are working as vampire hunters and investigators of the supernatural, but why are they doing that? Why not work in a Circle-7 convenient store? Perhaps the character is simply working his way through college, or trying to get out from all those legal bills after a nasty divorce. The choice is the player's. The idea is to take those goals and to give the character a reason for being, other than slaying evil creatures. These ideas may not have a place in a true hack-'n-slash game, and that's fine. If the group is trying for a more dramatic, serial type of campaign, however, these things should be considered. Killing bloodsuckers is a blast, but it makes for a pretty boring campaign.

WRAPPING UP

More than anything else, this game should be fun. If the rules presented in this game don't seem to work for you, feel free to change them. There is nothing that says that Vampire Hunter\$ absolutely must be played exactly as written in this book. Games should be fun. If your group of players would have more fun with shotguns that do 2d10 of damage, than by all means do it.

By the same token, the rules are provided as a framework to guide those uncertain events in the game, such as combat. Changing the rules extensively can seriously unbalance the game and destroy any amount of "realism" and "fairness" exists. Some players will feel more comfortable using the rules verbatim, and that's okay, too. The style of gaming that your group enjoys is the most important factor in deciding whether or not to develop so-called "house rules."

EXPERIENCE

During the course of adventures, characters will perform various actions or achieve goals that will earn them Experience Points. They are awarded for playing in character, stopping the enemy, discovering appropriate clues and a number of other things.

CHARACTER IMPROVEMENT

Those characters who survive various dangerous missions (granted, there may be few) will improve their Talents as they discover new ways of defeating the various nasties that lurk about or simply developing their Talents through actual use. For instance, characters who specialize in car and equipment repair will logically become better at effecting those repairs over time.

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OTHER SOURCES

There are literally hundreds of movies and novels developed in the horror genre, and there must be just as many for the action and adventure genre. GMs can draw ideas from any of these stories. Read a novel or two. Watch your favorite horror or adventure movies again. This time around, however, try to imagine putting your PCs in the hero's place. Pay attention to how the villains endanger or trap the heroes. Movies are especially helpful because they can give you not only plot ideas, but ideas for the way things look and sound as well. True, books allow the reader to develop the details using their imaginations, but motion pictures expose the viewer to all sorts of wonderful synthesized sound effects and visual special effects.

A few of my favorite action/adventure and horror stories are listed below. They served as inspiration for many of the details in this book, and as inspiration for many of my game sessions as well.

MOVIES

- Aliens
- Army of Darkness
- The Blob (both versions)
- Blade and Blade 2
- Buffy the Vampire Slayer
- Bug
- Dawn of the Dead (both versions)
- Fright Night
- Ghostbusters
- Hellboy (the comics and the movie)
- Indiana Jones and the Temple of Doom
- Life Force
- The Lost Boys
- Love at First Bite
- My Best Friend is a Vampire
- Night of the Creeps
- Night of the Living Dead (only the original)
- Raiders of the Lost Ark
- Re-Animator
- Return of the Living Dead
- The Thing (John Carpenter version, although the original has an amusing camp quality)
- Vamp
- Van Helsing

BOOKS

There are too many novels to which to give credit. Authors such as Stephen King, H.P. Lovecraft, and countless others have helped forge new frontiers of the imagination through their work. If I had to choose one novel that had more influence during the writing of this book than any other, it would be Vampire\$, by John Steakley. It's a must read for any true Vampire Hunter\$ player!



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CHAPTER 9: LADIES OF THE NIGHT

Ladies of the night is a prepared adventure for the Vampire Hunter\$ game. Gamemasters can use this adventure as an example or a reference when designing their own adventures. This adventure is designed for a group of 4 to 6 hunters (PCs) and incorporates a number of elements discussed throughout the book.

When a Skill Check is called for or suggested, it will be listed in the adventure by the name of the Skill, followed by the DC in parenthesis. For example, a STR Check with a DC of 20 would appear as "STR (20)."

THE CALL

The characters are all in the franchise office, going over some of the past mission files. While in the office, they receive a call from an obviously nervous young lady who identifies herself only as Ginger. She relates the following to the characters:

"The past few weeks have been very scary. Two of my girlfriends have turned up dead in the last two weeks. Their bodies were found in the same alley a week apart. Both of them were stabbed to death, but they also had small holes in their necks. Ever since the first girl died, my manager, Jimmy, has been acting really weird, like he's high or something. He's really paranoid and won't talk about the girls at all. I'm really scared. Can you help me?"

