

Monster Hunters



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Where Fun Happens

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The Stranger in the Swamp

Oliver panted as he sprinted barefoot through the bog. Mud squelched between his toes and sucked at his ankles, threatening to drag him down into the bottomless muck if he took one wrong step. How had he gotten so turned around? So far from home?

He'd hunted these wilds for years, and even still just a lad, he should've been able to find his way home with a bag over his head. Yet the mist that had swept in as twilight fell spun his senses as surely as the worst dizzy spell. Strange green-and-blue lights winked about him at odd intervals, causing his path to zigzag as he sought their source, thinking them candles in a window or a lantern held by a village scout.

He'd lost his pack of gear hours ago, along with the pouch of small animals he'd collected from his traps. His dagger must've fallen off his belt during one of his many tumbles that had left him covered in black slime that stunk of rot. It mattered not, as his equipment would've only dragged him down quicker into the merciless depths of the swamp.

And then the howls began.

Oliver veered to the left as another howl erupted close by. Or was it close? Distance became impossible to gauge, and he nearly collided with a moss-covered tree as he hastened to get away from whatever beasts pursued him.

A shadowy form whipped past him, and a gust of foul air almost knocked him into the filth. Staggering, he stifled a whimper and raced in another direction. Mere seconds later, another mist-cloaked creature padded directly across his path. Oliver gasped at the glimpse he got, even as he stumbled back.

Matted fur, darker than midnight. Eyes that gleamed yellow, even in the murk. Bloodstained fangs as long as Oliver's own hands. What manner of wolf...what manner of demon hunted him?

Praying to God for mercy, he charged forward, heedless of the cramps in his legs or the burning in his lungs-only hoping that by getting beyond the boundaries of the swamp might he leave this unnatural pack behind. Yet within ten more paces, the mists suddenly parted before him and revealed a small hollow of firm earth, bound on two sides by walls of boulders.

Oliver skidded to a stop in the middle of the hollow and whipped his head about. How? Where? The bog had no dead-ends such as this.

He spun about to return the way he came, but balked as three monstrous wolves padded out of the mist. They stood as tall as his shoulder, and their bloodshot eyes fixed on him as they slavered.

Oliver backed up into the corner, wedged between two boulders, shoulder blades grinding against stone.

Then a man appeared among the wolves, striding into view as if he owned the bog itself. What sort of madman hiked through a swamp in a fine suit, all silk and silver trimmings? Shadows hid much of the man's face, but Oliver noted his rakish visage, with swept-back silver hair and eyes that glinted like dying embers.

The stranger stretched out a gloved hand and stroked one of the wolves' heads. His voice slipped into Oliver's ears like an oiled thread.

"You've led my pack on a merry chase. I appreciate that, as they need the exercise. However, it stokes their hunger something fierce, and the chase is never quite as satisfying as the inevitable end."

He pointed at Oliver, and the wolves stalked forward. Oliver whimpered and lifted his eyes in a last desperate prayer...when a shadow slipped into view atop one of the boulders above him. With a whisper of cloth and a clink of mail another stranger leapt down to crouch between him and the pack.

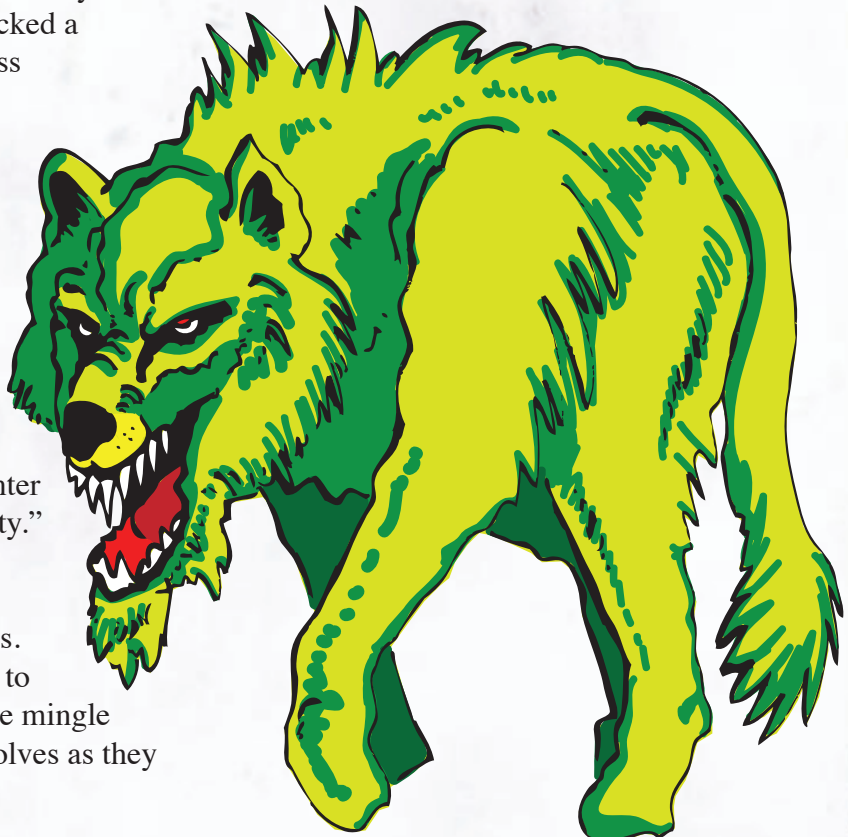
A wide-brimmed hat and gray cloak hid most of his features from Oliver's view, but when the man glanced back his way, he caught a glimpse of scruffy cheeks and eyes that had a look of steel in them. Then the hunter rose to full height and pointed one of the short, well-polished blades he carried at the other man.

"He's not yours. Not now. Not ever."

The richly garbed man sneered. "They'll feast on you both, then." He flicked a hand in dismissal. "I've business elsewhere."

The mists behind him billowed like enormous, bat-like wings, and he stepped back, vanishing into the darkness from whence he'd come. The wolves remained, though, and prowled closer. "Close your eyes, boy," the hunter whispered. "This won't be pretty."

Oliver hunkered down and clamped his hands over his eyes. But this left his ears wide open to hear the hunter's cry of defiance mingle with the raging howls of the wolves as they charged one another...



Introduction

Evil may sleep, but it does not die. It may lie dormant for a time, but it rarely, if ever, admits to defeat. So much blood has been spilled in the age-old feud between man and monster—one might imagine the endless crimson flow could slake the thirst of even the eldest vampire master. The wise look to the lightning on the horizon and know better. The twisted embodiments of evil are forever hungry, forever hateful, and forever desiring to conquer the so-called civilized world and extinguish its light. Join the eternal battle as it rages on in a new age of hideous magic, heroic might, and mad science!

Using This Book

Monster Hunters is a horror roleplaying game that takes place in Edwardian Europe. This is a game of gothic terror, set in a world where the realistic and the fantastic merge in horrifying ways. This is a setting rife with grotesque characters, bizarre events, and macabre situations. In this world, the dead stalk the streets of the living, strange creatures hunger for human flesh, and dark forces barter for mortal souls. The players take on the role of extraordinary men and women who investigate, track down, and battle against a rising tide of hideous monstrosities. This game uses the Pathfinder rules system and requires the Pathfinder Core Rulebook to play. The information provided in this book exists to give players the tools they need to create characters who fight supernatural evil in the early 20th century.

Chapter One details the various character origins that players may use in place of the standard Pathfinder races. A player may choose to use the human race for his or her character in place of an origin, but these

options provide a number of choices designed to help make a character that is both distinct and well-suited to this particular game. In Chapter Two, you will find the character classes used in the Monster Hunters RPG. Chapter Three contains skills and feats that are suitable for the game's turn of the century setting specifically and the horror genre in general. Chapter Four has descriptions of the various types of gear that a party of hunters will have access to, including period firearms and vehicles. Chapter Five has additional combat rules that cover the use of firearms and other topics appropriate to the setting. The final chapter provides players with a primer on life in the year 1911, including period slang and information to help fill in the details of a character's background.

Creating a Monster Hunter

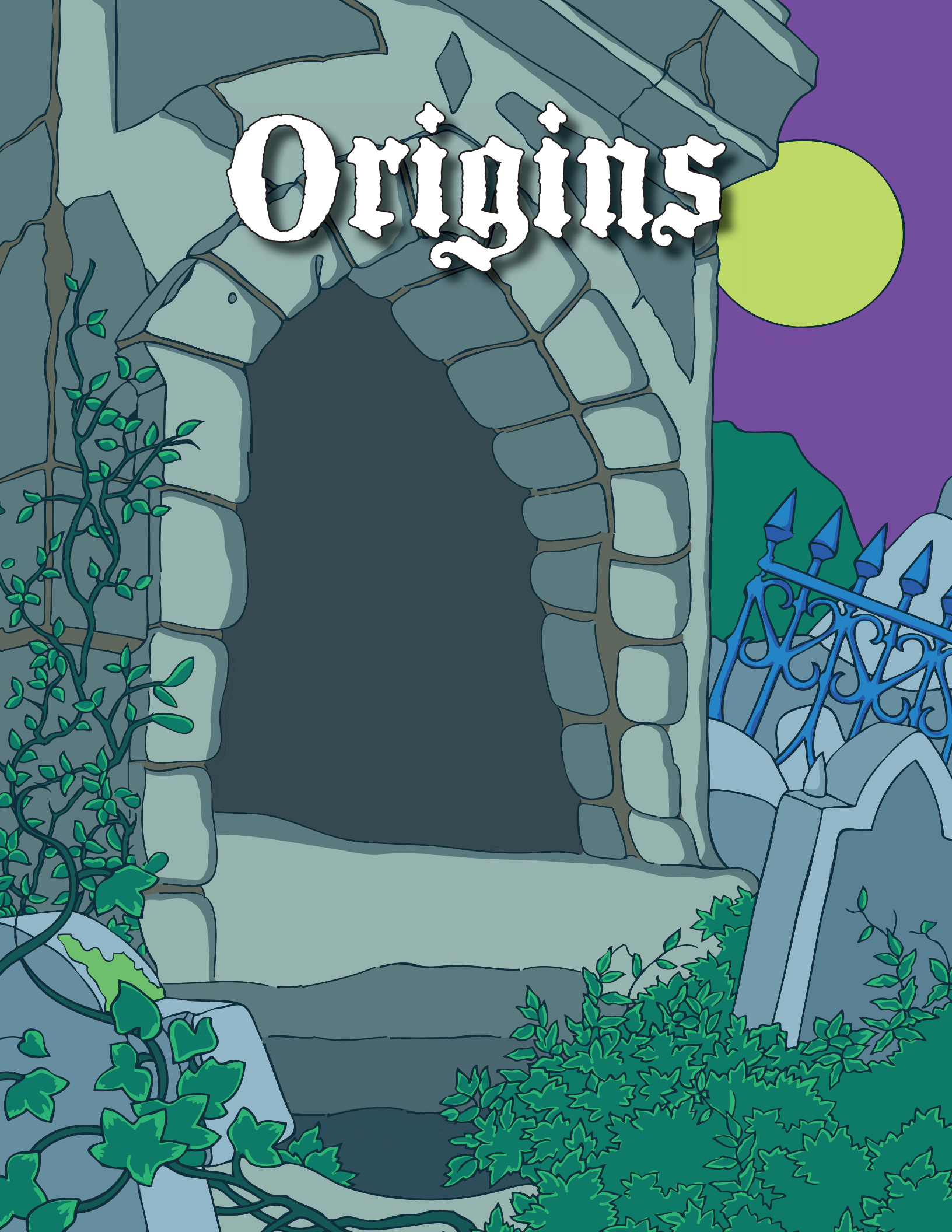
The first, and possibly most important, step in creating a character for the Monster Hunters RPG is determining how the character learned about the existence of monstrous creatures and why he or she chose to fight against them. Did the character read something strange in the journal of an older relative and decide to investigate further? Was this person attacked by some horrible thing and was somehow able to escape? Did someone close to the character fall under the sway of an unnatural being? These are only a few examples of ways that a character could discover that there are foul and hideous beasts walking among us. This of course leads us to the second part of the question; why did the character choose to become a hunter and stalk these incredibly dangerous fiends? Is the character seeking vengeance for a lost loved one? Does he or she hope to rescue someone

who has been possessed or is otherwise captive to a creature of otherworldly evil? Perhaps the character simply thinks that someone should act to protect the world from the monstrosities among us.

After deciding the how and why, one must consider the who and what. Who is this character on a basic level? What origin and class would best represent that concept in the game? Has this character always been some sort of adventurer, or is this a person who never wanted more than a quiet life at home? There are many character concepts that mesh well with the genre of gothic horror. The lonely woman with a mysterious past, the impoverished nobleman, the obsessed scientist, the world-weary outlaw, these are but a few examples.



Origins



Character Origins

Instead of races, Monster Hunters has character origins as most everyone in the setting is human (or was at one point). Origins allow the players to create characters with their own subtle distinctions beyond what is offered by classes alone. Unless otherwise stated, all characters in Monster Hunters are Medium size and have a base speed of 30 ft.

Aristocrat: A member of the elite class, the inheritors of ancient titles and wealth.

Bohemian: The quintessential starving artist, a person with an unconventional lifestyle.

Dilettante: An amateur artist or scholar, usually a member of the idle rich.

Malformed: A person born with an obvious defect or infirmity; such people are shunned by society at large.

Orphan: Someone who grew up without a family, often surviving in the streets or forced into a workhouse.

Professional: Someone who works as a doctor, barrister, or other middle-class occupation.

Romani: A member of the Romani culture, nomadic peoples who have long been oppressed, enslaved, and murdered by those who do not understand them.

Rustic: A tenant farmer or farm hand who grew up in a rural area.

Workman: An urban laborer who works in an industrial field.



Aristocrat

Being blue-blooded has undeniable perks. People scrape and bow as enter a room. You have access to the finest clothes, the finest food, the finest servants. In some regions, your word is treated as law and your title grants you special privileges. It is a blessed life indeed when you are among those whose ancestors once ruled the land.

Hunters: Perhaps it is time to do more to care for the commoners beneath you. After all, they need protection just like anyone else, and few of them have the resources to do much beyond make a basic living and feed their families. Thanks to your education and far-reaching influence, you have come to realize your land and people are threatened by more than wild beasts or harsh winters. Greater evil waits in the wings, seeking the right moment to breach your walls and bring all you have built to ruin. Now it is time to show it exactly what happens when nobility is roused to action.

Aristocrat Origin Traits

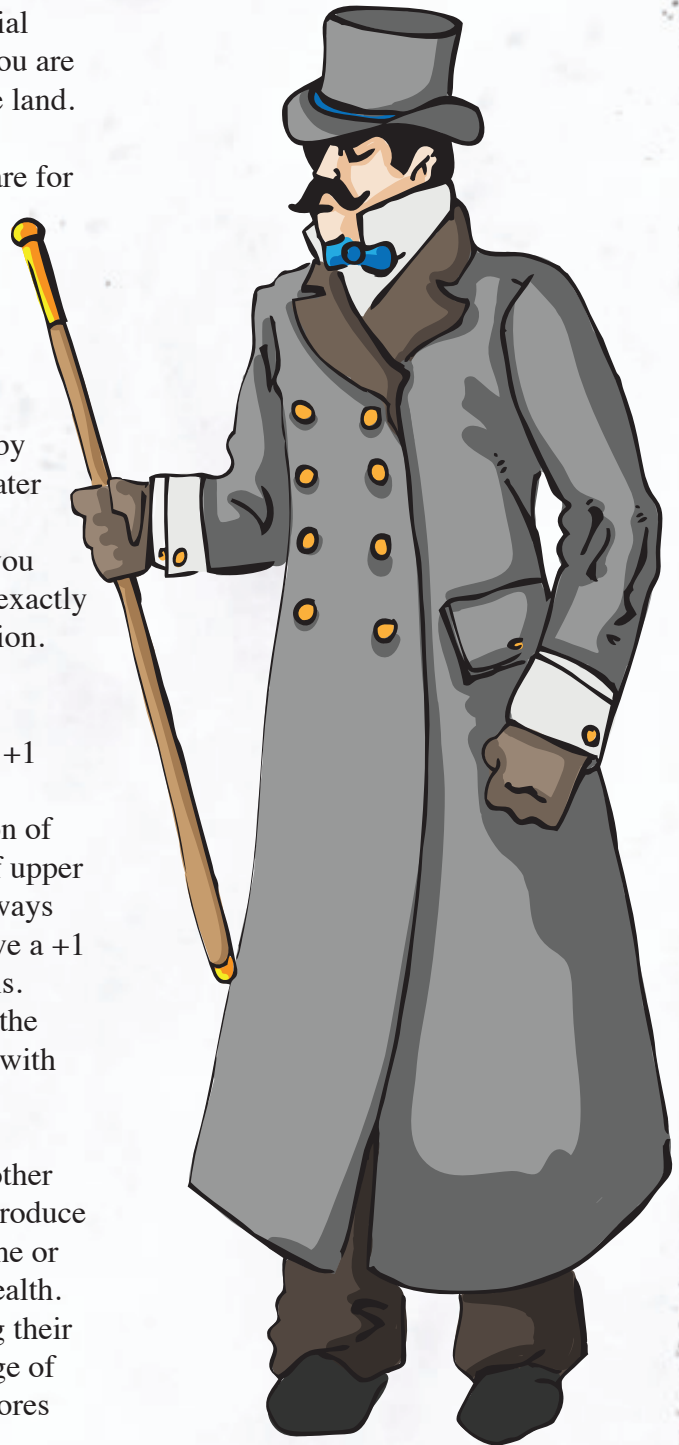
Ability Scores: Aristocrat characters gain a +1 bonus to two ability scores of their choice.

Bearing: Aristocrats are raised on the notion of proper behavior and they always keep a stiff upper lip. Bluff, Diplomacy, and Intimidate are always considered class skills, and aristocrats receive a +1 competence bonus to checks with these skills.

Duelist Training: Aristocrats are trained in the ancient ritual of dueling; they are proficient with rapiers and pistols.

Title: The character has a noble title; this inheritance may even come with land or another source of income. An aristocrat's holdings produce a profit equal to $2d4 \times 100$ gp per year, and he or she gains an additional 100 gp in starting wealth.

Languages: Aristocrats begin play speaking their native language as well as one other language of choice. Aristocrats with high Intelligence scores can choose any languages they want.



Bohemian

Conformity is for dullards. Variety and new experiences are what makes life truly worth living. Seeking out new places, new friends, new dangers-all this keeps the blood pumping and the spirit burning bright. Following the latest fashions and surrendering to cultural norms is for the simpleminded people who are too afraid to push the boundaries and explore what lies beyond. This is your philosophy and your creed. Certainly, it makes you look a bit odd in the eyes of the common man, but that just makes you feel all the more unique and distinguished from the rabble.

Hunters: Explorations into the fringes of reality have exposed you to circumstances and encounters that continue to trouble you, plaguing your dreams and making you second-guess throwing yourself headlong into the unknown. Perhaps you could dismiss your experience as the result of drugs and strong drink, yet the effects refuse to go away no matter how much time has passed. You have a sense of imposing darkness looming all around. You sense vile thoughts or hungers in others that go far beyond anything human. You feel a growing danger threatening you and your fellow bohemians. To stay true to your creed means to explore what these new sensations mean and where they come from, and confront those origins with an open mind and whatever other measures they may require.

Bohemian Origin Traits

Ability Scores: Bohemians get a +1 bonus to their Wisdom and Charisma scores.

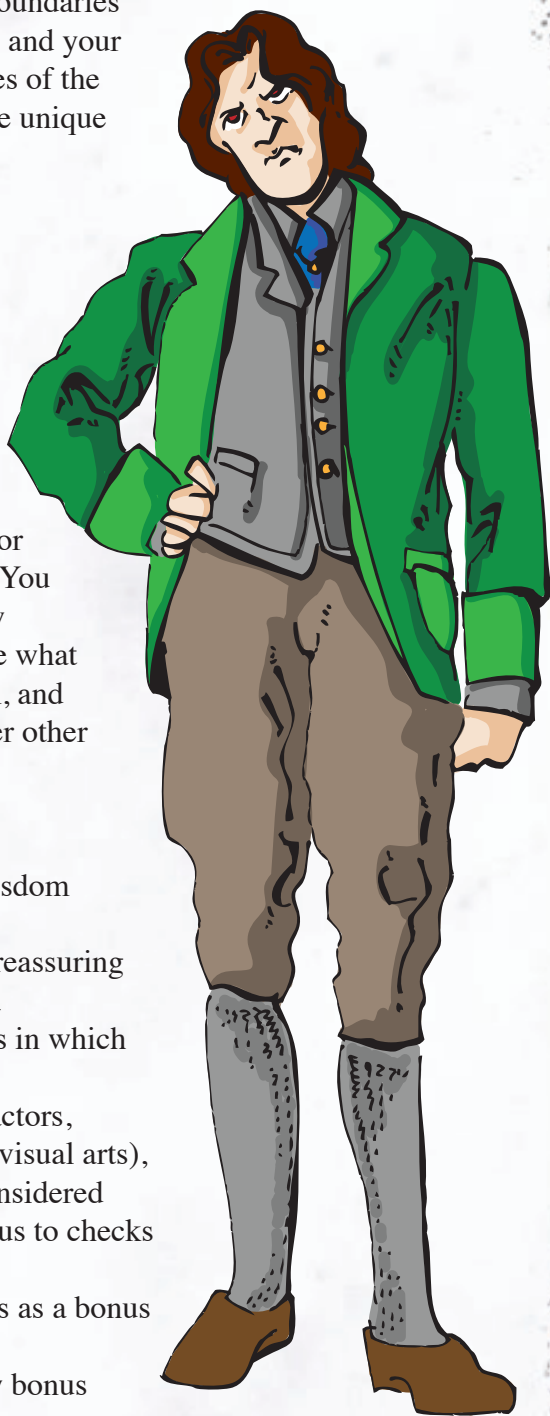
Word of Advice: Bohemians often have a knack for reassuring words and advice. They can grant allies within 25 ft. a +1 competence bonus to skills checks made with skills in which they have ranks.

Artistic: Bohemians are often creative types: artists, actors, musicians, journalists, and writers. Craft (writing and visual arts), Investigate, Perform, and Sense Motive are always considered class skills, and bohemians gain a +1 competence bonus to checks made with these skills.

Enlightened Pursuits: Bohemians receive Skill Focus as a bonus feat at first level.

Free Spirit: Bohemians gain a +2 bonus saving throw bonus against enchantment spells and effects.

Languages: Bohemians begin play speaking their native language as well as one other language of choice. Bohemians with high Intelligence scores can choose any European language.



Dilettante

Your manners are as impeccable as your clothes and, with a single sniff, you can tell a good bottle of wine from a bad one at ten paces. A lace handkerchief is your constant companion, as are the other trappings of your station. You have a love of the arts and learning, but have no need to make a profession of these pursuits. While you may not by nobility by any stretch, the common man looks to you as a different breed altogether, figuring you for soft palms, soft muscles, and a soft mind, everything given over to luxury and pointless pursuits.

Hunters: Your early life may have been made easy by family money, but you are beginning to gain a new perspective on how the world works. With the widespread spending of your coin and influence, you have often see the wicked appetites humanity is capable of indulging (perhaps you have even sampled a few yourself), but what you have recently encountered went far beyond that. Amidst the festivals and balls, the excursions to the lakes and countryside, you found something lurking below the surface of society, waiting for you. Oh, and how much it loves the sweet blood of the dilettante. There's a savor to it not found in the harsh dregs of the commoner's vein.

This realization awoke an odd protectiveness within you, not just toward others of society's upper crust, but even towards the lowest workmen. Have you been given this position and influence and wealth in order to spend it all only for your own gain? Have you been given a healthy body and access to the finest training parlors only for athletic exercise? No. It is time to earn your inheritance.

Dilettante Origin Traits

Ability Scores: Dilettante characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Cultural Bonus: Every Dilettante excels at something or has an upbringing, which goads them into developing certain skills. During character creation, select Commercial, Educated, or Refined.

Commercial: The character comes from a background where finance and information exchanges are the key aspects of life. People from this background have an inherent understanding of economics,

negotiation and trade. Appraise, Diplomacy, and Knowledge (geography) are always considered class skills, and the character gains a +1 competence bonus to checks made with these skills.