Ginger will talk to the characters and answer question on the phone, if she can. She will also agree to meet the characters someplace away from the neighborhood in which she works. Several people in the neighborhood would recognize her there. If she were seen talking with the characters word would get back to her "manager,"

Jimmy Gastano. Ginger will meet the PCs anywhere within reasonable distance. She will suggest Deerfield Park if the players do not name a meeting place.

WHAT GINGER KNOWS

Ginger is a prostitute working on the south side of town and Jimmy is, obviously, her pimp. The other two girls who died also worked for Jimmy. Their names are Bunny Miller and Elaina Coleman. Bunny's body was found two weeks ago in an alley behind the Late, Late Show nightclub. Elaina's body was discovered in the same alley one week later. Both were stabbed multiple times, and both also had small holes on their necks. Ginger heard about the killings through her street contacts and rushed over to see both before authorities took them away.

Ginger does not think that Jimmy killed the girls, but she is scared just the same because of Jimmy's strange behavior. Ginger is afraid that Jimmy may be somehow involved and Ginger doesn't want to become the next victim.

Ginger understands the costs of the investigation and will pay cash for the initial investigation. She has an additional \$6,000 in cash in her hotel room that she has been saving to "start a new life," but she will spend it on the investigation if it looks like it will be beneficial. She will not agree to work any "special deals" with the characters, such as having her pay for the investigation for any sexual favors.

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GINGER (Working Girl)

Female Human; Talented Normal Lv 2 L2Medium-size Humanoid; HD 2d6+2; hp 9; Init +2; Spd 30 ft. AC* 12 (touch 12, flat-footed 10); Atk +1 (1d6-1/20/x, Switch blade knife); Alignment CG; Saves Fort +2, Ref +3, Will +5;

Abilities: Str 8, Dex 14, Con 11, Int 12, Wis 10, Cha 17
Skills: Good Looking/Beautiful 1, Linguist (French; English is native), Negotiation 1, Performance 2, Seduction 2, Streetwise 2

Fault: Insecure, Obligation (works for Jimmy)

Equipment: Leather mini-skirt and spandex top, clutch purse (containing lipstick, switchblade knife and \$185 in cash), good luck charm (rabbit's foot)

Notes: Ginger is 24 years old, 5'5", 118 lbs., with blue eyes and red hair. She wears enough makeup to enhance her natural beauty and loves to talk. She acts like a bit of an airhead, however, which becomes evident as soon as she engages in any meaningful conversation.

THE REAL STORY

Jimmy Gastano is working for a classic greater vampire, who goes by the name of Victor. Jimmy encountered Victor in the Late, Late Show nightclub one evening several weeks ago, and almost became the vampire's latest meal. Jimmy convinced the vampire to let him go, however, after promising to supply the creature with occasional victims in return for letting Jimmy live. Jimmy is not hypnotized and is willingly serving the vampire, which makes his association that much more despicable.

Once a week, on Friday nights, Jimmy brings some unsuspecting victim to meet Victor in the Late, Late

Show. Once with Victor, Jimmy leaves the victim to the vampire's charms. Victor himself chose the first victim, Bunny Miller,, against the futile objections of Jimmy. The second victim, however, was a girl Jimmy had caught withholding money, so he played cool and offered her to Victor. Jimmy will not offer any more of his own girls to Victor because he is starting to lose money. Perhaps if he can get some new girls working for him he will reconsider, but not until then.

Jimmy lives in the Excelsior Hotel, a fleabag two-story establishment in the heart of the bad part of town. This is the same hotel where Ginger lives, although they are in separate rooms. Jimmy spends most of his weekday evenings entertaining associates in his room with alcohol and all manner of illicit drugs. On weekend nights, however, he cruises the boulevard in his metallic green Lincoln Mk VIII, checking up on his girls.

Victor lives in the attic of an old condemned house several blocks from the Late Late Show. He also has four lesser vampires (all converted from runaway teenagers) who occupy the house for protection and companionship. Victor's coffin is stored in the attic of the house behind several piles of boxes containing old magazines and newspapers. Spotting the coffin from the attic entrance requires a Spot roll (20) or Investigation (20).