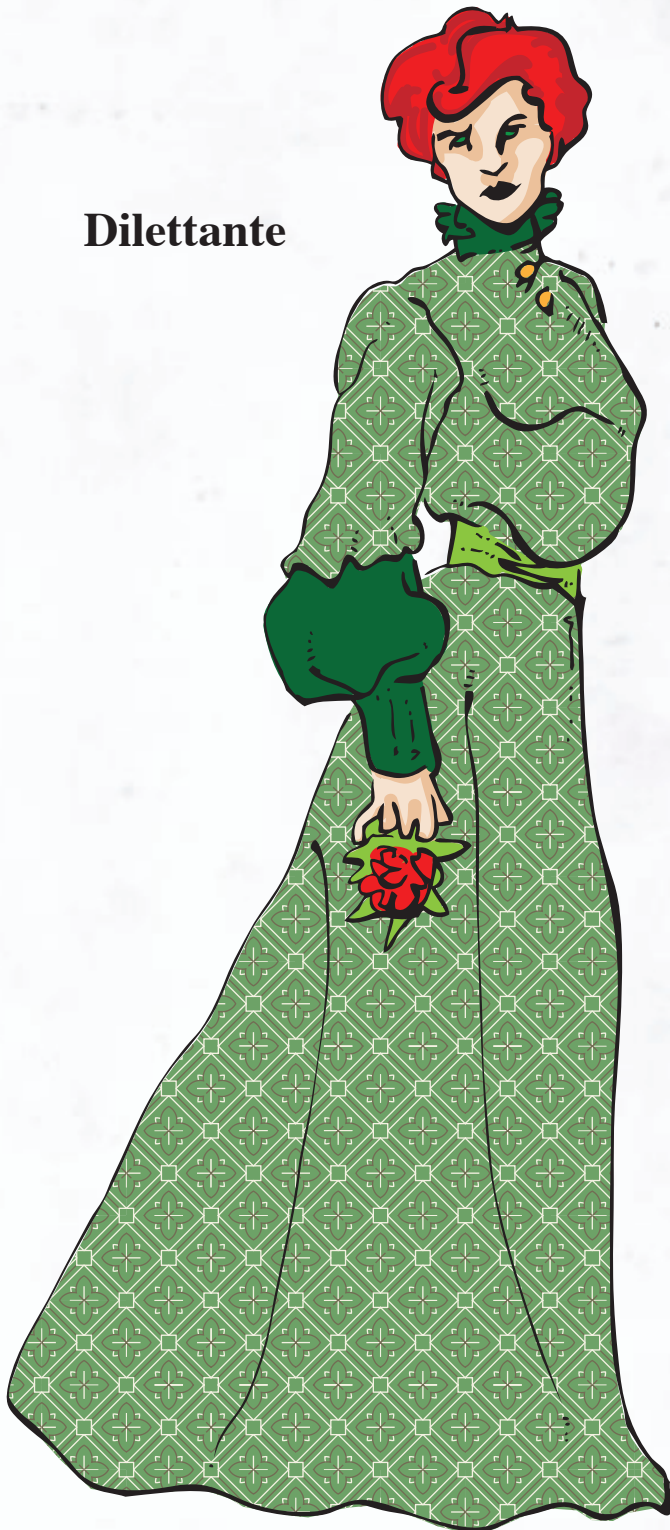
Educated: The character comes from a background that values knowledge and learning. This upbringing provides the character with a broad education. Linguistics, Knowledge (all), and Profession (all) are always considered class skills, and the character gains a +1 competence bonus to checks made with these skills.

Refined: The character comes from a background focused on social interaction and the arts. Such a history helped the character develop an interest in interpersonal skills. Bluff, Intimidate, Perform (all), and Sense Motive are always considered class skills, and the character gains a +1 competence bonus to checks made with these skills.

Languages: Dilettante characters begin play speaking their native language, as well as one other language of choice. Dilettantes with high Intelligence scores can choose any language.

Malformed

Dilettante



Orphan



Malformed

The midwife fainted when you were born. Your mother refused to look upon your face, and the priest at your baptism had to be paid five times the usual amount before he agreed to sprinkle you with holy water and bless your name. Some have suggested going through life with a bag over your head. Women gasp and shy away should you bump too close. Getting a job is only possible if you promise your master to not frighten away the customers. Only the most hardened soul would not have surrendered to eternal cynicism and loneliness after a lifetime of such harsh words and treatment.

Hunters: Darkness is your friend, for it camouflages the worst of your distorted visage and body. It lets you skulk through the streets without children running screaming from you. At the same time, your familiarity with the night and shadows has given you unprecedented insight into what else hides there alongside you-things not born of human wombs and possessing of nothing but malice within their black hearts. Many have called you a monster, but after seeing what true monsters are capable of, the first flicker of hope awakes in you. Perhaps it takes a malformed creature such as yourself to keep the real monsters at bay.

Malformed Origin Traits

Ability Scores: Malformed characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Bonus Feat: Malformed characters select one extra feat at 1st level.

Tough Life: Malformed characters gain a +1 bonus to Fortitude and Will saves.

Malformed Body: Select one of the following deformities.

Small: The character is no taller than 4'. He or she is considered to be small sized and receives all the modifiers due to this size (+1 to attack and AC, -1 to CMB & CMD, and a +4 bonus to Stealth checks). The character's base speed is reduced to 20 ft.

Big and Clumsy: The character is unusually large, standing up to 7' and weighing nearly 400 lbs. He or she gains a +2 bonus to Strength and a -2 penalty to Dexterity.

Hunchback: The character is hunched over with a twisted spine. He or she moves with a shambling gait (base speed 20), but gains a +2 to bonus to Constitution.

Terrible Visage: The character's appearance is terrible to behold. The character gains a +4 bonus to Intimidate checks, but takes a -2 penalty to Diplomacy and Disguise checks.

Feebleminded: The character is not dumb, just slow to come up with the right idea. This disadvantage does not make him gullible, though many people have tried to take advantage of him. The character suffers a -2 penalty to Intelligence, but gains a +4 competence bonus to Sense Motive checks.

Animal Like: The character is feral and barely more than an animal: cunning, but not very civilized. The character gains a +2 competence bonus to all Perception and Survival checks, and takes a -2 penalty on Knowledge, Perform and Profession checks.

Languages: Malformed characters begin play speaking their native language. Malformed characters with high Intelligence scores can choose any European language.



Orphan

It is a hardscrabble life as an orphan, and you are sure the streets you have begged and slept on are the hardest and coldest in the world. You have learned plenty a lesson in those early years. Hard lessons are the only reason you have survived as long as you have. Never trust a policeman. Never get caught stealing. Never sleep on the same patch twice in a row. Friends are always temporary, and will always betray you sooner or later.

Through the coldest winters and the most sweltering summers, you have pushed through, refusing to let life smother you. The streets are your raceways; the rooftops are your castle towers. The alleys are your escape routes, and the fountains are your bath houses. You know all the highways and byways around, where to find a safe haven, and what dark corners to never go around.

Hunters: Because society as a whole ignores your entire existence, you have learned to hide in plain sight and go where you wish without being caught. In doing so, though, you have learned there are worse predators out there than anything human, things that hunt orphans down dark alleys.

Orphan Origin Traits

Ability Scores: Orphan characters get a +2 bonus to Dexterity and a -2 penalty to Strength and Wisdom due to their young age.

Bonus Feats: Orphan characters select two extra non-combat feats at 1st level.

Streetwise: Disable Device, Escape Artist, Sleight of Hand, and Stealth are always considered class skills, and the character gains a +1 competence bonus to checks made with these skills.

Languages: Orphans begin play speaking their native language. Orphans with high Intelligence scores can choose any European language.



Professional

You come from a family of educated people, specialists in various fields. Throughout life you have been surrounded by learned men and immersed in academic discourse. Intellectual pursuits formed the core of your social life from a young age. The dinner guests at your family home were people of great expertise and they conversed on matters of philosophical and theoretical merit. Libraries, lecture halls, and debate circles were places well known to you for as long as you can remember. It is not surprising then, that you decided to follow the path of learning and entered college to pursue a middle-class career in medicine, law, business, et cetera.

Hunters: Your scholarly pursuits may have led you to delve into forgotten lore and tomes of obscure erudition. You have had the opportunity to speak with world travellers and experts in a broad array of fields. With a keen and practiced mind, you have been able to comprehend and piece together information from an eclectic array of myths, folktales, news reports, and translations of rare and antediluvian books. This investigation into the most bizarre and unwholesome chapters of human history may have alienated you from your family and peers, but it has opened your eyes to a hidden world that few ever glimpse without sacrificing their sanity. You know now that fearsome creatures lurk menacingly in the darkest alleyways and most remote wilds. More importantly, you have discovered the means by which these brutes can be laid to rest.

Professional Origin Traits

Ability Scores: Professional characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Education Bonus: Professional characters gain a +4 competence bonus to a single skill of their choice. In addition, Knowledge (any), Linguistics, and Profession (any) are always considered class skills.

Languages: Professional characters begin play speaking their native language, as well as one other language of choice. Professionals with high Intelligence scores can choose any language.



Romani

The way of the Romani is the path to freedom, and let none tell you otherwise. Bright-colored clothes, wild hair, and loud laughter swirl about you at all times. The outsiders look down on you because they do not understand your traditions, and you are scorned wherever you go. Even as you dance and drink the nights away, trading goods and doing odd jobs in the towns you pass by, you recognize that you and your kin constantly receive dark-eyed glances wherever you go. The outsiders called you “dirty gypsy,” and say that you are in league with the Devil. How could any people given over to peace and fellowship even bother to consider such rumors?

Hunters: You have come across the remains of troupes slaughtered by wild animals, creatures who should be your allies. Is your growing knowledge of blades and mystic ways meant to be bent towards a less joyful end? One thing is for certain... not even your many brothers and sisters will bar you from discovering the truth.

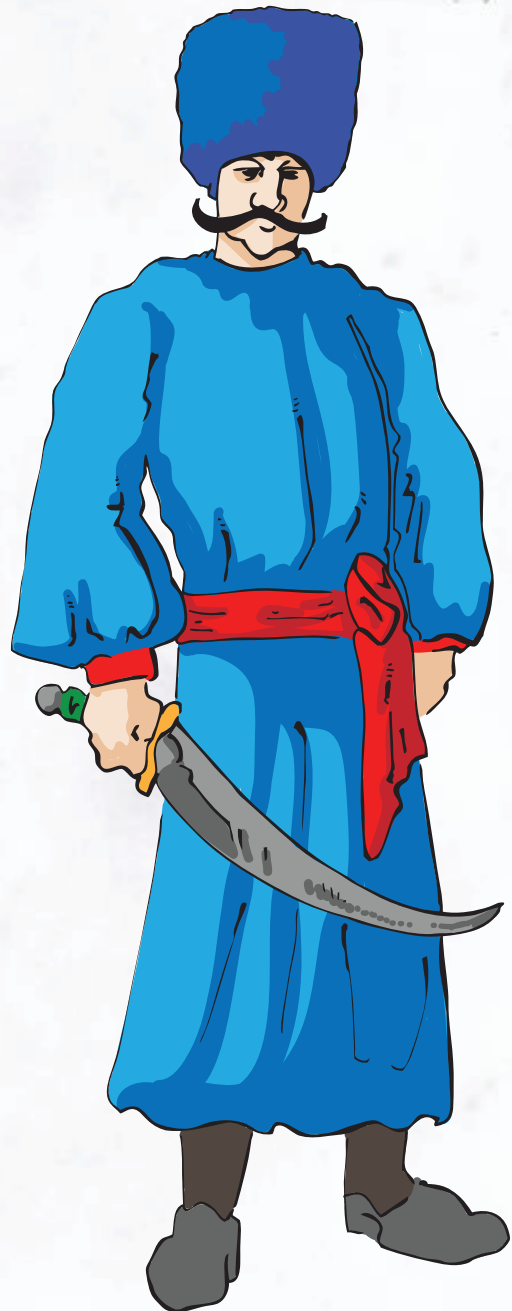
Romani Origin Traits

Ability Scores: Romani characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Bonus Feat: Roma select one bonus feat at 1st level.

Tradition: Craft (any), Handle Animal, Perform (any), and Ride are always considered class skills, and the character gains a +1 competence bonus to checks made with these skills.

Languages: Romani characters begin play speaking Vlach Romani and one other language. Roma with high Intelligence scores can choose any European or Middle Eastern language.



Besides the Romani cultures, this origin can also be used to represent the Travellers of Ireland and Scotland. Irish Travellers begin play speaking Gammon (also known as Shelta, the Ould Thing, or the Cant) and English. Scottish Travellers begin play speaking Scottish Romani and English. Travellers with high Intelligence scores can choose any European language.



Rustic

You see odd things when you live in the country long enough, those tiny towns and villages bordering the wild forests and fields where smatterings of civilization brush up against the world's raw elements. Here, it is a harder living, perhaps, toiling in the fields, braving the deep woods, hunting and scrounging for the basics of survival.

Hunters: Suspicion and superstition have more sway in the countryside than rational thought. Wandering priests spread word and rumor of dark tidings, and it seems they bestow fewer blessings each year before hurrying on their way. The forest boundaries seem to grow grimmer, and the howl of wolves grows closer each night.

Yet you could not live out here if you did not possess the needed hardiness and the stubbornness to survive in the face of all odds. This is where you have staked your home, and you are not about to let primal fear or wild threats drive you away from this land. Now, where's your axe?

Rustic Origin Traits

Ability Scores: Rustic characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Bonus Feats: Rustics select two extra noncombat feats at 1st level.

Languages: Rustic characters begin play speaking their native language. Rustics with high Intelligence scores can choose any European language.



Workman

You never thought yourself destined for anything special. The paths life offered you were simple and straight. Work the mills or docks to earn your bread. Perhaps marry along the way, if you found someone with a comely enough face. Raise a bevy of brats, and hope they are loving enough to care for you in your winter years.

Hunters: You have encountered true evil and felt its hungering grasp. This event made you realize there are more dangers out there than muggers in alleyways and that there are worst things one could do than skip church on Sunday. By fate or fortune, you survived the encounter, but have never been quite the same. You look around at your fellow men and think on how blind they are to reality. How oblivious and defenseless to the danger. You have tried to convince a few of them, and perhaps some of your closer friends believe you; but the rest take your experience for a tavern tale, good for a laugh or perhaps a slight chill on a dark night around a fireplace.

Well, if they refuse to accept the presence of evil in the world, if they will not do anything to protect themselves and their loved ones... maybe you can.

Workman Origin Traits

Ability Scores: Workman characters gain a +2 bonus to Constitution; a person has to be tough just to survive this life of back-breaking work, industrial accidents, deprivation, and disease.

Bonus Feat: Workmen select one extra feat at first level.

Competent: Craft (any), Knowledge (engineering), and Profession (any) are always considered class skills, and the character gains a +1 competence bonus to checks made with these skills.

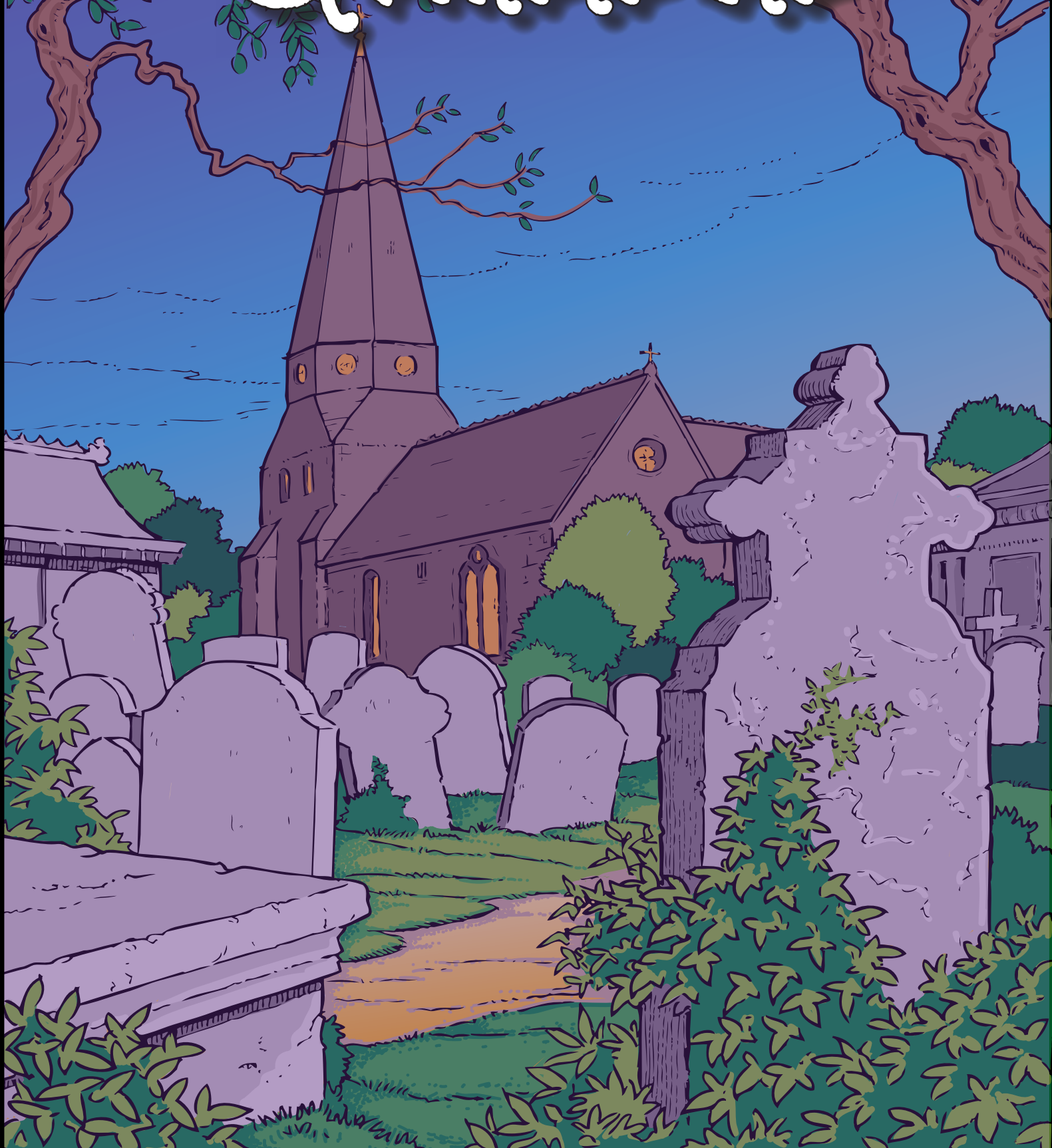
Languages: Workmen begin play speaking their native language. Workmen with high Intelligence scores can choose any European language.

Workman



Rustic

Classes





It is understood that Monster Hunters employs a mythological construct that primarily incorporates the Christian concepts of God, the Devil, demons, and other Biblical components. This should not be mistaken for an argument for this belief system or a claim that it is superior to any other. It is simply that the Christian belief system is the most appropriate for the setting, and it provides some primary storytelling and gaming elements that help evoke the atmosphere of Edwardian gothic horror.



Classes

The Monster Hunters Roleplaying Game uses new classes that allow a player to create characters straight from the pages of a gothic horror novel. A Hunt Master may also allow classes from the Pathfinder RPG as he or she sees fit. The prize fighter archetype can be used to modify the existing Pathfinder monk class to suit the needs of this campaign.

Exorcist: An exorcist lives to end the suffering of those plagued by demons, foul spirits, and other horrors.

Hunter: The hunter is a master tracker and expert at survival.

Magician: Years of unlocking esoteric secrets have rewarded the magician with astounding mystical powers.

Murderer: A cold-blooded killer, the murderer has a knack for stealth and a talent for viciousness.

Scientist: An expert in many disciplines, the scientist is a genius innovator and fearless explorer.

Scoundrel: The scoundrel is a virtuoso in the realms of treachery and deceit.

Soldier: A hardened campaigner and expert marksman, the soldier is no stranger to battle.

Spiritualist: A warrior with inherent magical abilities, the spiritualist specializes in combating evil spellcasters.

Vagabond: A vagabond is a drifter, roving gambler, or world traveler who can get out of any sticky situation.

White Witch: The white witch is the heir to an ancient lineage of secretive spellcasters.



Exorcist

Beyond the common believer there is a higher order of devotees who have vowed their lives-their very souls even-to the furtherance of a particular gospel. Those called to serve within one religious order or another do not see spiritual belief as becoming outdated or unnecessary as civilization takes an industrial step forward. Indeed, the world will need even more fervent guidance if it is to remain graced by God. Wise, faithful, and driven by their sense of a higher calling, they are willing to sacrifice all for the sake of their beliefs.

There are many among the assembled clergy who would claim the title of exorcist. Most of these ministers are mere commoners or self-deluded fools who torment pariahs and the mentally ill for no good reason. There have only been a few people throughout history who have demonstrated the ability to uncover true cases of supernatural possession and rescue those who were afflicted by it.

Role: Exorcists channel divine power to heal the innocent and shield allies against dark powers. Many provide supernatural insight and guidance along a specific ethical path or perspective.

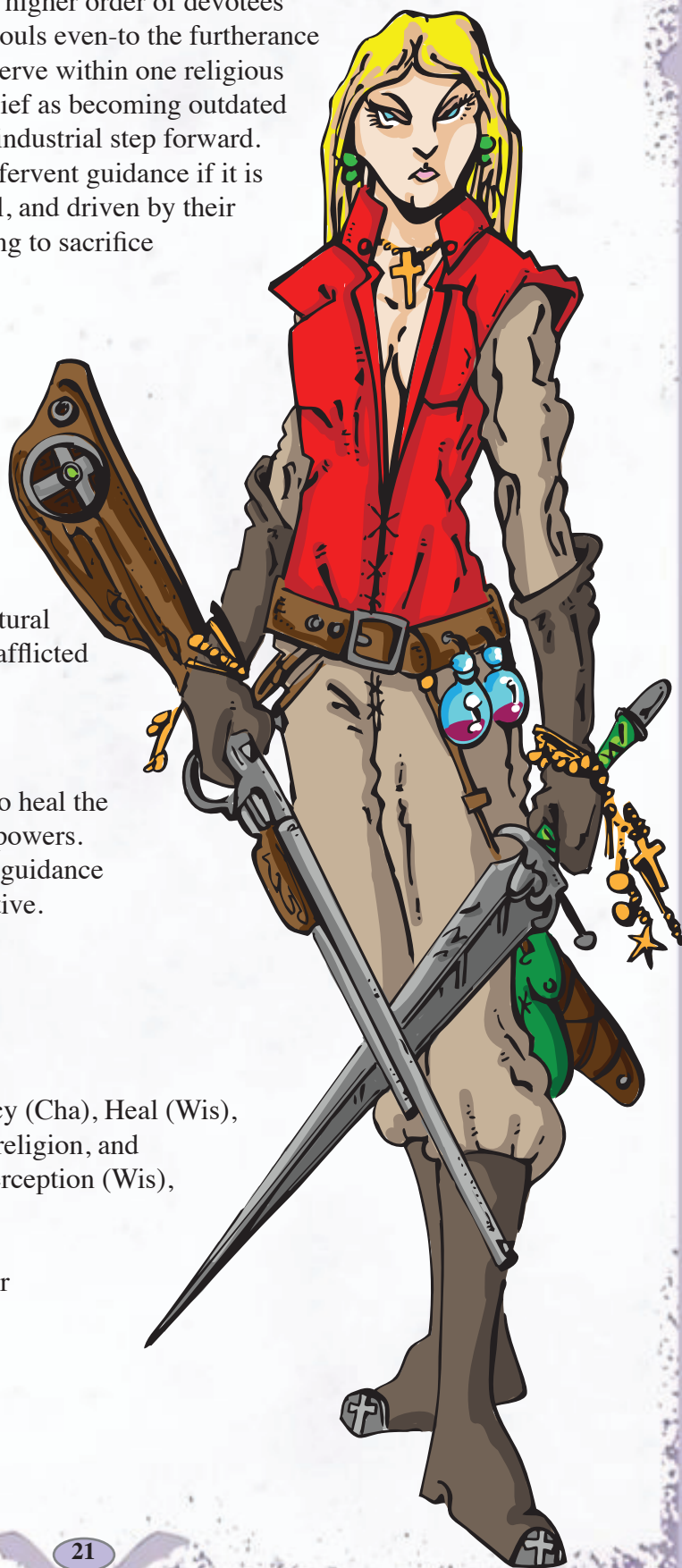
Alignment: Any good

Hit Die: 1d6

Class Skills

The exorcist's class skills are Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (history, religion, and supernatural) (Int), Linguistics (Int), Perception (Wis), Perform (Cha) and Profession (Wis).

Skill Ranks per Level: 4 + Int modifier



Starting Wealth: 1d6 x10 gp (average 35 gp). In addition, the character begins play with set of vestments and an appropriate religious symbol.

Class Features

The following are class features of the exorcist.

Weapon and Armor Proficiency: The exorcist is not proficient with any weapons or armor.

Channel Energy (Su): An exorcist can release a wave of energy by channeling the power of his or her faith through a holy symbol. This energy can be used to cause or heal damage, depending on the creatures targeted. An exorcist channels positive energy and can choose to deal damage to undead creatures or to heal living creatures.

Level	Base Attack	Fort	Reflex	Will	Special
1st	+0	+2	+0	+2	Divine shield, channel energy (1d6), orisons
2nd	+1	+3	+0	+3	Divine blessing
3rd	+1	+3	+1	+3	Channel energy (2d6)
4th	+2	+4	+1	+4	-
5th	+2	+4	+1	+4	Divine blessing, channel energy (3d6)
6th	+3	+5	+2	+5	-
7th	+3	+5	+2	+5	Channel energy (4d6)
8th	+4	+6	+2	+6	Divine blessing
9th	+4	+6	+3	+6	Channel energy (5d6)
10th	+5	+7	+3	+7	-
11th	+5	+7	+3	+7	Divine blessing, channel energy (6d6)
12th	+6 / +1	+8	+4	+8	-
13th	+6 / +1	+8	+4	+8	Channel energy (7d6)
14th	+7 / +2	+9	+4	+9	Divine blessing
15th	+7 / +2	+9	+5	+9	Channel energy (8d6)
16th	+8 / +3	+10	+5	+10	-
17th	+8 / +3	+10	+5	+10	Divine blessing, channel energy (9d6)
18th	+9 / +4	+11	+6	+11	-
19th	+9 / +4	+11	+6	+11	Channel energy (10d6)
20th	+10 / +5	+12	+6	+12	Divine blessing

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the exorcist. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two exorcist levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the exorcist's level + the exorcist's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total-all excess healing is lost. An exorcist may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. An exorcist can choose whether or not to include herself in this effect. An exorcist must be able to present his or her holy symbol to use this ability.

Spells: An exorcist casts divine spells, which are drawn from the exorcist spell list. An exorcist must choose and prepare his or her spells in advance (see below).

To prepare or cast a spell, a exorcist must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an exorcist spell is 10 + the spell level + his or her Wisdom modifier.

Like other spellcasters, an exorcist can cast only a certain number of spells of each spell level per day. In addition, he or she receives bonus spells per day if he or she has a high Wisdom score.

Exorcists meditate or pray for their spells. Each exorcist must spend 1 hour each day in quiet contemplation or supplication to regain his or her daily allotment of spells. Time spent resting has no effect on whether an exorcist can prepare spells. An exorcist may prepare and cast any spell on the exorcist spell list, provided that he or she can cast spells of that level, but he or she must choose which spells to prepare during his or her daily meditation.

Orisons: Exorcists can prepare a number of orisons, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Divine Shield: The exorcist can resist the effects of spells, as well as the supernatural abilities of evil creatures. The exorcist gains a spell resistance equal to 10 + his or her exorcist level. He or she also ignores a certain amount of damage from attacks made by weapons, spells, or supernatural abilities with the unholy or evil descriptors (this

resistance equals the exorcist's Wisdom modifier + his or her Charisma modifier).

At 5th level the exorcist becomes immune to negative energy and ability damage caused by supernatural abilities.

At 12th level the exorcist becomes immune to ability drain and energy drain caused by supernatural abilities.

Divine Blessings: Starting at 2nd level, the exorcist begins to receive special assistance from above. When the exorcist gains a new Divine Blessing select one from those listed below.

Aura of Courage (Su): The exorcist is immune to fear (magical or otherwise). Each ally within 10 feet of him or her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the exorcist is conscious, not if he or she is unconscious or dead.

Aura of Faith (Ex): An exorcist has a particularly powerful aura of good (see the detect good spell for details). This aura offers him or her a +1 bonus to attack and damage rolls made against evil creatures.

Aura of Resolve (Su): The exorcist is immune to charm spells and spell-like abilities. Each ally within 10 feet of him or her gains a +4 morale bonus on saving throws against charm effects. This ability functions only while the exorcist is conscious, not if he or she is unconscious or dead.

Cast Thee Out: Instead of its normal effect, an exorcist can choose to have his or her ability to channel energy drive out creatures that have the ability to possess others. The possessing entity must succeed at a Will saving throw (DC 10 + 1/2 exorcist level + exorcist's Wisdom modifier), or be exorcised and never again allowed in that same body.

Channel Good: Instead of its normal effect, an exorcist can choose to have his or her ability to channel energy harm evil outsiders. You must make this choice each time you channel energy. If you choose to harm evil creatures, your channel energy has no effect on other creatures. The amount of damage dealt and the DC to halve the damage is otherwise unchanged.

Detect Evil (Sp): An exorcist can detect evil at will, as per the spell. An exorcist can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil or good, learning the strength of its aura as if having studied it for 3 rounds.

Divine Grace (Su): The Exorcist gains a bonus equal to his or her Charisma bonus (if any) on all saving throws.

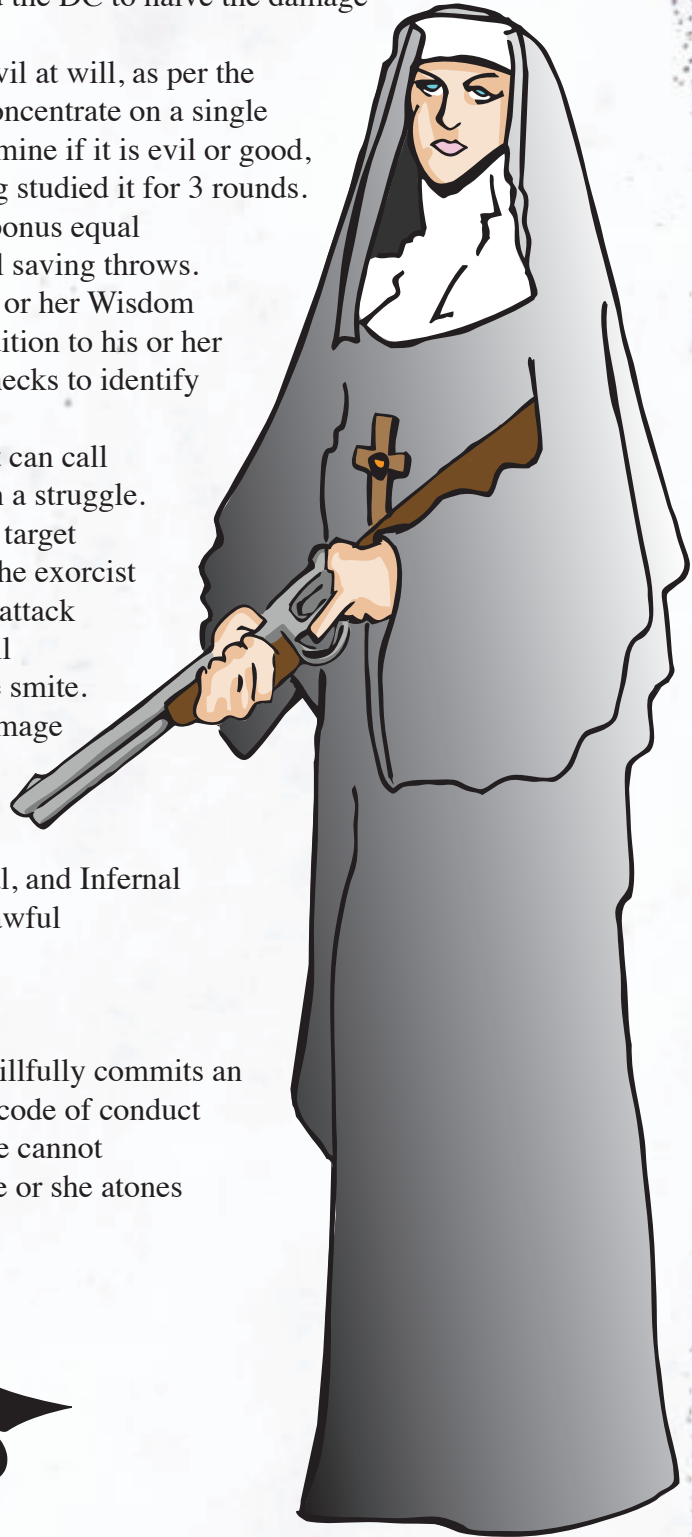
Monster Lore (Ex): The exorcist adds his or her Wisdom modifier on Knowledge skill checks in addition to his or her Intelligence modifier when making skill checks to identify the abilities and weaknesses of creatures.

Smite Evil (Su): Once per day, an exorcist can call out to heavenly powers to aid him or her in a struggle. As a swift action, the exorcist chooses one target within sight to smite. If this target is evil, the exorcist adds his or her Charisma bonus (if any) to attack rolls and adds his or her exorcist level to all damage rolls made against the target of the smite. Smite attacks automatically bypass any damage reduction the creature might possess.

Bonus Languages: An exorcist's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively).

Excommunication

An exorcist who ceases to be good, who willfully commits an evil act, or who grossly violates his or her code of conduct loses all spells and class features. He or she cannot thereafter gain levels as an exorcist until he or she atones (see the atonement spell description).





Level	0	1st	2nd	3rd	4th	5th	6th
1st	2	1	-	-	-	-	-
2nd	3	2	-	-	-	-	-
3rd	4	3	-	-	-	-	-
4th	4	3	1	-	-	-	-
5th	4	4	2	-	-	-	-
6th	4	4	3	-	-	-	-
7th	4	4	3	1	-	-	-
8th	4	4	4	2	-	-	-
9th	4	5	4	3	-	-	-
10th	4	5	4	3	1	-	-
11th	4	5	4	4	2	-	-
12th	4	5	5	4	3	-	-
13th	4	5	5	4	3	1	-
14th	4	5	5	4	4	2	-
15th	4	5	5	5	4	3	-
16th	4	5	5	5	4	3	1
17th	4	5	5	5	4	4	2
18th	4	5	5	5	5	4	3
19th	4	5	5	5	5	5	4
20th	4	5	5	5	5	5	5



Exorcist Spells

Exorcists gain access to the following spells. Spell descriptions can be found in the Pathfinder Core Rulebook.

0-Level Exorcist Spells-detect magic, guidance, read magic, resistance, stabilize, virtue.

1st-Level Exorcist Spells-bane, bless, bless water, detect evil, detect undead, hide from undead, protection from evil, sanctuary.

2nd-Level Exorcist Spells-align weapon, augury, calm emotions, consecrate, gentle repose, remove paralysis, lesser restoration.

3rd-Level Exorcist Spells-dispel magic, invisibility purge, magic circle against evil, obscure object, prayer, remove curse, remove disease, speak with dead.

4th-Level Exorcist Spells-death ward, dimensional anchor, dismissal, divination, divine power, holy smite, neutralize poison, restoration, spell immunity.

5th-Level Exorcist Spells-atonement, break enchantment, dispel evil, disrupting weapon, hallow, raise dead, spell resistance, true seeing.

6th-Level Exorcist Spells-banishment, greater dispel magic, find the path, forbiddance, undeath to death.



Hunter

The monsters of this world see humanity solely as prey, lambs to the slaughter. The hunter knows differently. This person may have stalked lions on safari or poached wolves in the forests of an aristocrat's estate. Either way, hunters have developed expert wilderness skills, a mastery of ranged weapons, and a knack for surviving intense danger.

Role: Hunters are formidable ranged combatants who use their signature weapons to unleash devastating attacks against chosen foes.

Alignment: Any

Hit Die: 1d10

Class Skills

The Hunter's class skills are Climb (Str), Craft (traps) (Int), Handle Animal (Cha), Heal (Wis), Knowledge (geography and nature) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Wis) and Swim (Str).

Skills Ranks per Level:

4 + Int modifier





Level	Base Attack	Fort	Reflex	Will	Special
1st	+1	+2	+0	+2	1st favored enemy, weapon dedication
2nd	+2	+3	+0	+3	Hunter's trick
3rd	+3	+3	+1	+3	1st favored terrain
4th	+4	+4	+1	+4	Hunter's trick
5th	+5	+4	+1	+4	2nd favored enemy
6th	+6 / +1	+5	+2	+5	Hunter's trick
7th	+7 / +2	+5	+2	+5	Bonus feat
8th	+8 / +3	+6	+2	+6	2nd favored terrain, hunter's trick
9th	+9 / +4	+6	+3	+6	Favored terrain
10th	+10 / +5	+7	+3	+7	3rd favored enemy, hunter's trick
11th	+11 / +6 / +1	+7	+3	+7	Quarry
12th	+12 / +7 / +2	+8	+4	+8	Hunter's trick
13th	+13 / +8 / +3	+8	+4	+8	3rd favored terrain
14th	+14 / +9 / +4	+9	+4	+9	Hunter's trick
15th	+15 / +10 / +5	+9	+5	+9	4th favored enemy
16th	+16 / +11 / +6 / +1	+10	+5	+10	Hunter's trick
17th	+17 / +12 / +7 / +2	+10	+5	+10	Bonus feat
18th	+18 / +13 / +8 / +3	+11	+6	+11	4th favored terrain, hunter's trick
19th	+19 / +14 / +9 / +4	+11	+6	+11	Improved quarry, favored terrain
20th	+20 / +15 / +10 / +5	+12	+6	+12	5th favored enemy, hunter's trick



Starting Wealth:

2d6 x 10 gp (average 70 gp).

Class Features

The following are class features of the hunter.

Weapon and Armor Proficiency: The hunter is proficient with all simple weapons and personal firearms, plus the heavy crossbow, light crossbow, longbow, and shortbow.

Favored Enemy (Ex): At 1st level, a Hunter selects a creature type from the favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A hunter may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the hunter may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

Table: Hunter Favored Enemies

Aberration
Animal
Construct
Fey
Humanoid (shapechanger)
Magical beast
Monstrous humanoid
Ooze
Outsider (evil)
Plant
Undead
Vermin

Weapon Dedication (Ex): At 1st level, a hunter selects a single type of weapon to specialize in. Thereafter the hunter gains a +2 to attack and damage rolls when using this weapon. While using any other weapon, the hunter suffers a -1 penalty to attack and damage. The dedicated weapon must be a specific type. For example, the hunter could select either longbow or shortbow, but not bows in general.

Hunter's Tricks: A hunter learns a number of tricks to confound enemies or aid in survival. Starting at 2nd level, a hunter gains one Hunter's Trick, selected from the following list.

Another Day (Ex): Once per day, when the hunter would be reduced to 0 or fewer hit points by a melee attack, he or she can take a 5-foot step as an immediate action. If the movement takes the hunter out of the reach of the attack, he or she takes no damage from the attack. The Hunter is staggered for 1 round on his or her next turn.

Big Medicine (Su): Contact with indigenous peoples or other cultures that have not abandoned mysticism has taught the hunter how to commune with the natural world. A hunter with this trick can cast a single spell once per day as a spell-like ability. Treat the hunter's class level as the caster level for spells with level-dependent effects. The hunter must select this spell from the following list: calm animals, charm animal, endure elements, hide from animals, longstrider, pass without trace. This trick can be taken more than once, each time it applies to a different spell.

Camouflage (Ex): A hunter with this trick can use the Stealth skill to hide in any of his or her favored terrains, even if the terrain doesn't grant cover or concealment.

Endurance: The hunter gains Endurance as a bonus feat.



Hard to Fool (Ex): A hunter with this talent is hard to fool with charms and enchantments. At the start of his or her turn, if he or she is still subject to any mind-affecting spells or effects, the hunter can make a Will saving throw with a standard DC for the effect's level, and if he or she succeeds at the check, the hunter is no longer subject to the enchantment.

Iron Guts (Ex): The hunter has a cast-iron stomach and is unusually able to withstand poisons, especially ingested ones. The hunter gains a +1 bonus on all saves against ingested poisons as well as a +4 bonus on saves against all spells and effects that cause the hunter to be nauseated or sickened.

Thoughtful Reexamining (Ex): Once per day, if a hunter fails a Knowledge or Perception skill check, he or she may reroll the check and take the second result.

Track (Ex): A hunter with this trick adds half his or her level (minimum 1) to Survival skill checks made to follow tracks.

Trail Finder (Ex): The hunter develops an excellent sense of direction and skill at leading others through difficult terrain or by following ancient maps. A hunter gains a +5 bonus on Survival checks made to avoid becoming lost and to Intelligence checks to escape a maze spell. In addition, he or she always uses the "road or trail" overland movement modifier even when in trackless terrain, whether on foot or mounted.

Trap Sense (Ex): The hunter gains an intuitive sense that alerts him or her to danger from traps, giving them a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Trapfinding: A hunter with this trick adds 1/2 his or her level (minimum 1) to Perception skill checks made to locate traps.

Favored Terrain (Ex): At 3rd level, a hunter may select a type of terrain from the Favored Terrains list. The hunter gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he or she is in this terrain. A hunter traveling through his or her favored terrain normally leaves no trail and cannot be tracked (though he or she may leave a trail by choice).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Table: Hunter Favored Terrains

Cold (ice, glaciers, snow, and tundra)
Desert (sand and wastelands)
Forest (coniferous and deciduous)
Jungle
Mountain (including hills)
Plains
Swamp
Underground (caves and dungeons)
Urban (buildings, streets, and sewers)
Water (above and below the surface)



Bonus Feat: At 7th level, a hunter gains a bonus feat selected from the following list: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 17th level the hunter gains an additional bonus feat, and the following feats become available as options: Improved Precise Shot, Pinpoint Targeting, and Shot on the Run.

Quarry (Ex): At 11th level, a hunter can, as a standard action, denote one target within his line of sight as his quarry. Whenever he or she is following the tracks of the quarry, a hunter can take 10 on their Survival skill checks while moving at normal speed, without penalty. In addition, the hunter receives a +2 insight bonus on attack rolls made against his or her quarry, and all critical threats are automatically confirmed. A hunter can have no more than one quarry at a time and the creature's type must correspond to one of his or her favored enemy types. The hunter can dismiss this effect at any time as a free action, but he or she cannot select a new quarry for 24 hours. If the hunter sees proof that his or her quarry is dead, he or she can select a new quarry after waiting 1 hour.

Improved Quarry (Ex): At 19th level, the hunter's ability to hunt his or her quarry improves. The hunter can now select a quarry as a free action, and can now take 20 while using Survival to track his or her quarry while moving at normal speed without penalty. The hunter's insight bonus to attack his or her quarry increases to +4. If the hunter's quarry is killed or dismissed, he or she can select a new one after 10 minutes have passed.



Magician

There are any number of scammers and shysters in the world, readily claiming spiritual or occult powers while using smoke and mirrors to part gullible clients from their coin. Rarer are the people who understand that true magic has not yet disappeared from the world. Having delved into esoteric tomes and studied with hidden masters of lore, a magician has attained a certain level of control over arcane powers. Magicians often come upon their abilities by spending many years studying ancient tomes and scrolls, and some never actually employ their skills, preferring to be simple guardians of long-lost knowledge and preservers of arcane secrets. They can often come across as dusty intellectuals, having spent a large amount of their formative years in hidden libraries or meditation chambers, honing the intense focus and vast mental resources required for their craft. Magicians revere the pursuit and preservation of knowledge above most other aspects of life, and some become quite obsessive in their gathering and protection of secrets.

Role: Magicians are conduits of arcane power, using precisely calculated chants, symbols, postures, and modes of thought to cast spells.

Alignment: Any nonlawful

Hit Die: 1d6

Class Skills

The Magician's class skills are Craft (Int), Escape Artist (Dex), Fly (Dex), Knowledge (arcana) (Int), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill ranks Per Level: 2 + Int modifier





Level	Base Attack	Fort	Reflex	Will	Special
1st	+0	+0	+0	+2	Cantrips, tokens
2nd	+1	+0	+0	+3	Magic tricks
3rd	+2	+1	+1	+3	-
4th	+2	+1	+1	+4	Resistance
5th	+3	+1	+1	+4	-
6th	+3	+2	+2	+5	Magic tricks
7th	+4	+2	+2	+5	-
8th	+4	+2	+2	+6	Esoteric enlightenment
9th	+5	+3	+3	+6	-
10th	+5	+3	+3	+7	Magic tricks
11th	+6 /+1	+3	+3	+7	-
12th	+6 /+1	+4	+4	+8	Resistance
13th	+7 /+2	+4	+4	+8	-
14th	+7 /+2	+4	+4	+9	Magic tricks
15th	+8 /+3	+5	+5	+9	-
16th	+8 /+3	+5	+5	+10	Esoteric illumination
17th	+9 /+4	+5	+5	+10	-
18th	+9 /+4	+6	+6	+11	Magic tricks
19th	+10 /+5	+6	+6	+11	-
20th	+10 /+5	+6	+6	+12	Transcendence



Starting Wealth: 2d6 x10 gp (average 70 gp).

Class Features

The following are class features of the magician.

Weapon and Armor Proficiency: The magician is not proficient with any weapons.

Cantrips: A magician learns a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume any slots and may be used again. A magician can cast cantrips normally, but spells of 1st level or higher must be stored in a token before they are cast.

Tokens (Su): Magicians are not limited to casting minor spells, but they can also fashion magical tokens in which they can store spell effects. In effect, a magician prepares his or her spells by performing a ritual on specially prepared items, and then “casts” these spells by activating the token. When a magician creates a token, he infuses the item with a tiny fraction of his own magical power—this enables the creation of powerful effects, but also binds the effects to the creator.



Tokens are symbolic of the spells stored inside them. A token containing the knock spell would take the form of a key, while a token that is used to store a summon monster spell would be a card or coin that displays an image of the creature to be summoned.

Likewise, a flaming sphere or fireball spell could be stored inside an orange marble. A single token can hold as many as three spells as long as they are all from the same school of magic. For example, a pocket watch could store the charm person, hypnotism, and sleep spells, as they are all from the enchantment school.

When a magician creates a token, he infuses the item with magic siphoned from his own magical aura. A token immediately becomes inert if it leaves the magician's possession, reactivating as soon as it returns to his keeping. A token, once created, remains potent for 1 day before losing its magic, so a magician must re-prepare his tokens every day. Creating a token takes 1 minute per level of the spell being used.

A magician can draw and activate a token as a standard action, casting the spell that is stored inside it. Drawing and activating a token provokes attacks of opportunity.

Creating tokens consumes raw materials, but the cost of these materials is insignificant-comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the creation of that particular token.

A magician may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the magician decides

which spells to prepare and instill into tokens. He must refer to this book whenever he creates a token but not when he activates it. A magician begins play with a spellbook containing all 0-level magician spells plus three 1st-level spells of his choice. The magician also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. At each new magician level, he gains two new spells of any spell level or levels that he can cast (based on his new magician level) for his spellbook. At any time, a magician can also add spells found in someone else's spellbook to his own (see Magic in the Pathfinder RPG Core Rulebook).

Magic Tricks: Starting at 2nd level, a magician's magical aura begins to grow and it grants him or her strange abilities. When the magician gains a new Magic Trick select one from those listed below.

Fate's Favor (Su): Once per day, when the magician is struck by a melee or ranged attack, the magician can force the attacker to reroll the attack and the magician gains a deflection bonus to AC equal to his or her magician level against this attack. You must have the magic trick fortunate one in order to select this trick.

Fortunate One (Su): The magician gains a +1 luck bonus to all saving throws.