THE INVESTIGATION

What the characters discover will depend on where they go and who they talk to. Clues are listed below for each important area that the PCs may check out. If the characters investigate areas not listed below, allow them to discover minor clues that will help put them back on track. Ideally they should investigate most, if not all, all the following locations and people.

THE POLICE

The characters may wish to contact the police to obtain copies of the crime reports for the two killings. A successful check against Bureaucratics (15) or Con Artist (20) will allow the PCs to see a copy of the report. The report indicates that both girls were killed somewhere else and their bodies were simply dumped in the alley. The murder weapon is suspected to be a large knife (this is not true), although no weapon was recovered. Both girls have prior arrests in the city for prostitution. Neither is from the local area and neither had any known living relatives. No mention is made of the holes in their necks and the investigations are closed.

THE CORONER

Resourceful characters that visit the coroner's office during business hours (8 a.m. to 5 p.m.) will contact Ed

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Millhelm, the Chief Coroner and the one who performed the autopsies on both girls. Obtaining a copy of the autopsy reports requires a successful Con Artist, Authority or Intimidation Check against Millhelm's Will roll of 11. Simply viewing the reports without getting copies is much easier, and does not require a check.

The reports indicate that both girls died from blood loss, and that each was stabbed 13 times with a very large, sharp metal blade. The stab wounds indicate that the victim was passive when they were stabbed. Further, the stab wounds were created after the victims were already dead. The report also mentions the holes in the neck as possible causes for the blood loss, because the holes were created prior to the deaths. The holes showed traces of saliva of unknown origin.

Requests to view the bodies are impossible to honor because the bodies have already been transported to St. Mary's funeral home for cremation. If asked, Millhelm will offer to show the characters photographs of the bodies taken during the autopsy. Seeing the photographs requires a Fear Check (10) or the character will develop a temporary Fault: Fear of corpses, which lasts for 1d4 hours.

JIMMY GASTANO

Jimmy is a street-smart hood and a small time pimp. He will act tough and defiant, refusing to answer any questions from the characters unless physically threatened. If threatened, Jimmy will tell the characters about a man known only as "Big D" who has been harassing Jimmy in recent weeks. Jimmy tells the characters that he thinks Big D killed the girls in retaliation for Jimmy's failure to pay Big D \$2,000 that he owes him. This is a blatant lie, as Jimmy owed Big D only \$500, which he paid off a week ago.

Subsequent attempts at questioning Jimmy require a successful use of Authority or Intimidation against Jimmy's Will save 15, or Con Artist against Jimmy's Con Artist roll of 15. If the PCs succeed in the Skill Check, Jimmy will break down and tell the truth; Big D is just a local thug who has nothing to do with the killings. The real murderer is a man named Victor who Jimmy meets on Friday nights.

Jimmy will deny any knowledge of Victor being a vampire out of fear, unless the previous Skill checks were made by at least 10 points more than needed. If the rolls succeed by at least 10 points, Jimmy will tell the characters that Victor is a "Diablo," and that he will threatened to kill Jimmy if he did not bring girls to Victor at the club on Friday nights. Jimmy does not know where Victor lives, but he can describe him to the PCs.

JIMMY GASTANO (Small time pimp)

Male Human; Talented Normal Lv 3, Medium-size Humanoid; HD 1d6; hp 9; Init +2; Spd 30 ft.; AC 10 (touch 12, flat-footed 10); Atk +1 (1d8-1/20/x3, .25 Cal pistol); Alignment NE; Saves Fort +1, Ref +1, Will +1; Abilities Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 12 Skills: Bureaucratics +2, Con Artist +3, Negotiation +1, Scavenging +1, Streetwise +3 Fault: Cowardice

Notes: Jimmy is a short, thin Italian man with jet-black hair combed straight back with unsightly amounts of styling gel. He wears a casual suit and carries an antique pocket watch, a switchblade knife in his pants pocket and a .25 caliber semi auto (Small pistol; 6 shots) in an ankle holster. He is the epitome of a mouse of a man who bullies his girls and keeps them in line with threats or a powerful drug addiction. Jimmy drives a metallic green Lincoln Mk VIII with personalized plates that read "JIMMYG." There is a large bloody knife in the trunk of his car, under a piece of cardboard.