Is This Your Card? (Ex): The magician can draw and activate a token without provoking attacks of opportunity. The magician must make a Sleight of Hand check opposed by the Perception checks of any adversary that would normally be granted an attack of opportunity. Any creature that succeeds on its Perception check is allowed to make its attack of opportunity as normal. This trick can be taken twice; the second time the magician can use this ability to draw and activate a token as a swift action if he or



she makes a Sleight of Hand check opposed by the Perception check of every adversary that would normally be granted an attack of opportunity. If any creature succeeds in its Perception check then the magician can still draw and activate a token as a standard action.

Kismet (Su): Once per day, the magician can, as an immediate action, reroll any one d20 roll that he or she has just made before the results of the roll are revealed. The magician must take the result of the reroll, even if it's worse than the original roll. This trick can be taken twice; the second time the magician may roll twice and take the more favorable result.

Lucky Charm (Su): The magician gains the ability to craft a special token. This token uses up one of the magician's spell slots as normal, but instead of storing a spell, carrying this token grants the magician a luck bonus to AC equal to the level of the spell used to create it.

Lucky Number (Su): The magician treats a natural roll of 7 as if it were a natural 20.

Seer (Su): The magician gains an insight bonus to initiative equal to his or her Charisma modifier.

Unlucky Number (Su): Whenever an opponent rolls a natural 13 on an attack against the magician, it is treated as if the opponent rolled a natural 1.

Resistance: At 4th level, the magician gains 5 points of energy resistance against a specific energy type (acid, cold, electricity, fire, or sonic). At 12th level, the magician can choose to either gain resistance to an additional energy type or to increase the existing resistance to 10.



Esoteric Enlightenment: The study of impenetrable mysteries and unknowable secrets brings the magician closer to mental and spiritual perfection. At 8th level, the magician selects a single spell of 3rd level or lower from the divination school. He or she can cast this spell once per day as a spell-like ability.

Esoteric Illumination: At 16th level, the magician can cast moment of prescience once per day as a spell-like ability.

Transcendence: At 20th level, a magician's consciousness transcends his or her physical body. If the magician dies, he or she is subjected to a reincarnation effect (as per the reincarnate spell)

one week after death. This effect always returns the magician to life as a human.

Lucidity

A magician who becomes lawful cannot gain new levels as a magician but retains all spells and abilities.



Magician Spells

Magicians gain access to the following spells. Spell descriptions can be found in the Pathfinder Core Rulebook.

0-Level Magician Spells- acid splash, daze, flare, ghost sound, light, mage hand, open/close, prestidigitation, ray of frost, read magic.

1st-Level Magician Spells- animate rope, burning hands, charm person, disguise self, feather fall, grease, hypnotism, magic missile, mount, obscuring mist, sleep, summon monster I, unseen servant.

2nd-Level Magician Spells- daze monster, darkness, flaming sphere, glitter dust, gust of wind, hideous laughter, hypnotic pattern, invisibility, knock, mirror image, pyrotechnics, rope trick, summonmonster II, summon swarm, web.

3rd-Level Magician Spells- blink, daylight, deep slumber, fireball, hold person, invisibility sphere, lightning bolt, phantom steed, suggestion, stinking cloud, summon monster III, water breathing, wind wall.

4th-Level Magician Spells- black tentacles, charm monster, confusion, dimension door, greater invisibility, ice storm, lesser geas, rainbow pattern, solid fog, shadow conjuration, summon monster IV, wall of fire, wall of ice.

5th-Level Magician Spells- cone of cold, dominate person, dream, hold monster, mage's faithful hound, nightmare, passwall, sending, shadow evocation, summon monster V, telekinesis, wall of force.

6th-Level Magician Spells- acid fog, chain lightning, control water, flesh to stone, freezing sphere, geas/quest, mass suggestion, mislead, shadow walk, stone to flesh, summon monster VI, wall of iron.



Level	0	1st	2nd	3rd	4th	5th	6th
1st	3	1	-	-	-	-	-
2nd	4	2	-	-	-	-	-
3rd	4	3	-	-	-	-	-
4th	4	3	1	-	-	-	-
5th	4	4	2	-	-	-	-
6th	4	4	3	-	-	-	-
7th	4	4	3	1	-	-	-
8th	4	4	4	2	-	-	-
9th	4	5	4	3	-	-	-
10th	4	5	4	3	1	-	-
11th	4	5	4	4	2	-	-
12th	4	5	5	4	3	-	-
13th	4	5	5	4	3	1	-
14th	4	5	5	4	4	2	-
15th	4	5	5	5	4	3	-
16th	4	5	5	5	4	3	1
17th	4	5	5	5	4	4	2
18th	4	5	5	5	5	4	3
19th	4	5	5	5	5	5	4
20th	4	5	5	5	5	5	5

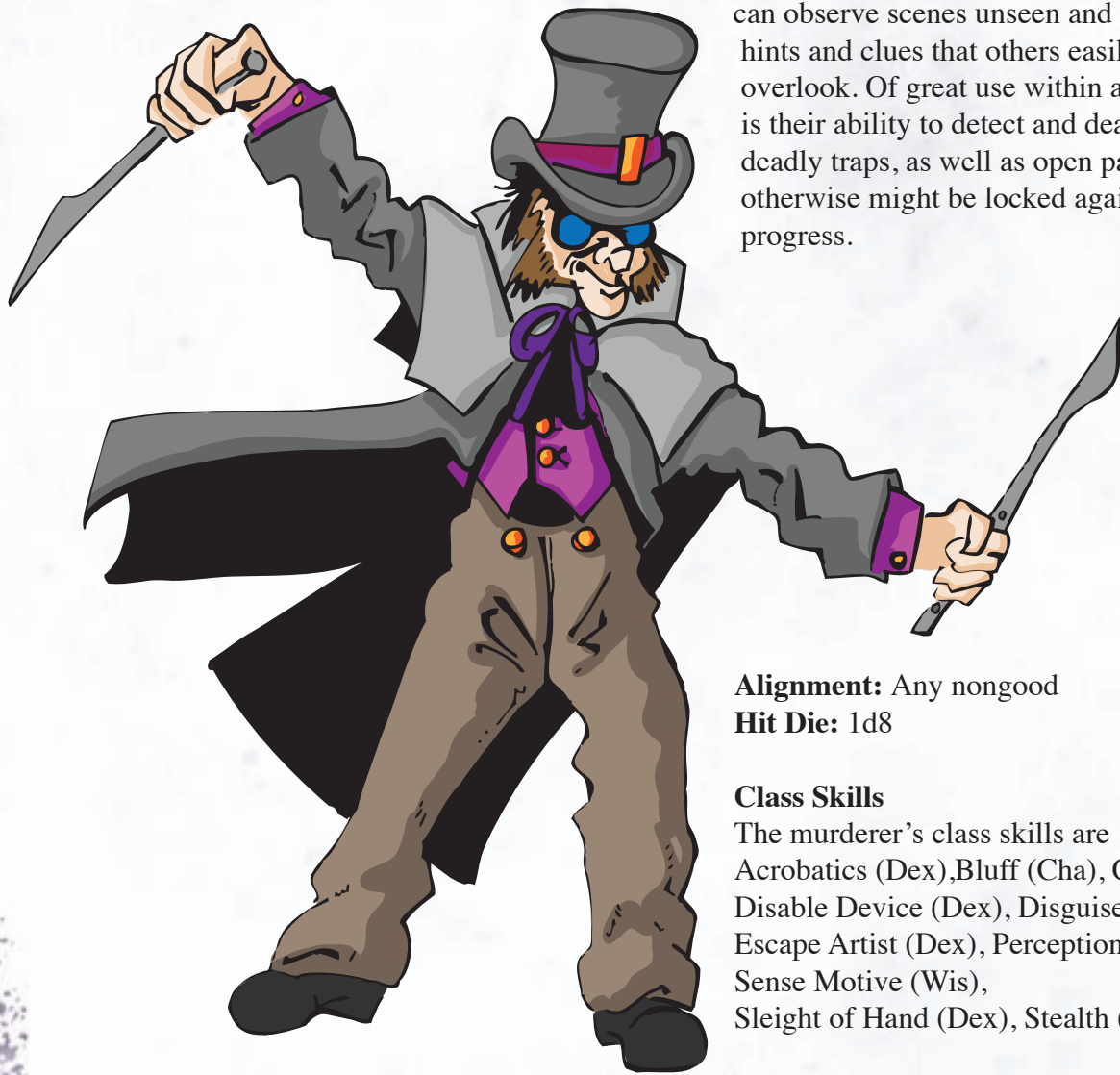


Murderer

You are seldom aware that a murderer is about until you find yourself bleeding through an unfortunate hole in a vital organ. Why bother with words when an oiled (or poisoned) blade will do? With an uncanny ability for concealment, infiltration, and escape, murderers rely on ambushes and devious weaponcraft to gain and keep the upper hand. Heightened senses and reflexes keep them safe while stalking in the shadows, while acrobatic abilities help them gain access to areas thought impenetrable or otherwise heavily guarded.

Theirs is often seen as a treacherous and malicious path, but the reality is murderers may work for a variety of causes. While some may do it merely for the thrill of violence, and some for king and country, others may feel the only way to combat monstrous forces is to lurk in the darkness alongside them.

Role: Murderers make for excellent scouts and assassins, highly mobile and able to pick and choose which target will suffer their massive damage. They can observe scenes unseen and pick up on hints and clues that others easily overlook. Of great use within any group is their ability to detect and deactivate deadly traps, as well as open paths that otherwise might be locked against progress.



Alignment: Any nongood

Hit Die: 1d8

Class Skills

The murderer's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex).

Skill ranks Per Level: 4 + Int



Level	Base Attack	Fort	Reflex	Will	Special
1st	+0	+0	+2	+0	Sneak attack 1d6
2nd	+1	+0	+3	+0	Murderer talent
3rd	+2	+1	+3	+1	Bonus feat
4th	+3	+1	+4	+1	Murderer talent
5th	+3	+1	+4	+1	Sneak attack 2d6
6th	+4	+2	+5	+2	Murderer talent
7th	+5	+2	+5	+2	Bonus feat
8th	+5	+2	+6	+2	Murderer talent
9th	+6 / +1	+3	+6	+3	Sneak attack 3d6
10th	+6 / +1	+3	+7	+3	Murderer talent
11th	+7 / +2	+3	+7	+3	Bonus feat
12th	+8 / +3	+4	+8	+4	Murderer talent
13th	+8 / +3	+4	+8	+4	Sneak attack 4d6
14th	+9 / +4	+4	+9	+4	Murderer talent
15th	+10 / +5	+5	+9	+5	Bonus feat
16th	+10 / +5	+5	+10	+5	Murderer talent
17th	+11 / +6 / +1	+5	+10	+5	Sneak attack 5d6
18th	+12 / +7 / +2	+6	+11	+6	Murderer talent
19th	+12 / +7 / +2	+6	+11	+6	Bonus feat
20th	+13 / +8 / +3	+6	+12	+6	Sneak attack 6d6, murderer talent



Starting Wealth: 1d6 x10 gp (average 35 gp).

Class Features

The following are class features of the murderer.

Weapon and Armor Proficiency: The murderer is proficient with all simple weapons.

Sneak Attack: The murderer's attack deals extra damage anytime his or her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the murderer flanks his or her target. Should the murderer score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 ft.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a murderer can make a sneak attack that deals nonlethal damage instead of lethal damage. The murderer cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The murderer must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A murderer cannot sneak attack while striking a creature with concealment.

Murderer's Talents: Starting at 2nd level, a murderer begins learning the finer points of the killer's art. Each time the murderer gains this feature he or she may pick one of the following abilities. A character cannot select improved evasion or improved uncanny dodge unless he or she already has the normal version of that talent.

Evasion (Ex): The murderer has a knack for getting out of harm's way. If he or she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he or she instead takes no damage. Evasion can be used only if the murderer is wearing light armor or no armor. A helpless murderer does not gain the benefit of evasion.

Evasion, Improved (Ex): This works like evasion, except that while the murderer still takes no damage on a successful Reflex saving throw against attacks, he or she henceforth takes only half damage on a failed save. A helpless murderer does not gain the benefit of improved evasion.

Exploit Weakness (Ex): The murderer adds his or her Wisdom modifier to all melee damage rolls and to damage rolls for ranged attacks against targets within 30 ft.

Fast Stealth (Ex): This ability allows a murderer to move at full speed using the Stealth skill without penalty.

Fleet Footed (Ex): When the murderer makes a full round attack, he or she gains an additional 5 ft. step. This step can be taken before, after, or between attacks. The only restriction is that the murderer cannot use his or her fleet 5 ft. step at the same time as the normal 5 ft. step (i.e. or she cannot take a 10 ft. step.)

Hide in Plain Sight (Ex): A murderer can use the Stealth skill, even while being observed. The murderer may use this ability in any terrain.



Ledge Walker (Ex): This ability allows a murderer to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, a murderer with this talent is not flat-footed when using Acrobatics to move along narrow surfaces.

Light Sleeper (Ex): The murderer suffers only a +5 penalty to Perception checks while asleep (instead of the normal +10).

Opportunist (Ex): Once per round, the murderer can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a murderer with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Poison Use: Murders are trained in the use of poison and cannot accidentally poison themselves when applying poison to a blade (see Poison in the Pathfinder RPG Core Rulebook).

Trap Spotter (Ex): Whenever a murderer with this talent comes within 10 ft. of a trap, he or she is allowed an immediate Perception skill check to notice the trap. This check should be made in secret by the HM.

Uncanny Dodge (Ex): A murderer can react to danger before his or her senses would normally allow him or her to do so. The murderer cannot be caught flat-footed, even if the attacker is invisible. The murderer still loses his or her Dexterity bonus to defense if immobilized. A murderer with this ability can still lose his or her Dexterity bonus to defense if an opponent successfully uses the feint action (see Combat) against him or her. If a murderer already has uncanny dodge from a different class, he or she automatically gains improved uncanny dodge instead.



Wall Crawler (Ex): The murderer retains his or her full defense bonus while climbing on a wall.

Bonus Feat: At 3rd level, the murderer gains a bonus feat in addition to those gained from normal advancement. The murderer gains additional bonus feats at levels 7, 11, 15, and 19. These bonus feats must be selected from the following list: Agile Maneuvers, Alertness, Blind-Fight, Catch Off-Guard, Combat Reflexes, Deceitful, Deft Hands, Fleet, Improved Initiative, Lightning Reflexes, Stealthy, and Weapon Finesse.

Change of Heart

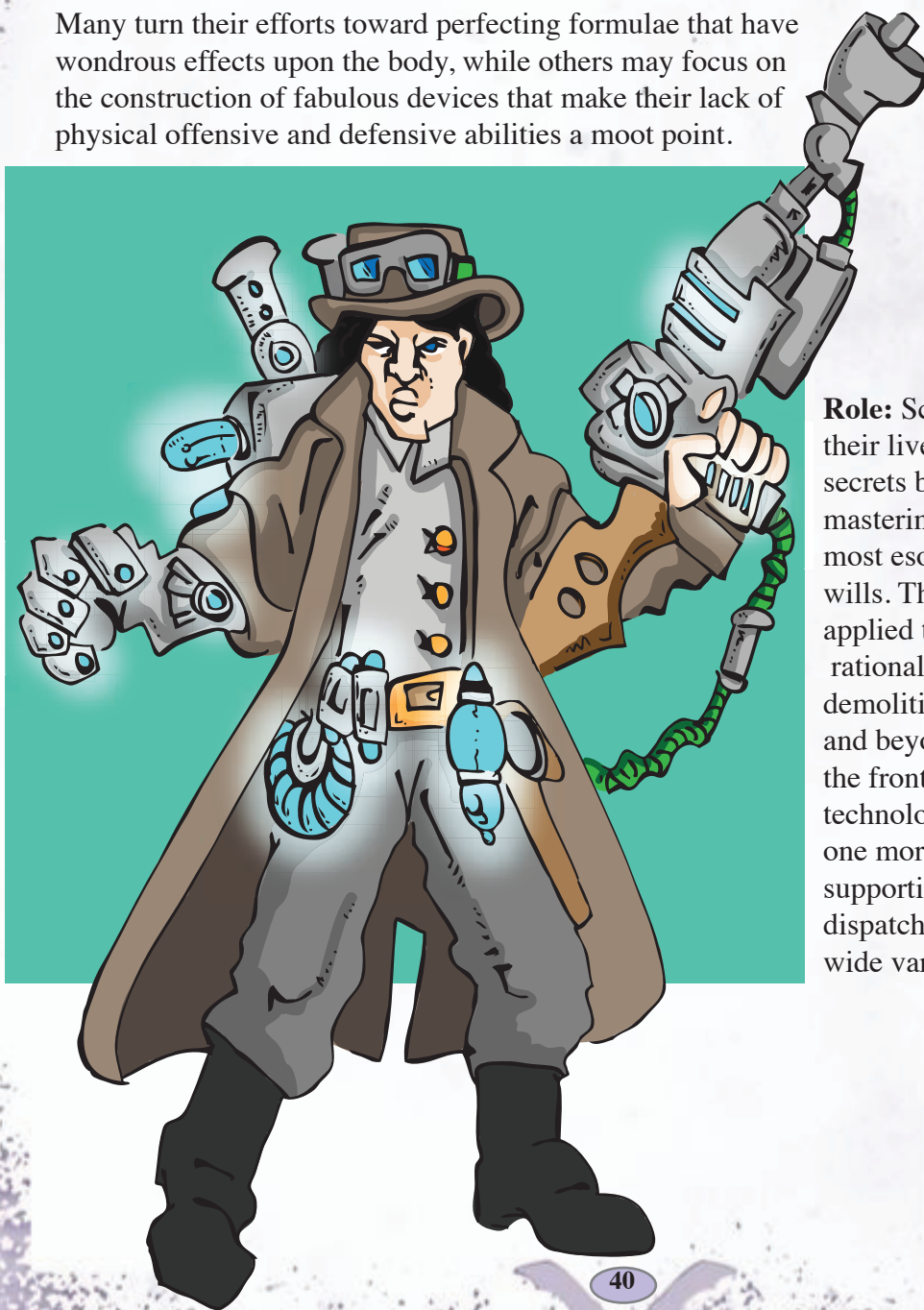
A murderer who becomes good cannot gain new levels as a murderer but retains all murderer abilities.



Scientist

Masters of the mechanical, the chemical, the biological, and the mathematical, the scientist relies more on brain than brawn when it comes to facing down the powers of darkness festering in the world. As spending countless hours in labs does not lend them to physical prowess, they tend to eschew mundane weaponry in exchange for acids, fire, electricity, and even blasts of sound. These studious folk are fascinated by the mysteries of the universe and do not believe any supernatural mystery exists that could not eventually be solved by experimentation and study. Shrewd and possessing of herculean minds, they are the scions of applied knowledge, often daring to tread through intellectual realms others have only dreamt of.

Many turn their efforts toward perfecting formulae that have wondrous effects upon the body, while others may focus on the construction of fabulous devices that make their lack of physical offensive and defensive abilities a moot point.



Role: Scientists have devoted their lives to uncovering the secrets behind the natural order, mastering and bending even the most esoteric physics to their wills. Their knowledge can be applied to specialized areas of rational study, including healing, demolition, weaponry engineering, and beyond. While not usually at the front of a fight, foresight and technological superiority makes one more than invaluable in supporting their allies and dispatching monsters through a wide variety of creative means.

Alignment: Any

Hit Die: 1d6

Class Skills

The scientist's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Engineering (Int), Knowledge (engineering) (Int), Linguistics (Int), Perception (Wis), Profession (Wis).

Skill ranks Per Level: 6 + Int modifier



Level	Base Attack	Fort	Reflex	Will	Special
1st	+0	+0	+0	+2	Scientific gadgets, scientific field
2nd	+1	+0	+0	+3	Repair
3rd	+1	+1	+1	+3	-
4th	+2	+1	+1	+4	Bonus feat
5th	+2	+1	+1	+4	-
6th	+3	+2	+2	+5	Improvise tools
7th	+3	+2	+2	+5	-
8th	+4	+2	+2	+6	Bonus feat
9th	+4	+3	+3	+6	-
10th	+5	+3	+3	+7	Scientific field
11th	+5	+3	+3	+7	-
12th	+6 / +1	+4	+4	+8	Bonus feat
13th	+6 / +1	+4	+4	+8	-
14th	+7 / +2	+4	+4	+9	Repair magical item
15th	+7 / +2	+5	+5	+9	-
16th	+8 / +3	+5	+5	+10	Bonus feat
17th	+8 / +3	+5	+5	+10	-
18th	+9 / +4	+6	+6	+11	Scientific field
19th	+9 / +4	+6	+6	+11	-
20th	+10 / +5	+6	+6	+12	The device, bonus feat



Starting Wealth: 3d6 x10 gp (average 105 gp).

Class Features

The following are class features of the scientist.

Weapon and Armor Proficiency: The scientist is proficient with one simple weapon of choice.

Scientific Gadgets: The scientist has the ability to make all kinds of gadgets and devices. These technological wonders are able to do things that mundane gear cannot do. A scientist creates a gadget by expending points from his or her gadget pool. The gadget pool has a number of points equal to the scientist's level + his or her Intelligence modifier. As the scientist gains levels, he or she makes more discoveries and becomes capable of greater innovation.



Gadgets usually take the form of consumable elixirs (similar to potions), specialty ammunition, and temporary modifications to existing pieces of gear. Other gadgets are unique items called gizmos that only the scientist who created them knows how to operate. Because these items are experimental, they are particularly prone to malfunctioning or breaking under stress. Anytime the scientist rolls a natural 1 while making an attack roll or skill check with a gizmo, it breaks and becomes useless. Whenever an elixir is consumed, specialty ammunition is used up, a modification to a piece of gear wears off, or a gizmo breaks, the points used to create that item return to the scientist's gadget pool. A scientist can voluntarily take a gadget apart in order to make a new gadget.

The amount of time it takes to create a gadget is equal to 1 day per point used to create it. The cost of creating a gadget is 2 gp per point used to create it. Unless otherwise stated, the save DC for any gadget effect is equal to 10 + the number of points used to create the gadget + the scientist's Intelligence modifier. A gadget that bestows a temporary effect generally lasts 1 minute per the scientist's class level.

Elixirs: A scientist creates an elixir by experimenting with various chemical formulas and catalysts. The functions that can be given to an elixir come from the biology, chemistry, and medicine fields. An elixir is a single-use item and costs half the normal number of points to create. There is no limit to the number of points that can be used to create an elixir.



Each elixir is precisely tuned to the scientist's own physiology, and will not work for anyone else; creating an elixir that is useable by another person requires the scientist to study this person for 1 day, and the elixir's point cost is not cut in half.

Ammunition: A scientist can enhance arrows, bolts, bullets, et cetera in order to increase the lethality of the weapons that fire them. Specialty ammunition is created in batches of six, and the maximum number of points that can be spent on a single batch is 1 per every four levels the character has in the scientist class (maximum 5 points). In addition to the functions listed below, ammunition can be modified with functions granted by the chemistry and physics fields.

Bonus to Attack (1 point): The scientist can increase the accuracy of ammunition, giving the user a +1 bonus to attack rolls per point spent.

Bonus to Damage (1 point): The scientist can increase the destructive quality of ammunition, giving the user a +1 bonus to damage rolls per point spent.

Ignore Damage Reduction (2 points): The ammunition is modified in a manner that makes it harmful to seemingly invulnerable creatures. This ammunition ignores up to 5 points of damage reduction. The scientist must have a specific creature in mind, or at least know what type of damage the creature is vulnerable to, before beginning work.

Modified Gear: A scientist can tweak and tune a piece of ordinary equipment in order to ensure maximum performance. These modifications last for 1 day per the level the character has in the scientist class. Afterwards, the gear loses its functions and reverts back to its normal state. A precision-tuned engine will go out of tune, a

chemical treatment applied to armor will fade away, and a hyper-sharp blade will become dull after a period of normal use. The maximum number of points that can be spent on a piece of modified gear is 1 per every four levels the character has in the scientist class (maximum 5 points). In addition to the functions listed below, gear can be modified with functions granted by the physics field.

Bonus to AC (1 point): The scientist maximizes the protective quality of armor, giving the wearer a +2 bonus to AC per point spent.

Bonus to Melee Damage (1 point): The scientist can increase the sharpness of blades and the strength of bashing weapons, giving the wielder a +1 bonus to damage rolls per point spent.

Bonus to Skill Check (1 point): A scientist knows how to tinker with tool kits and related items, giving the user a +5 bonus to related skill checks per point spent.

Bonus to Speed (1 point): An item that does not normally move gains a speed of 5 ft. per point spent. A vehicle's speed increases by 10 ft. per point spent.

Gizmo: A gizmo is a unique invention that the scientist creates from scratch. Due to its unconventional design and novel nature, only the scientist who creates the gizmo can operate it properly. Anyone else who attempts to operate the device takes a -10 penalty when using the gizmo to make attack rolls or skill checks. If the device has some other purpose, the person fails to activate the device at all. A scientist may attempt to operate a gizmo crafted by another scientist by studying it for 1 hour and making an Engineering check (DC 10 + the number of points used in its creation). Because a gizmo is an experimental prototype, it can be damaged very easily. A gizmo will break and become useless anytime the scientist rolls a natural 1 while making an attack roll or skill check with it.

In addition to the functions listed below, a gizmo can possess functions granted by any scientific field that the scientist has access to. There is no limit to the number of points that can be used to create a gizmo.

Cone (2 points): The gizmo is a weapon that affects every creature in a 15 ft. cone. Save negates unless the save for half function is selected.

Disposable (special): The gizmo is designed as a single-use item. The total number of points required to make the gizmo is reduced by half (rounded up).

Imitate Spell (spell level x5, minimum 5): The gizmo replicates the effects of an arcane or divine spell.

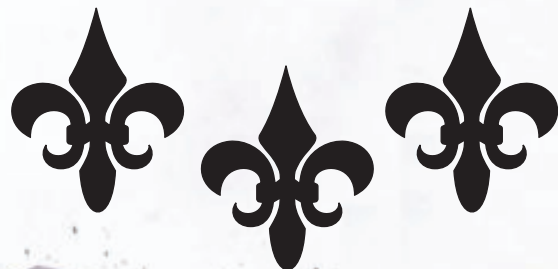
Increased Save (special): The save DC of the gizmo's effect is increased by +2 for every point spent.

Range (1 point): The size of a gizmo's cone attack increases by 5 ft. per point spent. The range of a ranged touch attack increased by 10 ft. per point spent. All other gizmo effects gain a range of 5 ft. +10 ft. per point spent.

Ranged Touch Attack (1 point): The gizmo fires a stream of chemicals or a bolt of energy as a ranged touch attack. The base range of the attack is 20 ft.

Save for Half (1 point): Select Fortitude, Reflex, or Will. Attacks made with the gizmo automatically affect the target, but the target is allowed a saving throw for half damage. or Will. Attacks made with the gizmo automatically affect the target, but the target is allowed a saving throw to completely negate the gizmo's effect.

Touch Attack (0 points): The gizmo is a weapon that must physically make contact with the target.





Scientific Field: The scientist specializes in specific fields of study: biology, chemistry, medicine, or physics. Each scientific field grants the scientist an additional class skill in addition to new modifications and functions that may be applied to gadgets. The scientist selects one field at 1st level. The scientist can select an additional scientific field at 10th and 18th levels.

Repair: At 2nd level the scientist can fix broken items and devices, as if he or she has cast a mend spell.

Bonus Feat: At 4th level, the scientist gains a bonus feat in addition to those gained from normal advancement. The scientist gains additional bonus feats at levels 8, 12, 16, and 20. These bonus feats must be selected from the following list: Agile Maneuvers, Athletic, Defensive Combat Training, Deft Hands, Endurance, Fleet, Self-Sufficient, and Skill Focus.

Improvise Tools (Ex): At 6th level, the scientist is no longer dependent on tools. This includes medical kits, surgical tools, clock working, and other delicate tools. The scientist is always able to make do with what is available, or with bare hands if necessary. The scientist no longer suffers a penalty to Disable Device or Heal checks if he or she does not have the appropriate tool kit.

Repair Magical Item: At 14th level, the scientist can repair broken and damaged items that once held magical powers. While the scientist may have no clue why the wand creates a fireball, he or she can fix the broken wand so that it will once more function. The time and cost to repair the item half of what is required to craft it in the first place.

The Device: At 20th level, the scientist can create his or her penultimate invention. The device is a gizmo that is constructed with its own pool of gadget points (equal to 10 + the scientist's Intelligence modifier). The device does not break on a roll of a natural 1, and the scientist cannot take it apart to reclaim the gadget points spent in its construction. The device may be a single use item, but it will destroy itself after being activated, causing anyone within 30 ft. to suffer 3d6 points of damage. If the device is an elixir, then it will have catastrophic effects on the scientist's physiology after it wears off. The scientist takes 100 points of damage upon returning to normal (Fortitude save DC 22 for half). If the device is destroyed or consumed, a scientist cannot construct a new one until a year has passed.

Scientific Fields

The following fields represent some of the areas of study in which a scientist may specialize.

Biology

The scientist is a dedicated naturalist and a student of the living world. He or she is an expert in zoology and ecology, and has traveled to remote places in order to observe species in their natural habitat.

Class Skill: Survival

Breathe Water (8 points): This function allows the gadget's user to breathe water for a period of up to two hours. The effect may be due to a special respirator or an elixir that causes the scientist to temporarily sprout gills.



Detection, Life (4 points): This function gives a gadget's user the uncanny ability to detect the presence of biological life. This function is the nonmagical equivalent to the detect animals and plants spell, with the scientist's class level used in place of the caster level.

Detection, Undead (4 points): This function gives a gadget the ability to pick up on the presence of undead creatures. This function is the nonmagical equivalent to the detect undead spell, with the scientist's class level used in place of the caster level.

Disease Effect (8 points): This function gives a gadget the power to spread disease. The subject of this attack contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information see Diseases in the Pathfinder RPG Core Rulebook.

Paralysis (6 points): This function unleashed a special attack that renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Fortitude saving throw. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. The duration of the paralysis is equal to 1 round per the scientist's class level.

Poison Effect (8 points): This function imbues a gadget with the ability to poison a subject. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.



Protection from Disease (4 points): This function gives a gadget the ability to protect a subject from disease. The subject gains a +5 alchemical bonus on Fortitude saving throws against disease for the next hour. If already infected, the subject may also make two saving throws (without the +5 bonus) that day and use the better result.

Protection from Poison (4 points): This function gives a gadget the ability to administer an antitoxin. The recipient of the antitoxin gains a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Chemistry

The scientist is a student of the elements and compounds that make up our world. He or she has spent many hours in the field collecting samples, and many more back at the laboratory analyzing them.

Class Skill: Investigate

Damage (special): This function allows a gadget to inflict acid, cold, or fire damage. By spending 2 gadget points, the device will deal 1d3 points of damage of the selected type. The damage increases by one die type for every 2 additional points spent (1d4, 1d6, 1d8, et cetera).

Energy Protection (6 points): This function gives a gadget's user protection from acid, cold, or fire (select one). The gadget gains resist energy 10 against the energy type chosen, meaning that each time the character is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points.



Haste Effect (8 points): This function increases the speed at which the gadget user moves. When making a full attack action, the character may make one extra attack with one natural or manufactured weapon. The attack is made using the character's full base attack bonus, plus any modifiers appropriate to the situation. A hasted character gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes a character lose his or her Dexterity bonus to Armor Class (if any) also makes him or her lose dodge bonuses. The character moves at twice his or her normal speed. This increase counts as an enhancement bonus, and it affects the character's jumping distance as normal for increased speed.

Increase Size (12 points): This function radically increases the gadget user's size. His or her height immediately doubles, and his or her weight increases by a factor of eight. The character becomes a Large creature and gains a +4 size bonus to Strength and Constitution and take a -2 penalty to Dexterity. The character also gains a natural armor bonus of +2. Large creatures take a -1 penalty to attacks and AC. The character gains a slam attack that deals 1d6 damage.



Physics

The scientist is intimately familiar with the physical forces of the universe, as well as the intricate algebraic formulae that describe their activity. The scientist has spent a great deal of time tinkering with electrical equipment and various types of engines. It is likely that the scientist has spent time working on electrical towers or testing vehicles.

Class Skill: Climb or Drive

Damage (special): This function allows a gadget to inflict electricity or sonic damage. By spending 2 gadget points, the device will deal 1d3 points of sonic damage. The damage increases by one die type for every 2 additional points spent (1d4, 1d6, 1d8, et cetera).

Energy Protection (6 points): This function gives a gadget's user protection from electricity or sonic damage (select one). The gadget gains resist energy 10 against the energy type chosen, meaning that each time the character is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points.

Flight (8 points): This function allows a gadget's user to soar through the air like a bird. The user can fly at a speed of 60 feet (or 40 feet if he or she carries a medium or heavy load). The user can ascend at half speed and descend at double speed, and his or her maneuverability is good. The user can charge but not run, and the user cannot carry aloft more weight than his or her maximum load, plus any armor being worn. The subject gains a +4 bonus on Fly skill checks. This function lasts for 1 minute, plus an additional minute for every extra point spent on the gadget reduction.

Luminous (8 points): This function creates an intense burst of bright light. Creatures that take penalties in bright light take these penalties for 1 round after being struck by this gadget. Undead and creatures harmed by sunlight take 1d6 points of damage from this attack. This damage comes from radiant energy and is not subject to damage reduction.

Stunned Effect (6 points): This function causes affected creatures to be stunned unless they succeed at a Fortitude saving throw.

Swim (6 points): This function allows the gadget's user to swim like a fish. The user gains a swim speed of 30 ft. and a +8 bonus on Swim checks. This function does not allow the user to breathe under water. This function lasts for 1 minute, plus an additional minute for every extra point spent on the gadget.

Medicine

The scientist has been trained in the treatment of disease and injury. He or she may have even attended medical school and studied under famous doctors.

Class Skill: Heal

First Aid (6 points): This function gives the gadget the ability to treat injuries with amazing speed. The gadget cures 1d6 points of damage.

Treatment (6 points): This function allows a gadget's user to remove 1 point of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Slow Effect (8 points): This function gives the gadget the ability to dramatically reduce a target's speed. Creatures affected by this gadget are

staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. Multiple slow effects don't stack.

Treat Blindness/Deafness (8 points): This function allows a gadget's user to cure blindness or deafness (select one), whether the effect is normal or magical in nature. The function does not restore ears or eyes that have been lost, but it repairs them if they are damaged.



Scoundrel

What do ethics matter when there's so much profit and personal gain to be had? Possessing quick wits-and often quicker tongues-scoundrels slip in and out of trouble on a whim, often seeing the world as a theater in which they hold the starring role (even if no one else is aware of the performance going on before them). Preferring deception, charm, and misdirection to direct confrontation, scoundrels employ their manipulative abilities to further their private ends, whatever those might be at that particular moment.

Role: Scoundrels can smooth talk their way past almost anyone, and smuggle entire cartloads of illicit goods past the most perceptive eyes. While handy and nimble in a fight, many of their abilities lend themselves to avoiding violence altogether or defusing an antagonistic situation before it reaches that point.

Alignment: Any nonlawful

Hit Die: 1d6



Class Skills

The scoundrel's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Perception (Wis), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex) and Stealth (Dex),

Skill ranks Per Level: 6 + Int modifier



Level	Base Attack	Fort	Reflex	Will	Special
1st	+0	+0	+2	+0	Sneak attack 1d6
2nd	+1	+0	+3	+0	Scoundrel's tricks
3rd	+2	+1	+3	+1	Bonus feat
4th	+3	+1	+4	+1	Sneak attack 2d6
5th	+3	+1	+4	+1	Scoundrel's tricks
6th	+4	+2	+5	+2	Bonus feat
7th	+5	+2	+5	+2	Sneak attack 3d6
8th	+5	+2	+6	+2	Scoundrel's tricks
9th	+6 / +1	+3	+6	+3	Bonus feat
10th	+6 / +1	+3	+7	+3	Sneak attack 4d6
11th	+7 / +2	+3	+7	+3	Scoundrel's tricks
12th	+8 / +3	+4	+8	+4	Bonus feat
13th	+8 / +3	+4	+8	+4	Sneak attack 5d6
14th	+9 / +4	+4	+9	+4	Scoundrel's tricks
15th	+10 / +5	+5	+9	+5	Bonus feat
16th	+10 / +5	+5	+10	+5	Sneak attack 6d6
17th	+11 / +6 / +1	+5	+10	+5	Scoundrel's tricks
18th	+12 / +7 / +2	+6	+11	+6	Bonus feat
19th	+12 / +7 / +2	+6	+11	+6	Sneak attack 7d6
20th	+13 / +8 / +3	+6	+12	+6	Scoundrel's tricks



Starting Wealth: 2d4 x10 gp (average 50 gp).

Class Features

The following are class features of the scoundrel.

Weapon and Armor Proficiency: The scoundrel is proficient with all simple weapons.

Sneak Attack: The scoundrel's attack deals extra damage anytime his or her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the scoundrel flanks his or her target. Should the scoundrel score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 ft.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a scoundrel can make a sneak attack that deals nonlethal damage instead of lethal damage. The scoundrel cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The scoundrel must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A scoundrel cannot sneak attack while striking a creature with concealment.

Scoundrel Tricks: Starting at 2nd level, a scoundrel begins developing abilities that make the most of his or her social skills. Each time the scoundrel gains this feature he or she may pick one of the following abilities.

Befuddling Strike (Ex): When the scoundrel deals sneak attack damage against an opponent, that opponent takes a -2 penalty on attack rolls against the scoundrel for 1d4 rounds.

Body Language (Ex): With this trick, a scoundrel does not need to speak to use his or her powers of persuasion. If a character is able to see the scoundrel and observe him or her for one minute, the scoundrel can make a Diplomacy or Intimidate check. Verbal communication is not required during this time, so the scoundrel doesn't need to know the other person's language.

Bravado's Blade (Ex): When a scoundrel hits an opponent and deals sneak attack damage, he or she can forgo 1d6 points of extra damage and make a free Intimidate check to demoralize the foe. For every additional 1d6 points of sneak attack damage he or she forgoes, the scoundrel receives a +5 circumstance bonus on this check.

Bribery (Ex): An experienced scoundrel knows how to smooth over interactions with policemen and customs officials. When dealing with officials working at a checkpoint, conducting an inspection, or performing any other such activity, he or she can make a Diplomacy check opposed by the presiding official's Sense Motive check to ensure a positive outcome. A small bribe (5d4 gp) grants the scoundrel a +5 circumstance modifier to this check. If the scoundrel offers the official a bribe, but still fails the check, the official's starting attitude shifts downward by one step. Generally officials conducting a search or inspection are indifferent.

Canny Observer (Ex): When a scoundrel with this ability makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), he or she gains a +4 bonus.

Charmer (Ex): Once per day, the scoundrel can roll two dice while making a Diplomacy check and take the better result. The scoundrel must choose to use this talent before making the Diplomacy check. A scoundrel can use this ability one additional time per day for every 5 scoundrel levels he or she possesses.

Coax Information (Ex): A scoundrel with this trick can use Bluff or Diplomacy in place of Intimidate to force an opponent to act friendly toward him or her.

Conceal Item (Ex): A scoundrel adds 1/2 his or her class level on Sleight of Hand checks (minimum +1). A Scoundrel can use Sleight of Hand to conceal a small item in a container or room, such as the false bottom of a chest or beneath floorboards. Anyone attempting to find an item concealed by a scoundrel makes a Perception check opposed by the result of the Sleight of Hand check made by the scoundrel when he or she concealed the object.

Distraction (Ex): A scoundrel uses patter and body language to deflect searchers from hidden items. The scoundrel may make a Bluff check opposed by a searcher's Perception check when a searcher looks for items the smuggler has concealed. If the scoundrel's Bluff check succeeds, the searcher must make a second Perception check at a -5 penalty to find the hidden item.

False Friend (Ex): A scoundrel with this talent can make a Bluff check with a +4 bonus to convince someone he or she has never met or who doesn't know him or her well that they are previously acquainted or know each other well. The target opposes this check with Sense Motive. A successful check improves the target's starting attitude to friendly.

Fast Talk (Ex): A scoundrel can speak quickly in an attempt to overload a target's mind and make them easier to persuade. A scoundrel can apply fast talk to a Bluff, Diplomacy, Disguise, or Slight of Hand check. He or she receives a bonus equal one half to his or her scoundrel level on the check, but the effects only last until the target has a chance to stop and think. After a number of rounds equal to the scoundrel's Charisma bonus, the target realizes that he or she has been tricked.

Honeyed Words (Ex): Once per day, the scoundrel can roll two dice while making a Bluff check and take the better result. The scoundrel must choose to use this talent before making the Diplomacy check. A scoundrel can use this ability one additional time per day for every 5 scoundrel levels he or she possesses.

Icy Stare (Ex): A scoundrel with this talent is able to glare at a target and undermine the target's will to attack the scoundrel. To use this ability the scoundrel and target must be within 30 ft. of one another and the target must be able to see the scoundrel's face. To use icy stare, the scoundrel must use a standard action and make a Charisma check (DC 15), adding one half his or her scoundrel level as a bonus. If the Charisma check succeeds, the target can try to resist.

Natural Born Liar (Ex): When a scoundrel successfully deceives someone with a Bluff, that person takes a -2 penalty on the scoundrel's Bluff checks for the next 24 hours. This ability does not stack.

Rake's Smile (Ex): The scoundrel gains a +1 morale bonus on all Bluff and Diplomacy checks.

Sex Appeal (Ex): The scoundrel gains a bonus equal to 1/2 his or her class level on Diplomacy checks to influence characters who are attracted to his or her gender.

The target resists the icy stare attempt by making a Will saving throw (DC 10 + 1/2 the scoundrel's class level + his or Cha bonus). If the save fails, the target cannot attack the scoundrel for a number of rounds equal to the scoundrel's charisma bonus. If the Scoundrel attacks the target, this effect immediately ends.

Underhanded (Ex): A scoundrel with this trick gains a +4 circumstance bonus on all Sleight of Hand checks made to conceal a weapon. Once per day, if he or she makes a successful sneak attack during the surprise round using a concealed weapon that his or her opponent didn't know about, the scoundrel does not have to roll sneak attack damage, and the sneak attack deals maximum damage.

Bonus Feat: At 3rd level, a scoundrel gains a bonus feat in addition to those gained from normal advancement. A scoundrel gains additional bonus feats at levels 6, 9, 12, 15, and 18. These bonus feats must be selected from the following list: Acrobatic, Agile Maneuvers, Alertness, Catch Off-Guard, Combat Reflexes, Deceitful, Defensive Combat Training, Deft Hands, Improved Initiative, Lightning Reflexes, Persuasive, Stealthy, and Weapon Finesse.



Soldier

The blind ferocity and blood thirst of a monster meets its match in the steely training and unwavering discipline of the soldier. Some say the drumbeat of a military march has replaced the soldier's own heartbeat. Forged into an unparalleled fighting machine through countless battlefronts, the soldier understands the lay of a battlefield better than anyone. Whether leading a rallying charge or plowing a mount into enemy ranks, the soldier is forever at the forefront of the battle. Some soldiers are veterans of an organized military force; others are mercenaries, colonial volunteers, or former guerillas.

Role: The soldier thrives in combat and is always ready to match violence with more of the same. For a soldier, a battle is first won in mental preparation, and victory only then secured through flawless execution of offensive maneuvers.

Alignment: Any

Hit Die: 1d12

Class Skills

The soldier's class skills are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Ride (Dex), Survival (Str) and Swim (Str).

Skill ranks Per Level: 2 + Int modifier





Level	Base Attack	Fort	Reflex	Will	Special
1st	+1	+2	+0	+0	Trench crawl
2nd	+2	+3	+0	+0	Bravery +1
3rd	+3	+3	+1	+1	Bonus feat
4th	+4	+4	+1	+1	Weapon training +1
5th	+5	+4	+1	+1	Rallying presence
6th	+6 / +1	+5	+2	+2	Bravery +2
7th	+7 / +2	+5	+2	+2	Bonus feat
8th	+8 / +3	+6	+2	+2	Weapon training +2
9th	+9 / +4	+6	+3	+3	Commanding presence
10th	+10 / +5	+7	+3	+3	Bravery +3
11th	+11 / +6 / +1	+7	+3	+3	Bonus feat
12th	+12 / +7 / +2	+8	+4	+4	Weapon training +3
13th	+13 / +8 / +3	+8	+4	+4	Battle cry
14th	+14 / +9 / +4	+9	+4	+4	Bravery +4
15th	+15 / +10 / +5	+9	+5	+5	Bonus feat
16th	+16 / +11 / +6 / +1	+10	+5	+5	Weapon training +4
17th	+17 / +12 / +7 / +2	+10	+5	+5	Victory!
18th	+18 / +13 / +8 / +3	+11	+6	+6	Bravery +5
19th	+19 / +14 / +9 / +4	+11	+6	+6	Bonus feat
20th	+20 / +15 / +10 / +5	+12	+6	+6	Weapon mastery



Starting Wealth: 1d6 x10 gp (average 35 gp).

Class Features

The following are class features of the soldier.

Weapon and Armor Proficiency: The soldier is proficient with all simple weapons and personal firearms, plus the bayonet, cavalry saber, longsword, rapier, scimitar, short sword, and sword bayonet.

Trench Crawl (Ex): While prone, a soldier with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A soldier with this talent can take a 5-foot step while crawling.

Bravery (Ex): A soldier gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels.

Bonus Feat: At 3rd level, a soldier gains a bonus feat in addition to those gained from normal advancement. A soldier gains additional bonus feats at levels 7, 11, 15, and 19. These bonus feats must be selected from those listed as Combat Feats.

Weapon Training (Ex): Starting at 4th level, a soldier can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (8th, 12th, and 16th), a soldier becomes further trained in another group of weapons. He or she gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a soldier reaches 8th level, he or she receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 4th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A soldier also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the soldier's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

The weapon groups that a soldier can select are listed as follows: blades (light or heavy), double (includes bayonet and rifle butt), handguns, longarms, spears (includes bayonets), and thrown (includes bombs).

Rallying Presence: At 5th level, the soldier has the ability to rally others. All allies within 20 ft. of the soldier gain a +1 morale bonus on saves against fear effects.



Commanding Presence: At 9th level, the mere appearance of the soldier upon the field of battle has a positive impact among his or her allies. All allies that can see the soldier gain a +1 competence bonus to attack and weapons damage rolls.

Battle Cry: At 13th level, the soldier can bellow out instructions to his or her allies. Select one of the following.

Death to the Enemy: The soldier inspires allies to bring the enemy to bear. Once per day, all allies within 20 ft. of the soldier may add his or her Charisma modifier as a morale bonus to attack rolls until the end of the encounter. This bonus stacks with commanding presence.

Hold Your Ground: The soldier encourages allies to hold steady and not retreat. Once per day, all allies within 20 ft. of the soldier may add his or her Charisma modifier as an insight bonus to their AC until the end of the encounter.

Victory!: At 17th level, the soldier may exhort his or her allies to glory. Once per day, all allies within 20 ft. of the soldier can make an additional attack at their full attack bonus as a free action.

Weapon Mastery (Ex): The soldier may pick one weapon that he or she is proficient with, such as the rifle or sword bayonet. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1. In addition, he or she cannot be disarmed while wielding a weapon of this type.

Spiritualist

Beyond purely intellectual or arcane pursuits, there is a realm where moral elements such as good and evil hold sway over supernatural affairs. There are those who use magic to perform ill deeds and summon foul creatures into our world. Standing against these horrors are the spiritualists, people blessed with arcane powers and born with inherent defenses against dark magic. Spiritualists are like mystical bloodhounds, using their natural gifts to track down and corner liches, demons, devils, hags, and those who barter with such creatures.

Role: Spiritualists dedicate themselves to destroying evil spellcasters with a combination of innate magic and martial skill.