THE ALLEY

Characters searching the alley where the girls' bodies were found may discover some interesting clues. All of the characters present will discover dried bloodstains near the dumpster. On a successful use of Investigation (10) or Spot (20) they will discover one of the following additional clues. An additional skill Check is required to find the other clue. Characters are allowed one roll per Non-Combat Turn (10 minutes) of searching.

Clue #1: A small silver cross attached to a thin silver necklace lies under the dumpster near one of the wheels. Ginger or Jimmy will identify it as a necklace that belonged to Elaina.

Clue #2: Also near the dumpster, under a newspaper, is a red matchbook bearing the logo of the Late Late Show nightclub. On the inside cover is a brown fingerprint. A successful use of Investigation (15) or Science/Biology (15) will identify the stain as dried blood.

THE LATE LATE SHOW

This bar and nightclub is a dark, smoky place with a large number of seedy looking patrons. The popular style of dress is blue jeans and leather jackets. The bartender, Ace, is a friendly enough sort (considering the clientele in the club), but he keeps a baseball bat and a loaded sawed off shotgun under the bar just in case.

Dealing with the patrons will be an exercise in patience. Any characters that question a patron must make a successful check using Authority (10), Con Artist (20), Intimidation (30) or Seduction (10). Otherwise a

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fight will break out between the characters and 1d6+3 patrons (use the stats for Thugs, below). If the check is successful, the patrons will tell the PCs that they don't know who killed the girls but almost all of them have heard about the killing (5 in 6 chance). If anyone asks about Big D, they will be directed to the back of the bar to a locked door.

Talking to the bartender will prove much easier. He will answer any questions the characters have as long as they don't threaten him. Otherwise, a successful Intimidation (30) or Authority (20) check is required to get him to talk. If the PCs display guns and Ace has the opportunity, he will grab his shotgun and blast them. Characters wishing to go into the back room will be charged a "membership fee" of \$75 each. The only other way into the back room is to break down the door. The door has a hardness of 18 and requires 8 Points of damage to get through.

ACE (The Bartender)

Male Human; Talented Normal Lv 2 Medium-size Humanoid; HD 2d6+4; hp 9; Init +2; Spd 30 ft. AC* 12 (touch 12, flat-footed 10); Atk +1 (2d8-1/20/x, Shot Gun); Alignment N; Saves Fort +0, Ref +0, Will +0; Abilities Str 10, Dex 10, Con 14, Int 10, Wis 10, Cha 9 Skills: Mechanic, Mixing Drinks, Rifles, Streetwise, Trivia

Fault: Intolerant (or reporters and snoops)

Notes: Ace keeps a baseball bat and a sawed off double-barreled shotgun under the bar. He wears a black t-shirt, jeans and a bartender's apron sporting the "Late Late Show" logo.

SEEDY PATRONS

Male Human; Talented Normal Lv 1 Medium-size Humanoid; HD 1d6+1; hp 5; Init +2; Spd 30 ft. AC* 10 (touch 10, flat-footed 10); Atk +1 (1d8-1/20/x, Hand Gun); Alignment N; Saves Fort +0, Ref +0, Will +0; Abilities Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 9 Talents: Con Artist 2, Driving (Motorcycle) 2, Handgun 1, Intimidation 1, Knife 2, Streetwise 2 Faults: Obligation (on parole)

Notes: These rough customers are typical patrons of the Late Late Show bar. Most are armed (Roll 1d6; 1: large pistol, 2: small pistol, 3: large knife, 4: chain, 5-6: unarmed), and most are under the influence of one thing or another. Each is wearing a leather jacket.

THE BACK ROOM

In the back room of the Late Late Show is Big D and five of his buddies, along with Moose, a gorilla-sized man who is guarding the door. Big D and his group are

playing high stakes poker around a round table. There are cards, chips and \$1,273 in cash on the table. If the PCs break into the room, the group will attack them unless obviously outnumbered or if they have no chance to reach their own weapons in time. Use the stats for the Patrons, above, for Big D's friends if a fight breaks out.

Big D will be cooperative if questioned (no Talent Checks required). He will deny harassing Jimmy or that Jimmy owes him \$1,000. Big D will suggest, however, that Jimmy is trying to set him up because of an old rivalry between the two that dates back to their childhood.