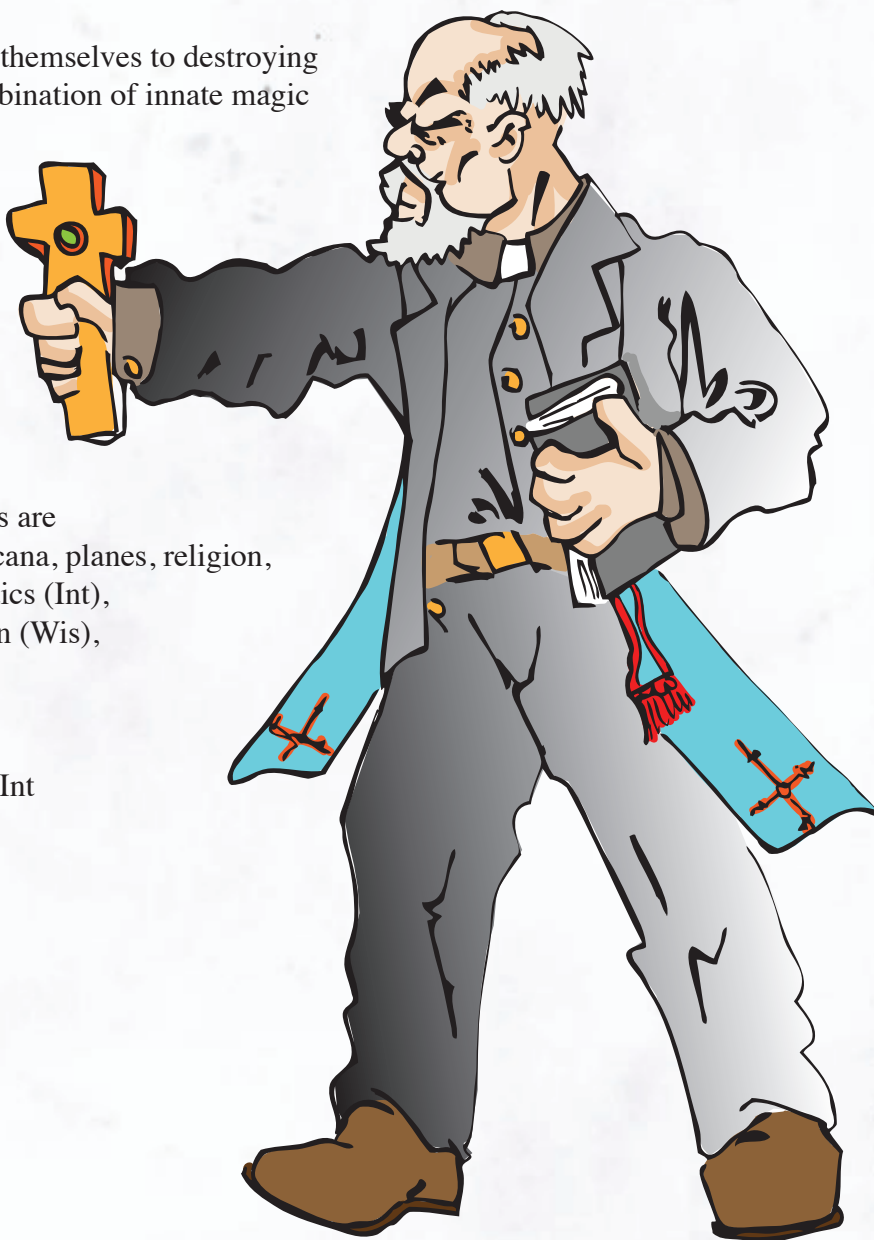
Alignment: Any good

Hit Die: 1d8

Class Skills

The Spiritualist's class skills are Heal (Wis), Knowledge (arcana, planes, religion, supernatural) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), and Sense Motive (Wis).

Skill ranks Per Level: 2 + Int





Level	Base Attack	Fort	Reflex	Will	Special
1st	+1	+0	+0	+2	Detect supernatural evil
2nd	+2	+0	+0	+3	Smell magic
3rd	+3	+1	+1	+3	Read magic
4th	+3	+1	+1	+4	Evil's bane +1
5th	+4	+1	+1	+4	Spell resistance
6th	+5	+2	+2	+5	Pagan talisman
7th	+6 / +1	+2	+2	+5	Spells, evil's bane+2
8th	+6 / +1	+2	+2	+6	Medium
9th	+7 / +2	+3	+3	+6	Arcane insight
10th	+8 / +3	+3	+3	+7	Spell immunity
11th	+9 / +4	+3	+3	+7	Evil's bane +3
12th	+9 / +4	+4	+4	+8	-
13th	+10 / +5	+4	+4	+8	Banish spirit
14th	+11 / +6 / +1	+4	+4	+9	-
15th	+12 / +7 / +2	+5	+5	+9	Evil's bane +4
16th	+12 / +7 / +2	+5	+5	+10	-
17th	+13 / +8 / +3	+5	+5	+10	Dismissal
18th	+14 / +9 / +4	+6	+6	+11	-
19th	+15 / +10 / +5	+6	+6	+11	Evil's bane +5
20th	+15 / +10 / +5	+6	+6	+12	Spell immunity



Starting Wealth: 1d6 x 10 gp (average 35 gp).

Class Features

The following are class features of the spiritualist.

Weapon and Armor Proficiency: The spiritualist is proficient with all simple weapons, as well as a single martial weapon or personal firearm of choice.

Detect Supernatural Evil (Su): The spiritualist can detect the presence of supernatural evil within 60 ft. of his or herself by concentrating for one round. The type of supernatural evil will not be known, only that there is a presence of supernatural evil and its general location within the area. The detection may continue as long as the spiritualist continues to concentrate upon the evil presence, but while doing so the spiritualist cannot perform any other actions.

Smell Magic (Sp): At will, the spiritualist can cast detect magic as a spell-like ability (caster level equal to his or her class level).

Read Magic (Sp): At will, the spiritualist can cast read magic as a spell-like ability (caster level equal to his or her class level).



Evil's Bane (Ex): Starting at 4th level, the spiritualist gains uncanny prowess in battle against evil spellcasters and supernatural creatures that can use spells or spell-like abilities. Whenever the spiritualist faces such a foe, he or she gains a +1 luck bonus to AC against the foe's attacks. The spiritualist also gains a +1 luck bonus to saving throws made against the foe's supernatural abilities, and a +1 luck bonus to attack and damage rolls made against that opponent. This bonus increases by +1 at levels 7, 11, 15, and 19. At 7th level this bonus also applies to summoned creatures, constructs, and undead that obey an evil spellcaster or spellcasting supernatural creature.

Spell Resistance (Su): At 5th level, the spiritualist gains a spell resistance equal to 10 + his or her spiritualist level.

Pagan Talisman (Ex): At 6th level the spiritualist gains a collection of old pagan talismans and wards, which guard him or her from harm. These talismans, when held or worn, grant the spiritualist a +2 sacred bonus to all saving throws.

Spells: Beginning at 7th level, a spiritualist gains the ability to cast a small number of arcane spells which are drawn from the spiritualist spell list. A spiritualist must choose and prepare her spells in advance.

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



Like other spellcasters, a spiritualist can cast only a certain number of spells of each spell level per day. His or her base daily spell allotment is given on Table: Spiritualist. In addition, he or she receives bonus spells per day if he or she has a high Charisma score (see Table: Ability Modifiers and Bonus Spells). When Table: Spiritualist indicates that the spiritualist gets 0 spells per day of a given spell level, he or she gains only the bonus spells she would be entitled to based on his or her Charisma score for that spell level.

A spiritualist must spend 1 hour each day in meditation to regain his or her daily allotment of spells. A spiritualist may prepare and cast any spell on the spiritualist spell list, provided that he or she can cast spells of that level, but he or she must choose which spells to prepare during daily meditation.

Through 6th level, a spiritualist has no caster level. At 7th level and higher, his or her caster level is equal to his or her spiritualist level - 6.

Medium (Sp): At 8th level, the spiritualist gains the power to communicate with those on the other side. At will, the spiritualist can cast speak with dead as a spell-like ability (caster level equal to his or her class level).

Arcane Insight (Ex): At 9th level, the spiritualist can find and disable magical traps, like a rogue's trapfinding ability.

Spell Immunity (Sp): When a spiritualist reaches 10th level, he or she gains additional protection from spells and spell-like abilities. Once per day, the spiritualist can cast spell immunity as a 4th level cleric. At 20th level, the spiritualist gains the ability to cast greater spell immunity once per day as a 14th level cleric.

Banish Spirit (Su): At 13th level, the spiritualist can expel a possessing spirit or entity by sheer force of will. The possessing entity must succeed at a Will saving throw (DC 10 + 1/2 spiritualist's level + spiritualist's Wisdom modifier), or be exorcised and never again allowed in that same body.

Dismissal (Sp): At 17th level, a spiritualist gains the power to banish extraplanar creatures. Once per day, the spiritualist can cast dismissal as an 11th level cleric.



Level	1st	2nd	3rd	4th
7th	0	-	-	-
8th	1	-	-	-
9th	1	-	-	-
10th	1	0	-	-
11th	1	1	-	-
12th	2	1	-	-
13th	2	1	0	-
14th	2	1	1	-
15th	2	2	1	0
16th	3	2	1	1
17th	3	2	1	1
18th	3	2	2	1
19th	3	3	2	1
20th	4	3	2	2



Spiritualist Spells

Spiritualists gain access to the following spells. Spell descriptions can be found in the Pathfinder Core Rulebook.

1st-Level Spiritualist Spells- alarm, cause fear, comprehend languages, expeditious retreat, identify, remove fear, undetectable alignment.

2nd-Level Spiritualist Spells- animal messenger, animal trance, blur, delay poison, detect thoughts, heroism, misdirection, rage, tongues.

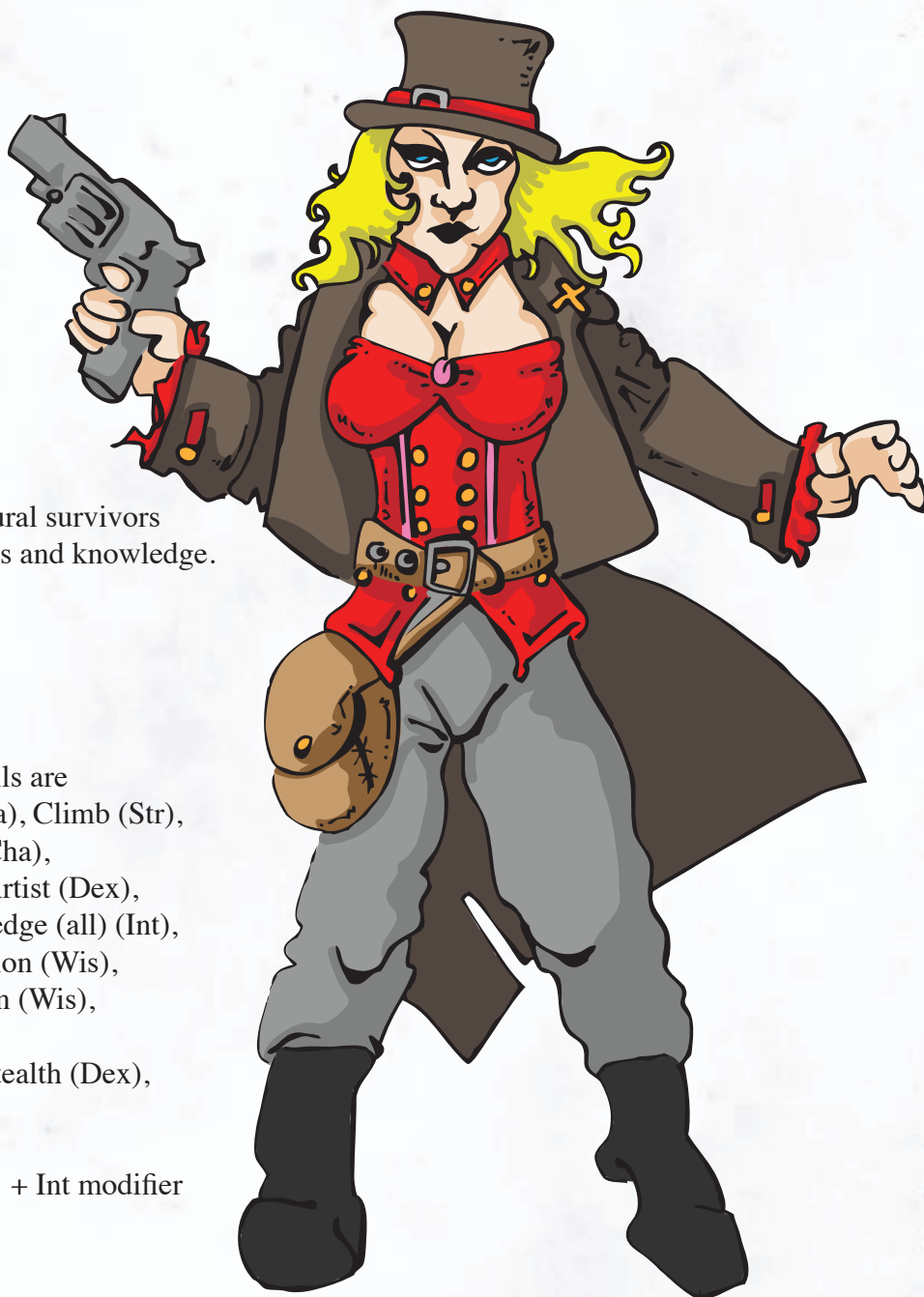
3rd-Level Spiritualist Spells- charm monster, clairvoyance/clairaudience, dispel magic, fear, haste, remove curse, see invisibility, slow.

4th-Level Spiritualist Spells- break enchantment, detect scrying, freedom of movement, hold monster, legend lore, locate creature, neutralize poison, zone of silence.



Vagabond

Home is where you hang your hat, as the saying goes. Vagabonds are habitual travelers, whether by choice or necessity. Some of them are tramps who travel from place to place looking for work. Others are globetrotting explorers or wealthy tourists who cannot seem to stay in one place. Still others have been raised in nomadic cultures where life on the road is second nature.



Role: Vagabonds are natural survivors with a wide range of skills and knowledge.

Alignment: Any

Hit Die: 1d8

Class Skills

The vagabond's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Survival (Wis).

Skill ranks Per Level: 6 + Int modifier

Starting Wealth: 1d4 x10 gp (average 25 gp).

Class Features

The following are class features of the vagabond.

Weapon and Armor Proficiency: The vagabond is proficient with all simple weapons.

Worldly Lore (Ex): Thanks to years on the road, a vagabond has a wide range of casual knowledge. A vagabond adds half his or her class level (minimum 1) on all Knowledge skill checks and may make all Knowledge skill checks untrained.



Level	Base Attack	Fort	Reflex	Will	Special
1st	+0	+0	+2	+2	Worldly lore
2nd	+1	+0	+3	+3	Life on the road
3rd	+2	+1	+3	+3	Evasion, bonus feat
4th	+3	+1	+4	+4	Acclimated to hardship +1
5th	+3	+1	+4	+4	Uncanny dodge
6th	+4	+2	+5	+5	Bonus feat
7th	+5	+2	+5	+5	Acclimated to hardship +2
8th	+5	+2	+6	+6	Bonus language
9th	+6 / +1	+3	+6	+6	Improved uncanny dodge, bonus feat
10th	+6 / +1	+3	+7	+7	Acclimated to hardship +3
11th	+7 / +2	+3	+7	+7	1st copycat class feature
12th	+8 / +3	+4	+8	+8	Bonus feat, bonus language
13th	+8 / +3	+4	+8	+8	Acclimated to hardship +4
14th	+9 / +4	+4	+9	+9	2nd copycat class feature
15th	+10 / +5	+5	+9	+9	Bonus feat
16th	+10 / +5	+5	+10	+10	Bonus language
17th	+11 / +6 / +1	+5	+10	+10	3rd copycat class feature
18th	+12 / +7 / +2	+6	+11	+11	Bonus feat
19th	+12 / +7 / +2	+6	+11	+11	Improved evasion
20th	+13 / +8 / +3	+6	+12	+12	Ultimate copycat, bonus language



Life on the Road (Ex): The experience gained during a life of rough travel causes a vagabond to develop expertise in certain skills. Starting at 2nd level, this character adds half his or her class level (minimum 1) on all checks made with the Sleight of Hand, Stealth, and Survival skills.

Evasion (Ex): A vagabond can move with unbelievable speed to get out of harm's way. If he or she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he or she instead takes no damage. Evasion can be used only if the vagabond is wearing light armor or no armor. A helpless vagabond does not gain the benefit of evasion.

Bonus Feat: A vagabond gains a bonus feat at 3rd level. The bonus feat must be selected from the following list: Acrobatic Steps, Alertness, Athletic, Catch Off Guard, Defensive Combat Training, Deft Hands, Diehard, Endurance, Fleet, Improved Initiative, Iron Will, Lightning Reflexes, Nimble Moves, Run, Self-Sufficient, and Stealthy. The character must meet all prerequisites. The vagabond gains additional bonus feats at levels 6, 9, 12, 18, and 18.

Acclimated to Hardship (Ex): At 4th level, a vagabond gains a +1 bonus on Fortitude saves against disease and poison, as well as any effect that causes a character to become fatigued or exhausted. This bonus increase by +1 at levels 7, 10, and 13.

Uncanny Dodge (Ex): A vagabond can react to danger before his or her senses would normally allow him or her to do so. The vagabond cannot be caught flat-footed, even if the attacker is invisible. The vagabond still loses his or her Dexterity bonus to defense if immobilized. A vagabond with this ability can still lose his or her Dexterity bonus to defense if an opponent successfully uses the feint action (see Combat) against him or her. If a vagabond already has uncanny dodge from a different class, he or she automatically gains improved uncanny dodge instead.

Bonus Language: Constant travel and exposure to foreign cultures has allowed the vagabond to become a true polyglot. At 8th, 12th, 16th, and 20th level the vagabond may learn how to read, write, and speak an additional language. Bonus languages can be any world language.

Uncanny Dodge, Improved (Ex): At 9th level, the vagabond can no longer be flanked. This defense denies another murderer the ability to sneak attack the character by flanking him or her, unless the attacker class level is at least four levels higher than the character's vagabond level. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum class level required to flank the character.

Copycat Class Feature (Ex): A vagabond learns quickly and picks up on new things with every person he or she meets. At 11th level, and again at 14th, and 17th level, the vagabond learns to imitate a class feature from another class. The vagabond can select any non-supernatural class feature so long as it is not gained at a level higher than the vagabond's current class level. For example, an 11th level vagabond can imitate a soldier's commanding presence ability because it is gained at 9th level, but he or she could not imitate the battle cry ability that is gained at 13th level.

Evasion, Improved (Ex): This works like evasion, except that while the vagabond still takes no damage on a successful Reflex saving throw against attacks, he or she henceforth takes only half damage on a failed save. A helpless vagabond does not gain the benefit of improved evasion.

Ultimate Copycat (Ex): At 20th level, the vagabond can absorb a wide range of tricks and tips from others. Each day, the vagabond can select one class feature from another class and imitate it.

White Witch

Witchcraft was once based on establishing a level of harmony with the earth and nature, engaging its powers to heal and protect, and grow. Unfortunately, many witches have twisted this power into the black magic that is so common today, and few remember the nurturing roles witches once held in the world. But there remain those who struggle to maintain the natural balance and employ white magic to ward off the corruption and decay that threatens all that is good. Due to their association with witchcraft and the prevalence of local superstition, these white witches often face constant mistrust, even when they have the best of intentions at heart. Sadly, some fall prey to witch hunters who mistake them for their foul sisters-or believe it is impossible for a witch to continuously resist being tempted down darker paths.

Yet kindness and a fierce love for all living things imbues white witches with the desire to use their powers despite this opposition. The earth is their domain, rather than any divine connection, and while they prefer to preserve life, they may find ways to turn animals and the forces of nature against unnatural foes. Their wisdom and affinity for nature can give them influence over beasts and even the weather itself.

Role: White witches, sometimes called cunning folk, are the last of the true magic users. While others gain magic through natural talent or stumble upon it through dumb luck, the magic of witches has been handed down through ancient lineages dating back farther than they can remember.

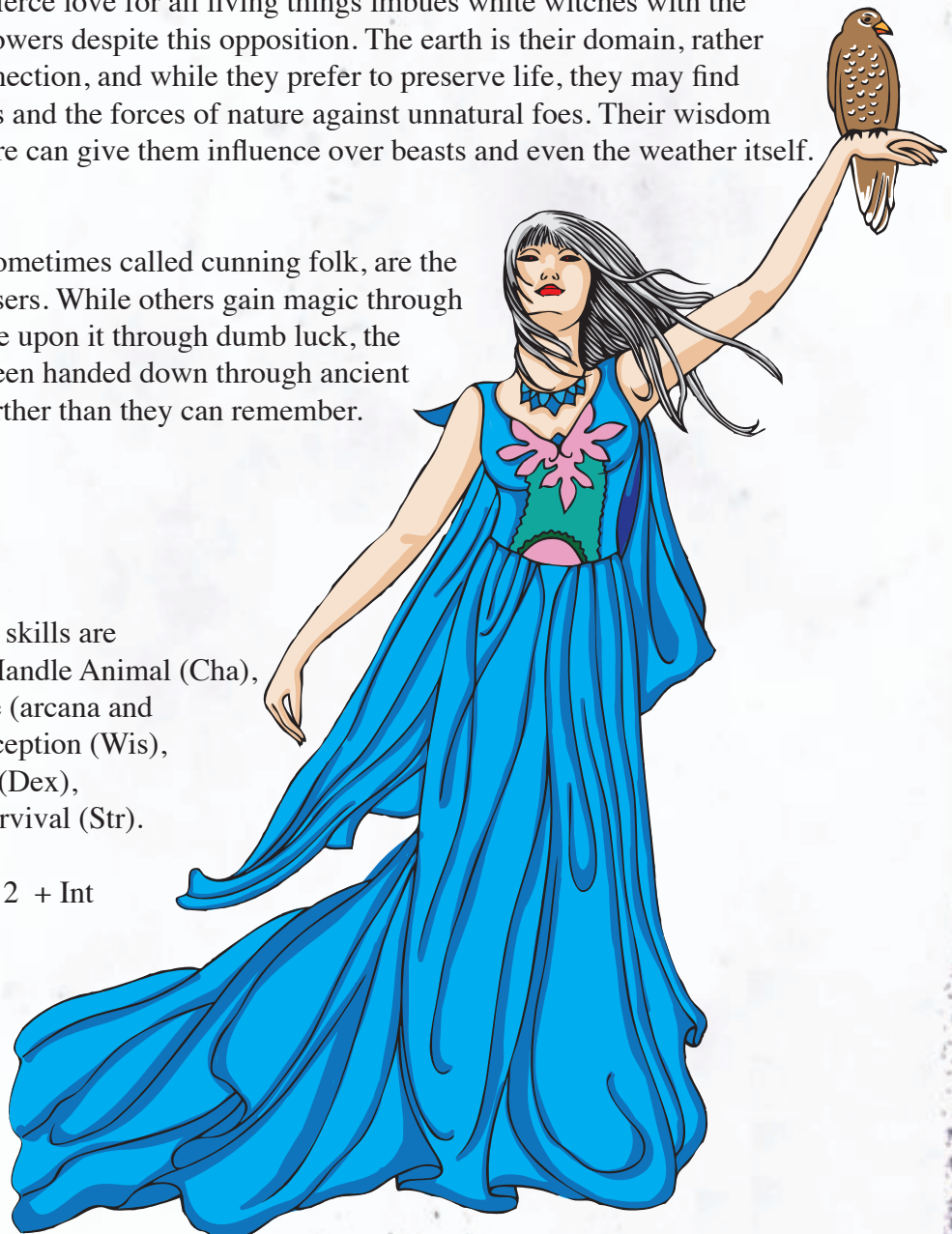
Alignment: Any good

Hit Die: 1d6

Class Skills

The white witch's class skills are Craft (alchemy) (Int), Handle Animal (Cha), Heal (Wis), Knowledge (arcana and supernatural) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spell Craft (Int) and Survival (Str).

Skill ranks Per Level: 2 + Int





Level	Base Attack	Fort	Reflex	Will	Special
1st	+0	+0	+0	+2	Orisons, familiar
2nd	+1	+0	+0	+3	-
3rd	+1	+1	+1	+3	Beast eye
4th	+2	+1	+1	+4	-
5th	+2	+1	+1	+4	Cauldron
6th	+3	+2	+2	+5	-
7th	+3	+2	+2	+5	-
8th	+4	+2	+2	+6	-
9th	+4	+3	+3	+6	Feral speech
10th	+5	+3	+3	+7	-
11th	+5	+3	+3	+7	-
12th	+6 / +1	+4	+4	+8	-
13th	+6 / +1	+4	+4	+8	-
14th	+7 / +2	+4	+4	+9	-
15th	+7 / +2	+5	+5	+9	-
16th	+8 / +3	+5	+5	+10	-
17th	+8 / +3	+5	+5	+10	-
18th	+9 / +4	+6	+6	+11	-
19th	+9 / +4	+6	+6	+11	-
20th	+10 / +5	+6	+6	+12	Weather control



Starting Wealth: 1d4 x10 gp (average 25 gp).

Class Features

The following are class features of the white witch.

Weapon and Armor Proficiency: The white witch is not proficient with any weapons.

Spells: A white witch casts divine spells, which are drawn from the white witch spell list. The witch's alignment may restrict him or her from casting certain spells opposed to his or her moral or ethical beliefs; see evil, chaotic, and lawful spells. A white witch must choose and prepare spells in advance.

To prepare or cast a spell, the white witch must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a white witch's spell is 10 + the spell level + the white witch's Wisdom modifier.

Like other spellcasters, a white witch can cast only a certain number of spells of each spell level per day. His or her base daily spell allotment is given below. In addition, he or she receives bonus spells per day if he or she has a high Wisdom score.



A white witch must spend 1 hour each day in a trance-like meditation on the mysteries of nature to regain his or her daily allotment of spells. A white witch may prepare and cast any spell on the witch spell list, provided that he or she can cast spells of that level, but the witch must choose which spells to prepare during his or her daily meditation.

Evil, Chaotic, and Lawful Spells: A white witch can't cast spells of an alignment opposed to his or her own. Spells associated with particular alignments are indicated by the chaos, evil, chaos, and law descriptors in their spell descriptions. A white witch can never cast evil alignment spells.

Orisons (Sp): A white witch can prepare a number of orisons, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Witch's Familiar (Ex): At 1st level, a white witch forms a close bond with a familiar, a magical pet that enhances the witch's skills and senses and can aid him or her in magic. A white witch's familiar functions like the wizard's arcane bond class feature.


Beast Eye (Su): At 3rd level, the white witch can project his or her senses into an animal within 100 feet, sensing whatever it senses. This does not allow the witch to control the animal's actions. Normal animals get no saving throw against this ability, but animal companions and similar unusual animals may resist with a Will save. The witch can use this ability for a number of minutes per day equal to his or her level.

Cauldron (Ex): At 5th level, the white witch receives Brew Potion as a bonus feat and a +4 insight bonus on Craft (alchemy) skill checks.




Feral Speech (Su): At 9th level, a white witch gains the ability to communicate with any animal as if using the speak with animals spell.

Weather Control (Su): When the white witch reaches 20th level, he or she can change the weather once per day as if using the control weather spell. Creating the weather with this ability takes 1 full hour of chanting, dancing, and communing with a familiar.





Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1	-	-	-	-	-	-	-	-
2nd	4	2	-	-	-	-	-	-	-	-
3rd	4	2	1	-	-	-	-	-	-	-
4th	4	3	2	-	-	-	-	-	-	-
5th	4	3	2	1	-	-	-	-	-	-
6th	4	3	3	2	-	-	-	-	-	-
7th	4	4	3	2	1	-	-	-	-	-
8th	4	4	3	3	2	-	-	-	-	-
9th	4	4	3	3	2	1	-	-	-	-
10th	4	4	4	3	3	2	-	-	-	-
11th	4	4	4	4	3	2	1	-	-	-
12th	4	4	4	4	3	3	2	-	-	-
13th	4	4	4	4	4	3	2	1	-	-
14th	4	4	4	4	4	3	3	2	-	-
15th	4	4	4	4	4	4	3	2	1	-
16th	4	4	4	4	4	4	3	3	2	-
17th	4	4	4	4	4	4	4	3	2	1
18th	4	4	4	4	4	4	4	3	3	2
19th	4	4	4	4	4	4	4	4	3	2
20th	4	4	4	4	4	4	4	4	3	3

White Witch Spells

White witches gain access to the following spells. Spell descriptions can be found in the Pathfinder Core Rulebook.

0-Level White Witch Spells- create water, detect magic, detect poison, guidance, light, resistance, stabilize, virtue.

1st-Level White Witch Spells- calm animals, charm animal, cure light wounds, detect evil, detect undead, endure elements, hide from undead, obscuring mist, protection from evil, remove fear, speak with animals.

2nd-Level White Witch Spells- animal trance, augury, bear's endurance, bull's strength, cat's grace, delay poison, eagle's splendor, gust of wind, hold animal, owl's wisdom, remove paralysis, restoration (lesser), spider climb.

3rd-Level White Witch Spells- call lightning, continual flame, cure moderate wounds, daylight, dominate animal, neutralize poison, quench, halt undead, magic circle vs. evil, remove blindness/deafness, remove curse, remove disease, searing light, sleet storm.

4th-Level White Witch Spells- control water, cure serious wounds, discern lies, divination, ice storm, planar ally (lesser), repel vermin, restoration, sending, scrying.

5th-Level White Witch Spells- baleful polymorph, breath of life, call lightning storm, commune with nature, control winds, cure critical wounds, death ward, disrupting weapon, raise dead, wall of thorns.

6th-Level White Witch Spells-bear's endurance (mass), bull's strength (mass), cat's grace (mass), cure light wounds (mass), eagle's splendor (mass), find the path, owl's wisdom (mass), stone tell.

7th-Level White Witch Spells-cure moderate wounds (mass), heal, repulsion, restoration (greater), scrying (greater), sunbeam.

8th-Level White Witch Spells-cure serious wounds (mass), discern location, earthquake, planar ally (greater), sunburst, whirlwind.

9th-Level White Witch Spells-antipathy, foresight, heal (mass), regenerate, sympathy.

Prize Fighter (Monk Archetype)

The prize fighter is a pugilist who battles for money in the sporting rings and back alleys of the world. This combatant may study English boxing, French savate, Greek pankration, or another fighting form such as freestyle wrestling. Whatever his or her background, the prize fighter combines formal training with the savage techniques of street brawlers.

Alignment: A prize fighter may be of any alignment.

Hit Die: d10

Skills: A prize fighter's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Weapon Proficiency: A prize fighter is only proficient with simple weapons.

Back Down (Ex): At 2nd level, a prize fighter can add his or her Strength modifier as a bonus to Intimidate checks.

Toughness: At 3rd level, a prize fighter gains toughness as a bonus feat. This ability replaces still mind.

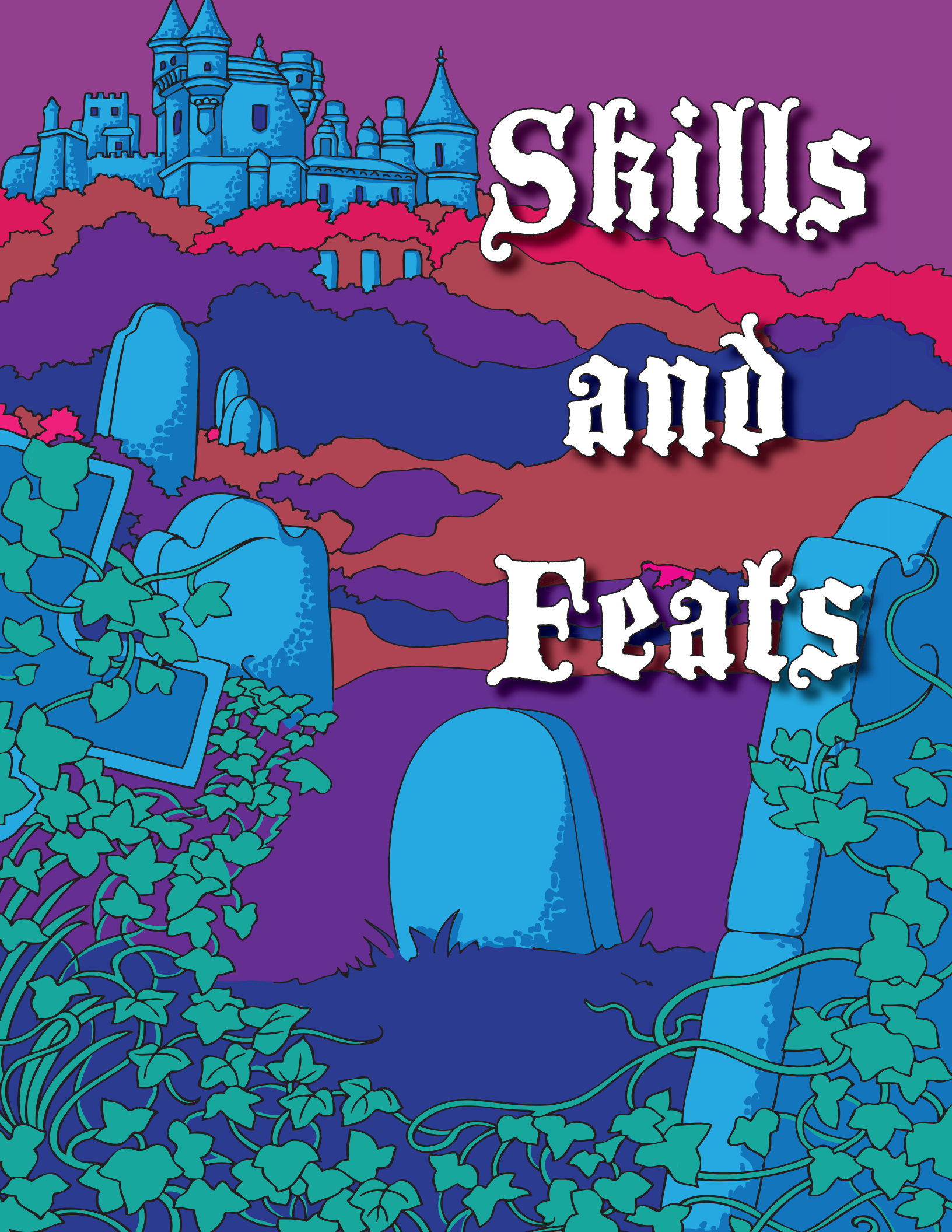
Uncanny Dodge (Ex): At 4th level, a prize fighter gains uncanny dodge. A prize fighter gains improved uncanny dodge at 8th level. This ability replaces ki pool.

Damage Reduction (Ex): At 5th level, a prize fighter gains damage reduction. Subtract 1 from the damage the prize fighter takes each time he or she is dealt damage from a weapon or a natural attack. This damage reduction rises by 1 point at levels 10, 15, and 20. Damage reduction can reduce damage to 0 but not below 0. This ability replaces purity of body, diamond body, and perfect self.

Not Scared (Ex): At 7th level, a prize fighter gains a +2 bonus to Will saves made against fear effects. This bonus increases by +1 at levels 10, 13, and 16. This ability replaces wholeness of body, timeless body, and tongue of sun and moon.

Bonus Feat: At 12th level, a prize fighter gains an additional bonus feat, selected from those available in the monk class feature. The prize fighter gains an additional bonus feat at levels 13, 19, and 20. This ability replaces abundant step, diamond soul, empty body, and perfect self.





Skills

and

Feats

Skills and Feats

Skills

All the skills open to a normal Pathfinder game are still used in Monster Hunters, but Monster Hunters has added additional skills.

Craft (Int)

The character is skilled at creating art using different media.

Craft (visual arts) Craft (writing) Check

These Craft skills are specifically focused on creating works of art. To use a Craft skill effectively, an artist must have the basic supplies and tools inherent to that medium. Generally, a character can take 10 when using a Craft skill to construct an object, but can't take 20 (since doing so represents multiple attempts, and he or she uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because they do not use up any raw materials

Visual Arts

This skill allows an artist to create sculptures, paintings or drawings, take photographs, or in some other way create a work of visual art.

When attempting to create a work of visual art, simply makes a Craft (visual art) check, the result of which determines the quality of the work.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10-19	Talented amateur
20-24	Professional
25-30	Expert
31 or higher	Master

Creating a work of visual art requires at least a full-round action, but usually takes an hour, a day, or more depending on the scope of the project.

Writing

This skill allows a writer to create short stories, novels, scripts, newspaper articles and columns, and similar works of writing.

When creating a work of writing, simply makes a Craft (writing) check, the result of which determines the quality of the work.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10-19	Talented amateur
20-24	Professional
25-30	Expert
31 or higher	Master

Creating a work of writing requires at least one hour, but usually takes a day, a week, or more, depending on the scope of the project.

Drive (Dex)

The character knows how to control various types of vehicles.

Check

Routine tasks, such as ordinary driving, don't require a skill check. A character makes a Drive check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when a character is driving during a dramatic situation (the driver is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time). When driving, the character can attempt simple maneuvers or stunts. This skill includes controlling all vehicles. However, there is a penalty if the driver is not completely familiar with a particular type of transport.

Try Again?

Most driving checks have consequences for failure that make trying again impossible.

Special

The character can take 10 when driving, but cannot take 20.

There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (airship, sailboat, and ship) require the corresponding Vehicle Operation feat, or the driver takes a -4 penalty on Drive checks.

Time

A Drive check is a move action

Engineering (Int) (trained only)

The character is able to build and repair electromechanical devices.

Demolitions

Bombs are electrochemical devices, so setting an explosive is covered by the Engineering skill. Disarming an explosive is handled by Disable Device.

Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check.

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires an Engineering check (DC 15). Failure means that the explosive fails to go off as planned. Failure by 5 or more means the explosive goes off as the detonator is being installed.

An engineer can make an explosive difficult to disarm. To do so, he or she chooses the

disarm DC before making their check to set the detonator (it must be higher than ten). The DC to set the detonator is equal to the disarm DC.

Place Explosive Device: Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction.

The HM makes the check (so that the demolitions expert doesn't know exactly how well he or she has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

Repairing Damage

With a successful engineering check the character can restore lost hit points to a damaged item. With one hour of work, the engineer is able to restore 1d4 points of damage. If he or she succeeds by five points or more, the character may add his or her Intelligence modifier to the number of points restored.

Restoring damage requires new parts to replace broken components. The price of the parts required is equal to one £1 per point of damage repaired or 1% of the base cost of the item per point of damage to be repaired, whichever is greater. The DC for the Engineering check is also based on the percentage of the object's total hit points it has lost.



% of hit points lost	Engineering DC
less than 50%	15
50-75%	20
75-100%	25
Object is broken	30 (lost all of its hit points)

Reset Equipment (DC 15): On a fumble result a piece of equipment suffers a jam, glitch, freeze or other problem which renders it unusable until the error has been corrected. Resetting a piece of equipment requires a DC 15 Engineering skill check. Normally this requires one minute of work, but some resets may be performed as a full round action.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this does not require parts and reduces the Engineering check DC by five, and allows a character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be properly repaired thereafter.

A character can also use jury-rig to hotwire a car or jump-start an engine or electromechanical device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.



Salvage Condition	Engineering DC
Mint	10
Used	15
Heavily Used	20
Broken	25
Destroyed	30
Derelict	+5
Cannibalize	-5



Salvage: If a salvager has access to an unused piece of equipment, he or she can attempt to salvage useful parts from it. Salvaging takes at least an hour's worth of work. Salvaging equipment from a particularly large piece of equipment, such as a steamship might require multiple teams, heavy equipment and a month of labor. The difficulty of recovering useful parts and the value of the parts salvaged depend on condition the equipment is in.

Equipment

Basic household equipment
Ground Transport Vehicle
Raw material from a torn down structure
Steamship

Salvage Time

1d10 minutes to get necessary parts.
1d10 hours
1d6 days
2d6 weeks

Value of parts (% of base value)

75%
50%
20%
10%
10%
listed % x1/2

By increasing the Engineering DC by +5, the roll to determine the salvage time is decreased by -1 (maximum -2). The minimum result is still 1.

The GM can rule that some equipment is too rusted or otherwise damaged to be salvaged. Use the listed values above if the character intends to use the parts for repairing damaged equipment. If the character sells the parts, the base market price is half these values.

Cannibalize: If the engineer has access to an unused piece of equipment which is the same model as a piece of equipment they are trying to repair, reduce the salvage DC by five.

Identify: A character can use Engineering to identify a piece of electromechanical equipment. The DC should be based on how common the item is and how closely the engineer is able to inspect it. A passing glance suffers a -2 penalty, while the use of a full machine shop to examine the equipment should grant a bonus of +2 or better depending on the quality of the facilities.

Try Again?

Yes, though in some specific cases, the GM may decide that a failed Engineering check has negative ramifications that prevent repeated checks.

Special

A character can take 10 or take 20 on a repair check. When making an Engineering check to accomplish a jury-rig repair, he or she cannot take 20.

Repair requires an toolkit. If the technician does not have the appropriate tools, he or she takes a -4 penalty on the check, unless they are tinkering with the Improvise tool ability.

Time

See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter. Identifying a piece of equipment can be made as a reaction, a full round action, or several hours of work if using a machine shop.

Investigate (Int)

The character knows how to prepare evidence for analysis and study clues.

Check: The character generally uses Perception to find clues and Investigate to analyze them. If he or she has access to a crime lab, use the Investigate skill to collect and prepare samples for the lab.

Analyze Clue: The character can make an Investigate check to apply forensic knowledge to a clue. This function of the Investigate skill does not give him or her clues where none exist. It simply allows them to extract information from a clue he or she has found.

The base DC to Analyze a clue is 15. It is modified by the time elapsed since the clue was left, and whether or not the scene was disturbed. Success gives the character information based on the clue (as determined by the GM).

Circumstances

Every day since event
Scene is outdoors
Scene slightly disturbed
Scene moderately disturbed
Scene extremely disturbed

DC Modifier

+2 (max modifier +10)
+5
+2
+4
+6

Collect Evidence: The character can collect and prepare evidence for a lab. This use of Investigate requires an evidence kit.

To collect a piece of evidence, make an Investigate check (DC 15). If the check succeeds, the evidence is usable by a crime lab. If the check fails, a crime lab analysis can be done, but the lab takes a -5 penalty on the Analyze Clue check. If the Investigate check fails by 5 or more, the lab analysis simply cannot be done. On the other hand, if the Investigate check succeeds by 10 or more, the lab gains a +2 bonus when it uses Analyze Clue on the material. This function of Investigate does not provide the character with evidence. It simply allows him or her to collect evidence she has already found in a manner, which best aids in its later analysis.

Try Again: Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.
Action: Analyzing a clue is a full-round action. Collecting evidence generally takes at least a minute.

Knowledge

All the base knowledge skills are used, with the addition of the following.

Knowledge (supernatural) (Int)

The character is knowledgeable in identifying supernatural creatures, events and powers.

Check: This skill is used whenever the character wants to identify a supernatural creature; event or power while it is present. The DC for this check will depend on the circumstances.

Action: Identifying the supernatural while it is present requires no action, but the character must be able to clearly observe the supernatural creature, event or power. This incurs the same penalties as a Perception skill check for distance, poor conditions, and other factors.

Retry: The character cannot retry failed checks to identify a power.

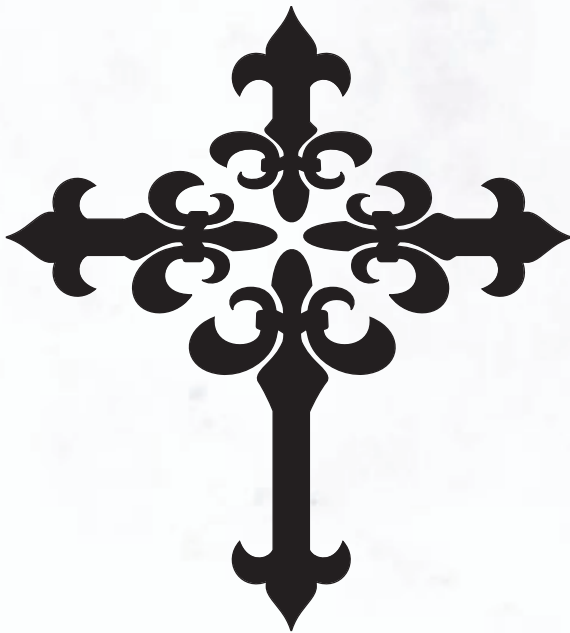


Feats

Some Pathfinder feats are not available in Monster Hunters. Additionally, some Pathfinder feats will function differently in Monster Hunters. And, of course, Monster Hunters introduces some new feats. All of these differences are detailed below.

Feats which are not available in Monster Hunters:

Arcane Armor Mastery
Arcane Armor Training
Channel Smite
Craft Magic Arms and Armor
Craft Rod
Craft Staff
Craft Wand
Elemental Channel
Extra Ki
Extra Lay On Hands
Extra Mercy
Extra Performance
Craft Wondrous Item
Selective Channeling



Feat Descriptions

Connections

You have established a number of useful and helpful contacts among a selected community of people. (Determined in agreement with the HM).

Prerequisites: None

Benefit: Add +3 to all Diplomacy and Gather Information checks when utilizing these contacts for information.

Special: This feat is specialized, meaning you needs to specify which community or group of people she has connections among. For example Connections (Law Enforcement) would mean he or she has contacts among police and other law enforcement agencies, and is familiar with the type of people who are part of that community. Listed below are a number of different ideas, which might be useful to characters. The character is free to select from among them, or, with the Hunt Master's permission, to come up with new ones.

Connections (Academia): You have contacts at various universities and research institutes.

Connections (Business): You have contacts within the business community.

Connections (Government): You have political contacts within a particular nation or empire. These contacts may include government bureaucrats, the monarchy, and as appointed and elected officials.

Connections (High Society): You have contacts among the rich and famous.

Connections (Law Enforcement): You have contacts within law enforcement and investigative agencies.

Connections (Military): You have contacts in the military of a specific nation or empire.

Connections (Streetwise): You have contacts with and knowledge of dealing with people from lower levels of society.

Connections (Underworld): You have connections and contacts within the criminal underworld and black markets, and is familiar with dealing with people from this element of society.

Special: This feat can be selected multiple times. The character must pick a new connection each time this feat is chosen.

Energy Drain Resistant

You are somewhat resistant to energy drain attacks.

Prerequisites: None

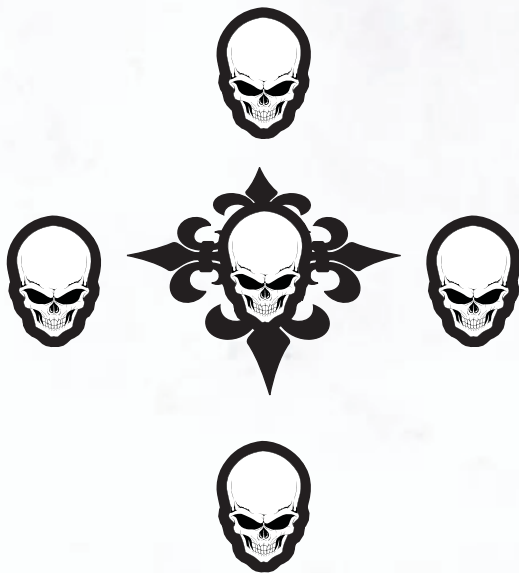
Benefit: The character gains a +2 to their saving throw against energy drain attacks.

Gadgeteer

You have a knack for invention.

Prerequisites: Int 16, scientist level 1

Benefit: You gain +1 additional gadget points per level.



Greater Called Shot

You can make multiple called shots where others could land but one.

Prerequisites: Int 13, Combat Expertise, Improved Called Shot, base attack bonus +6.

Benefit: Whenever you make an attack, you can choose to replace that attack with a called shot. You can make multiple called shots in a single round. Each additional called shot after the first made in the same round takes a -5 penalty. In addition, a called shot that deals half the creature's hit points of damage (minimum 50) is a debilitating blow.

Normal: You can make only one called shot in a round as a standard action. A called shot that deals 50 points of damage is a debilitating blow.

Improved Called Shot

You are skilled at landing blows right where you want to.

Prerequisites: Int 13, Combat Expertise.