MOOSE (The door man)

Male Human; Talented Normal Lv 3 Medium-size Humanoid; HD 3d6+6; hp 13; Init +2; Spd 30 ft. AC* 12 (touch 12, flat-footed 10); Atk +1 (2d8-1/20/x, .357 Mag); Alignment N; Saves Fort +0, Ref +0, Will +0; Abilities Str 14, Dex 12, Con 14, Int 10, Wis 11, Cha 10 Skills: Con Artist 1, Handgun 3, Intimidation 2, Fault: No sense of humor

Notes: Moose wears a leather jacket, and carries a .357 magnum in his waistband (Large pistol; 6 shots). He wears sunglasses and chews on a toothpick when he's not bouncing patrons.

BIG D (local con man)

Male Human; Talented Normal Lv 4 Medium-size Humanoid; HD 4d6; hp 12; Init +2; Spd 30 ft. AC* 12 (touch 12, flat-footed 10); Atk +1 (2d8-1/20/x, Shot Gun); Alignment N; Saves Fort +0, Ref +0, Will +0; Abilities Str 10, Dex 12, Con 14, Int 10, Wis 10, Cha 12 Skills: Con Artist +3, Driving (Cars) +1, Gambling +2, Handgun +1, Streetwise +2 Fault: Obligation (on probation)

Notes: Big D wears a leather jacket. He carries a 9mm Beretta semi-auto (Medium pistol; 15 shots) in a shoulder holster, and a pair of loaded dice in his pocket.

MAP OF THE LATE LATE SHOW BAR

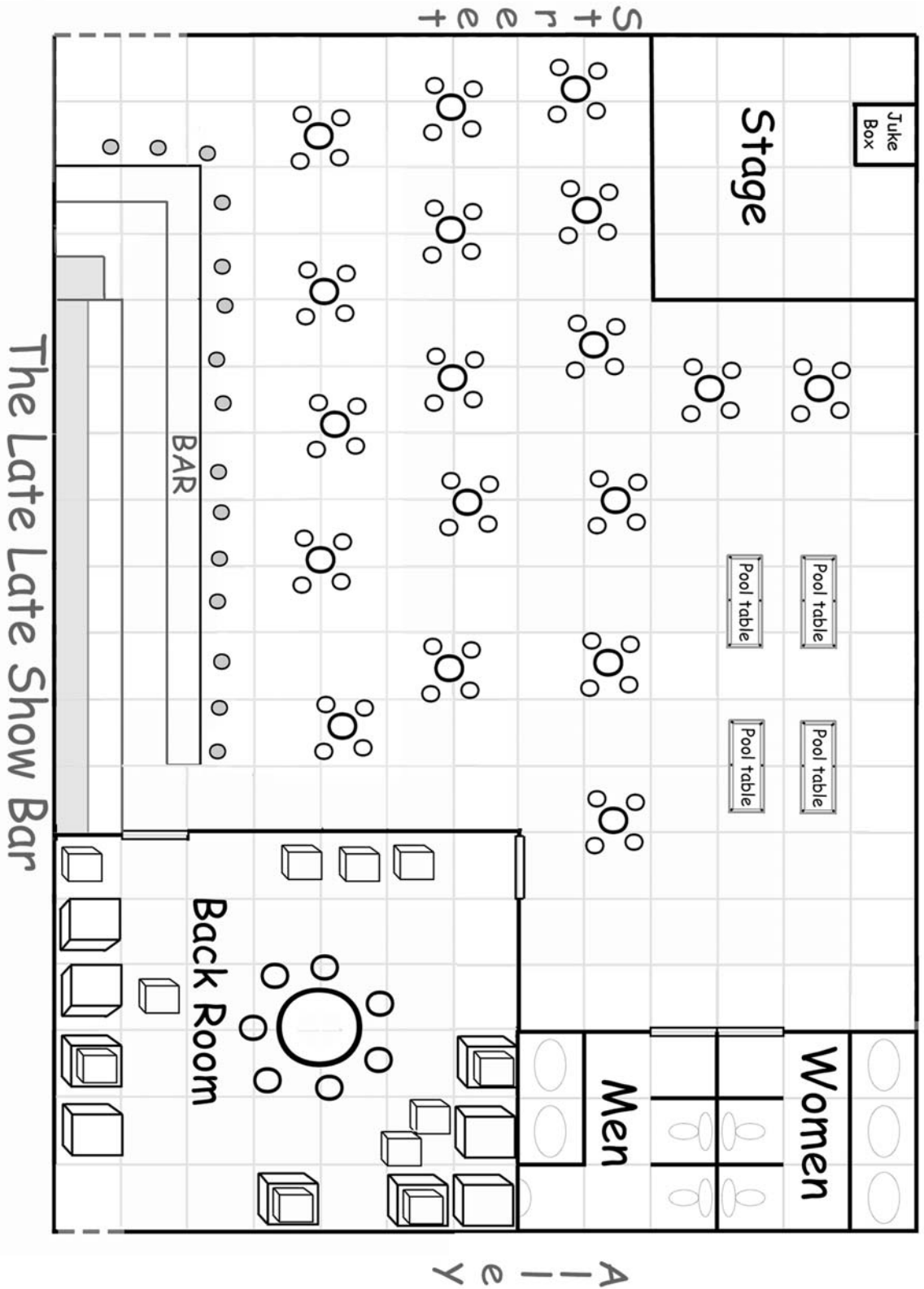
Refer to the Map of the Late Late Show Bar on the next page.

ON THE STREET

Any characters combing the streets or putting the word out with their contacts will pick up some useful information. On a successful use of Streetwise (20), the character will meet up with a bag lady that witnessed the second killing. The bag lady will tell the PCs the following:

"I was walking late one night, around 1:00 a.m., near the Late Late Show when I saw a man crouched down in

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the alley. He stayed crouched for about a minute or two, then stood up and walked into the shadows. He must have scared a bat, because just after he disappeared this big bat flew up from the alley. Kinda weird.”

If asked if she saw anything else, she will continue: “Oh, yes, now that you mention it. I saw a green car drive into the alley a few minutes after the first man left. A short man got out of the car and stabbed at something on the ground with a big knife. I didn’t want to get involved so I left after that. That’s all I know.”

THE CONFRONTATION

After the PCs have investigated thoroughly, they should have a good idea what is going on. The most likely place to find Victor is in the Late Late Show on Friday night. Victor will enter the club around 10:00 p.m., dressed in black slacks and a black satin button shirt. Use the stats for the Classic Greater Vampire for Victor, with 56 Hits Points.

If forced, Jimmy will accompany the PCs to the bar and point out Victor. This tactic will alert Victor immediately, however, and he will flee as soon as the PCs have spotted him. If the PCs rely on Jimmy’s description, they will spot Victor on a Spot check (10) or a Danger Sense (20). Seeing Victor for the first time requires a Fear Check (10) to avoid acting conspicuous. Those failing their check will be visibly frightened. If Victor spots them he will know that his cover is blown and he will flee. In either case, if the PCs give chase, they will spot a bat flying into an abandoned house a few blocks away. Time to take the fight to Victor’s lair.

If the PCs confront Victor in the club, they will be suddenly attacked by two of Victor’s lesser vampires who were waiting in the club (use the stats for Classic Lesser Vampires)! If the fight seems lost, Victor will abandon the lesser vampires and flee for his lair if possible. Otherwise, Victor will try to lure the PCs into the alleyway where he can use his Abilities without as many witnesses around. If cornered, Victor will fight viscerously and to the death.

THE VAMPIRE’S LAIR

If the characters pursue Victor to his lair, they will be followed by two lesser vampires. Inside the house are two or more lesser vampires that will attack the PCs as soon as they enter the house, buying time for Victor to prepare an attack.

The house itself is empty, except for a few recent newspapers and an occasional old decrepit piece of furniture. Refer to the map below for the layout of the house. Victor’s coffin is in the attic. He will only retreat to his coffin if daylight is approaching or if he is near death

(down to 10 or less Hits). The coffin has DC 12 and can withstand 30 Hit Points before it is destroyed.

EXPERIENCE

If the characters survived the adventure, use the following for bonus Experience Point awards above the normal for creatures threat rating. The EP awards listed below are cumulative. Use the awards below as a guideline for awarding Bonus Experience Points to the players in future adventures.

The PCs discovered that Victor was the killer: 100 EP
The PCs discovered Jimmy’s involvement in the killings: 200 EP

The PCs confronted Victor and defeated him without killing him: 100 EP

The PCs discovered the knife in Jimmy’s car: 100 EP
The player role-played well, adding to the enjoyment of the game: 100 EP

The PC made an important Talent Check at a crucial or dramatic point in the game: 100 EP

The maximum number of Bonus EP that can be awarded using the above example is 700 EP. This is the most that any character should be awarded for this single game session, and only when they played exceptionally well and completed the mission.

VAMPIRE HUNTERS\$™ OGL-COMPATIBLE EDITION

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And Extra Special Memorial Thanks To

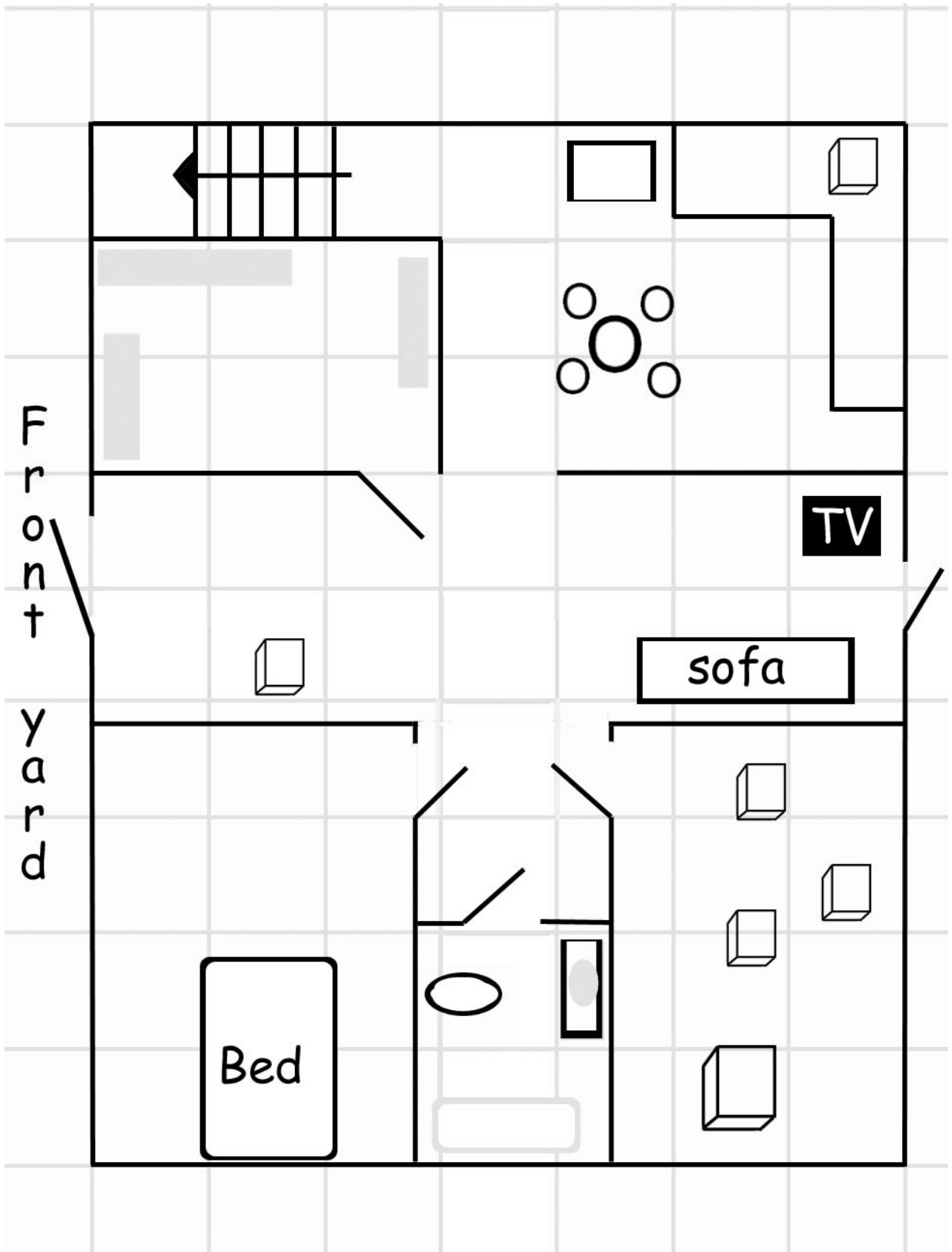
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VICTOR'S BASEMENT