Benefit: You receive a +2 bonus on attack rolls when making a called shot. When taking a full-round or standard action that gives you multiple attacks, you can replace a single attack with a called shot. You may only attempt one called shot per round.

Normal: You can make one called shot per round as a standard action.

Left Handed Path

You have chosen to pursue the unconventional and taboo as a source of magical power.

Prerequisites: White witch level 1, cannot be lawful

Benefit: The character may add spells from the chaos domain to his or her spell list.

Special: A character may who takes this feat cannot take the feat, Right Handed Path.

Military Training

You have served in the military and benefited from that training.

Prerequisites: Proficient with personal firearms.

Benefit: The character gains a +1 bonus to his or her Base Attack.

Special: This feat must be taken at 1st level.

Nothing Up My Sleeve

You are good at using misdirection to retrieve your magical tokens while being threatened.

Prerequisites: Magician level 1

Benefit: You may make a Sleight of Hand check in place of a Bluff check while feinting in combat. Your attack against the target must be made with a magical token. If the token summons a monster, the target loses its Dexterity bonus to AC against the first attack made by that creature.

Personal Firearms Proficiency

You know how to use firearms.

Prerequisites: None

Benefit: The character can fire any personal firearm without penalty.

Normal: Shooters without this feat take a -4 penalty on attack rolls made using personal firearms.

Quick Draw (Combat Feat)

You can draw weapons faster than most.

Prerequisite: Base attack bonus +1.

Benefit: The character can draw a weapon as a free action. Anyone with this feat can throw weapons at her full normal rate of attack.

Normal: Anyone can draw a weapon as a move action. If he or she has a base attack bonus of +1 or higher, he can draw a weapon as a free action while moving.



Religious Upbringing

You had a childhood filled with religion and religious teaching.

Prerequisite: None

Benefit: You gain a +2 bonus to Knowledge (religion) and Knowledge (supernatural) skill checks.

Right Handed Path

You have chosen to pursue the traditional and accepted as a source of magical power.

Prerequisites: White witch level 1, cannot be chaotic

Benefit: The character may add spells from the law domain to his or her spell list.

Special: A character may who takes this feat cannot take the feat, Left Handed Path.

Sense Enemy

The character can sense the presence of his or her hated foe.

Prerequisite: Favored enemy ability

Benefit: The character can sense one of their favored enemies up to 60 ft. away. This ability will not allow the character to sense the enemy behind doors or through walls, or detect invisible foes.

The feat can be taken multiple times, each time it applies to a different favored enemy.

Shot on the Run (Combat Feat)

The character can move, fire a ranged weapon, and move again before his foes can react.

Prerequisites: Dexterity 13, Point Blank Shot, Dodge, Mobility.

Benefit: When using an attack action with a ranged weapon, the character can move both before and after the attack, as long as the total distance moved is not greater than his or her speed.

Skip Shot (Combat Feat)

The character can use trick shots to bypass cover.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: If the shooter has a solid, relatively smooth surface on which to skip a bullet (such as a street or a concrete wall), and a target within ten feet of that surface, he or she can ignore the intervening cover. However, he takes a -2 penalty on his attack roll, and their attack deals -1 die of damage.

Special: The surface doesn't have to be perfectly smooth and level; a brick wall or an asphalt road can be used. The target can have no more than nine-tenths cover for the character to attempt a skip shot.

Smite Enemy

The character can increase the damage they do against a favored enemy.

Prerequisite: Favored enemy ability

Benefit: When attacking a favored enemy, the character can add +1D6 to the damage they deliver.

The feat can be taken multiple times, but each new pick of the feat must be to damage a new favored foe type.

Sniping (Combat Feat)

The character knows how to aim correctly.

Prerequisites: Wisdom 13, Point-Blank Shot, Far Shot.

Benefit: Before making a ranged attack, the shooter can take a full-round action to line up her shot. This grants a +2 circumstance bonus on her next attack roll. Once aiming has commenced, he or she cannot move, even to take a 5-foot step, until after his or her next attack, or the benefit of the feat is lost. Likewise, if the shooter's concentration is disrupted or if they are attacked before her next action, he or she loses the benefit of Sniping.

Vehicle Operation

Select a class of vehicles (airship, aeroplane, sailboat, or steamship). The character is proficient at operating that class of vehicle.

Prerequisite: Drive 1 rank.

Benefit: The pilot takes no penalty on drive checks or attack rolls made when operating a vehicle of the selected class.

Normal: Anyone without this feat takes a -4 penalty on Drive checks made to operate a vehicle that falls in any of these classes. There is no penalty when the driver operates a general-purpose vehicle.

Special: The character can gain this feat multiple times. Each time the feat is taken, he or she selects a different class of vehicle.





Monster

Hunter

Gear

Currency

When wandering strange foreign lands and misty backwoods, it is wise to keep a decent coin purse on yourself, never knowing when you might need to purchase fresh supplies, a comfortable bed for the evening, or medical care. Gold and silver coins are still in use in this setting, but paper money is also very common. Barter can be a useful medium of exchange in certain situations, and it can be a time saver when traveling as foreign currency often has to be exchanged for local money. Jewelry, gemstones, and the like are the most easily traded items, but among certain circles a whole host of bizarre goods are prized as treasures.

Each player character begins the game with an amount of wealth measured in gold coins. This money enables the character to purchase weapons and other equipment, as well as finance his or her day-to-day operations.

The following table lists a number of gold coins that are minted by various governments, as well as their face value. Gold coins are often used as bullion, stored in vaults and having a value based on the gold itself. Coins in circulation have worth equal to the face value of a coin; a 40 franc coin does not contain twice the amount of gold of a 20 franc coin. All prices in this book are listed in pounds sterling (£). This arrangement makes sense as London is the capital of the world's financial and banking industries, and the British Empire is the largest economy in the world.



Origin

Britain
Germany
France
Russia
United States

Coin (currency value)

gold sovereign (1 pound sterling)
goldmark (20 marks)
gold napoleon (20 francs)
Rcheronet, gold imperial (15 rubles)
Liberty head, half eagle (5 dollars)



Converting Prices from Pathfinder

Many of the mundane items listed in the Pathfinder Core Rulebook are also available in the Monster Hunters setting. However, industrialization and modern manufacturing have made many of these items significantly less expensive. At the Hunt Master's discretion, a player character may purchase some of these items at 1/10th the Pathfinder price (or less for some items). Under this system, a backpack can be purchased for 4 shillings, rather than 2gp, and 50 ft. of silk rope can be had for 1 pound sterling. The chart below provides easy reference for these transactions.



Pathfinder	Regular Price	1/10th Price
1gp	1 pound sterling	2 shillings
1sp	2 shillings	2 pence
1cp	2 pence	1 farthing (1/4 of a penny)



Weapons

One who seeks to end a monster's existence needs to be equipped with the appropriate weapons. One would not bother shooting a vampire with a silver bullet, for example. Having a hefty arsenal is critical to any monster hunter's attempts to rid the world of darkness. As a military saying goes, there are two ways to attack: hot and cold. One has the choice between the hot lead of a bullet and the cold steel of a bayonet.

Weapons are divided into categories according to the proficiencies required for their use: simple, martial, exotic, personal firearms, and heavy weapons. These weapons are further categorized by size, encumbrance, and method of attack (melee or ranged).

Handguns

As the name suggests, handguns are small firearms that can be fired with one hand. There are two common types of handguns, revolvers and automatics. Revolvers store ammunition in a cylinder that has to be reloaded one round at a time. The newly invented automatic pistol stores ammunition in a detachable magazine and can be quickly reloaded by ejecting the spent magazine and inserting a new one. All handguns require the Personal Firearms Proficiency feat.

Firearm	Cost	Dmg	Crit	Rng	Capacity	Rate	Weight
Coat Pistol *	£3	1d6	x3	15	6 cyl	D	2 lbs.
Colt 1911A1	£5	2d4	x4	30	7 box	D	2 lbs.
Colt Peacemaker	£4	2d4	x4	15	6 cyl	S	3 lbs.
Derringer **	£2	1d4	x2	10	2 int	I	1 lb.
Luger P08	£4	1d6	x4	30	8 box	D	2 lbs.
Nagant 1895	£3	1d4	x4	20	7 cyl	S/D	2 lbs.
Tranter	£8	2d6	x4	15	5 cyl	D	3 bs.
Webley Revolver	£4	2d4	x4	15	6 cyl	D	2 lbs.

*+2 on Sleight of Hand checks to made to conceal the pistol.

**+4 on Sleight of Hand checks to made to conceal the pistol.

Coat Pistol: Any type of small revolver that can be easily hidden in a pocket. These pistols are often chambered to fire .32 or .38 bullets.

Colt 1911A1: A newly invented semi-automatic handgun, this .45 caliber pistol is nearly identical to the weapon Colt makes for the US Army.

Colt Peacemaker: The iconic gun of the American West. This .45 revolver was originally designed for the US Army, but soon became famous as the weapon of choice of outlaws and lawmen on the western frontier.

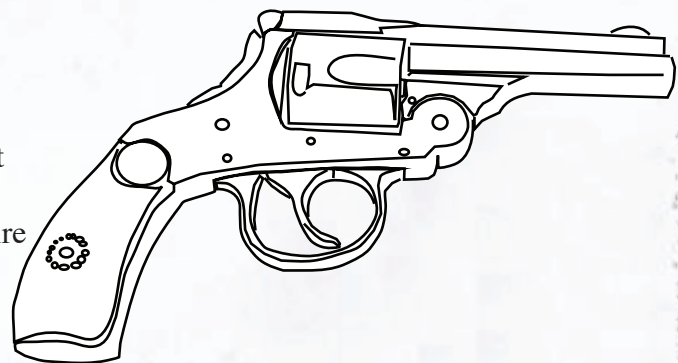
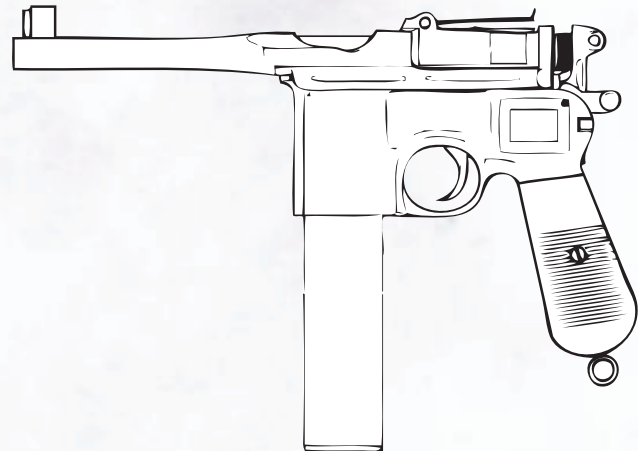
Derringer: One of the smallest pistols available, this type of double barreled handgun is prized for its ease of concealment. It is usually made to fire .38 or .41 caliber bullets. Derringers are often carried by women as a stocking gun.

Luger P08: One of the world's first semi-automatic pistols, the Luger is the standard issue sidearm for a number of armies, including the German Empire.

Nagant 1895: This seven-shot pistol is standard issue for the Russian Imperial Army and the tsar's police forces. The Nagant is known for its sturdiness. It comes in both single action and double action versions.

Tranter: These large caliber revolvers were last seen in action during the Zulu wars. Originally produced as a cap and ball pistol, newer Tranter revolvers fire .44 or .50 cartridges.

Webley Revolver: This break-top service revolver is used by military officers and constables throughout the British Empire. It is also a popular weapon among sport shooters. Most Webleys are chambered to fire .455 rounds.



Longarms

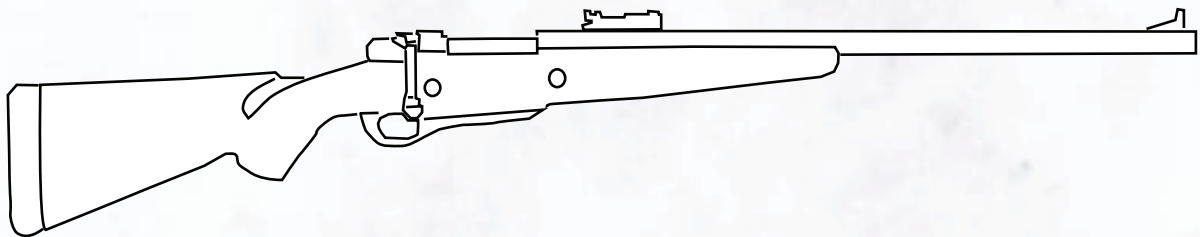
Longarms are firearms that require two hands to operate efficiently, usually while bracing the weapon against one's shoulder. Modern long guns are generally bolt or lever operated, but this category of weapon also includes pump action shotguns and double barreled weapons.

Two-handed firearms can be shot with one hand at a -4 penalty on the attack roll.

Firearm	Cost	Dmg	Crit	Rng	Capacity	Rate	Weight
12 Gauge Shotgun *	£4	1d8	x2	10	7 int	S	7 lbs.
Big Game Rifle **	£8	2d10	x3	90	2 int	S	12 lbs.
Lee-Enfield	£5	2d6	x4	70	10 box	S	9 lbs.
Mauser M98	£5	1d6	x4	80	5 strip	S	9 lbs.
Mosin-Nagant	£4	2d4	x4	70	6 strip	S	8 lbs.
Winchester 1894	£6	2d6	x4	50	15 int	S	10 lbs.

*Attacks made with a shotgun loaded with buckshot receive a +4 circumstance bonus to attacks made within the first range increment. The weapon damage is decreased by 1 dice type for each range increment after the first, to a minimum of 1 point of damage in the fifth range increment. Unlike other firearms, a shotgun can only be used at a maximum of five range increments.

**Requires Str 13 to fire, otherwise the shooter takes a -4 penalty to attack rolls and suffers 1d4 nonlethal damage from each shot.

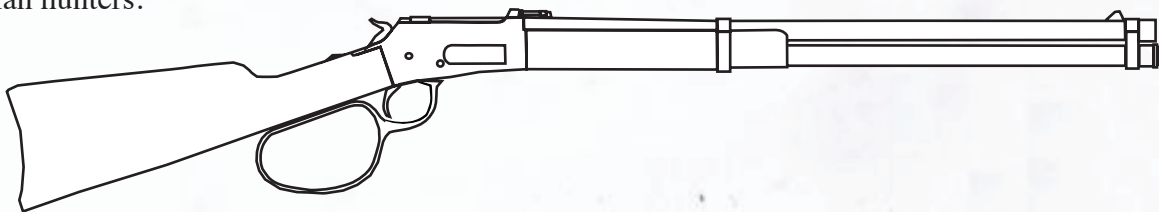


Shotguns can be purchased in a double barreled version which cost half as much, but the capacity is reduced to 2 internal. A shotgun that is sawn-off gains the scatter quality and is easier to conceal.

Big Game Rifle: Any of a number of large caliber double rifles that are often seen on African safaris and hunting trips to other exotic locations. Big game rifles fire powerful rounds such as the .500 or .600 Nitro Express.

Lee-Enfield: The main battle rifle used by British and Commonwealth forces, the Lee-Enfield .303 is known as the fastest bolt-action rifle in the world. The weapon is officially known as the Rifle, Magazine, Lee-Enfield (MLE, or "Emily").

Mauser M98: This bolt action rifle is the mainstay of the German Imperial Army. Similar weapons include the American Springfield 1903. Rifles of this type are broadly used by military forces and civilian hunters.



Mosin-Nagant: The standard issue rifle of the Russian Imperial army, the Mosin-Nagant is made in a number of variations, most of which use the 7.62mm round. These statistics can be used for a number of other military rifles.

Winchester 1894: The Winchester .30-.30 is a hugely popular hunting rifle. This lever-action weapon is an updated version of the rifles that have become synonymous with the American frontier. The newer 1895 model uses a 5 round stripper clip instead of the internal tube, and is used by a number of armies across the globe. A variant Winchester 1895 uses the powerful .405 round, and is popular with big game hunters (increase damage to 2d8).



Heavy Weapons

Heavy weapons are fully automatic support weapons deployed by most modern armies. Using one of these large and cumbersome weapons requires the Exotic Weapon Proficiency (machine guns) feat. If the weapon is not fixed in a turret, operator must lie prone while firing or suffer a -4 penalty on attack rolls.

Obtaining a heavy weapon can be a matter of some difficulty. There is very little difference between the small arms used by armies and those available to civilians through mail order catalogues and the like. Machine guns are different though, as they are made in much smaller numbers and most of them have been pre-ordered by national governments. Transporting and carrying a heavy weapon is also difficult due to its weight and bulk.

Firearm	Cost	Dmg	Crit	Rng	Capacity	Rate	Weight	Miss Fire
Colt-Browning 1895	£12	2d4	x4	100	belt	A	35 lbs.	1-3
Gatling Gun	£12	2d8	x4	100	40 box	A	150 lbs.	-
Hotchkiss M1909	£15	2d6	x4	100	belt	A	24 lbs.	1-2



Colt-Browning 1895: An early machine gun design, this weapon uses a feeding mechanism similar to a lever-action rifle. This unique design gave the Colt-Browning the nickname “potato-digger” because the levers will kick up dirt if fired while prone. This weapon has been used in conflicts across the globe.

Gatling Gun: This iconic multi-barreled weapon was first employed by Union forces during the American civil war, but was soon found in the arsenals of armies all over the world. The weapon is operated by turning a crank and moved by means of a two-wheeled carriage.

Hotchkiss M1909: This light machine gun was designed in France but it has been adopted by numerous armies, including the British Empire and the United States. Different versions of the Hotchkiss machine gun fire rounds in 8mm, .303, or .30-06.

Ammunition

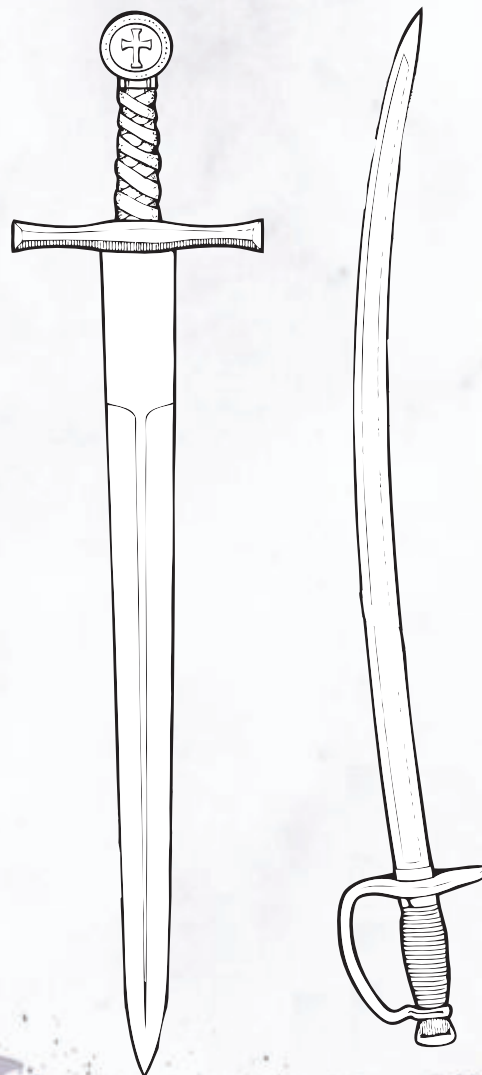
The cost of ammunition is £1 per 100 rounds for most rifles and pistols, and £1 per 20 shells for shotguns. The price of ammunition for big game rifles and other unusual weapons is £1 per 10 rounds.

Dragon’s Breath Shell: This shotgun shell contains magnesium and other compounds that, when fired, produce a line of fire instead of the normal attack. The flame deals 2d6 points of fire damage to all targets within a 30 ft. line (DC 15 Reflex save for half). Because this ammunition forces a saving throw instead of making an attack roll, the misfire rules are slightly different. If you roll a 1 with either of the damage dice, the firearm misfires. These shells must be custom made and cost £1 each.

Firearm Accessories

There are a number of add-ons and attachments that can make a firearm more effective in specific situations.

Optical Sights (£2): Essentially a telescope designed to be mounted on a rifle, optical sights allow someone to shoot more accurately over long ranges. When using a rifle fitted with a telescopic sight, a character only takes a -1 penalty for each range increment after the first, instead of the normal -2. However, to use an optical sight a character must spend a standard attack action acquiring his or her target. If the character changes targets or otherwise lose sight of the target, he or she must reacquire the target to gain the benefit of the scope.



Melee Weapons

The advent of the modern firearm has left the world with little use for the weapons of hand to hand combat. Cavalry and infantry swords are still in use by the officers of most armies, and no soldier would go into battle without a bayonet at the ready, but close action battles are no longer common. Rapiers and other swords are still used in duels, though this practice is also becoming increasingly rare on the continent and has not been seen in Britain for decades.

Monster hunters, however, are not like most people, and they often find themselves engaged in close combat with creatures that are not always susceptible to bullets. All of the various melee weapons found in the Pathfinder Core Rulebook can be purchased in the Monster Hunters setting, though some of them will likely be sitting in the backrooms of pawn shops or mounted on the walls of the good and great. Medieval weapons and their equivalents can be purchased in this setting at 1/10th of the listed price; a rapier that normally goes for 20 gp can be had for £2.

Simple Weapons	Cost	Dmg	Crit	Type	Weight	Notes:
Cane, silver topped	10s	1d6	x2	B	3 lbs.	Silver
Pistol Whip	-	1d4	x2	B	-	-
Rifle Butt	-	1d6	x2	B	-	-

Martial Weapons

Bayonet	2s	1d4	x2	P	-	double
Bayonet, sword	4s	1d6	x2	P or S	1 lbs.	double
Cane, sword	£1	1d6	18-20 x2	P	3 lbs.	-
Cavalry Saber	10s	1d8	19-20 x2	P or S	4 lbs.	-

Bayonet: A bayonet is a bladed weapon that can be fixed on the end of a rifle, effectively making it a melee weapon. Old fashioned spike bayonets are of little use when they are not attached to a weapon, while more modern knife bayonets can be used as fighting daggers and utility knives. A rifle with a fixed bayonet counts as a double weapon, with the blade at one end and the rifle butt at the other. You can fight with it as if fighting with two weapons, incurring all of the normal penalties for doing so.

Bayonet, sword: A sword bayonet is longer than a spike or knife bayonet, and can be used as a short sword when not attached to a weapon. Firing a rifle with a sword bayonet fixed to the end causes the weapon to suffer a -1 penalty on ranged attacks.

Cane, silver topped: A fashionable walking stick with a silver handle. This weapon can be used as a club, and is particularly harmful to lycanthropes, automatically confirming critical threats against such creatures. Attacks made with a silver topped cane take a -1 penalty on damage rolls. Because a cane is not designed to be used as a weapon, it is destroyed if the attacker rolls a natural 1.

Cane, sword: A cane with a length of sharpened steel concealed inside which can be drawn at a moment's notice.

Cavalry Saber: A fighting sword with a slightly curved blade. Sabers are carried by mounted soldiers and occasionally by sailors, though they are rarely used in battle.

Armor

Modern armies have all but dispensed with armor as it offers no protection from bullets or shrapnel from artillery shells. Mail coats are still produced in small numbers, but other forms of armor are either antiques or replicas decorating the houses of the wealthy or highborn. All of the various types of armor found in the Pathfinder Core Rulebook can be purchased in the Monster Hunters setting at 1/10th of the listed price; a chain shirt that normally goes for 100 gp can be had for £10.

Traps

Traps are an invaluable part of a monster hunter's arsenal. Any nonmagical trap from the Pathfinder Core Rulebook can be constructed at a cost of £2 x the trap's challenge rating. All price modifiers apply. Some ready-made traps can be purchased at twice the cost of construction.

Bear Trap CR 1

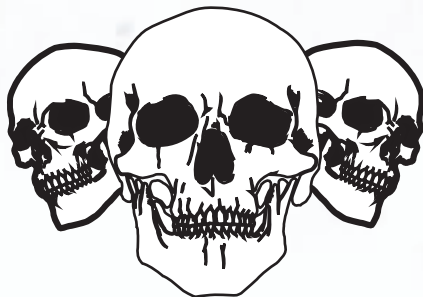
Type mechanical; Perception DC 15;

Disable Device DC 20

Effects

Trigger location; Reset manual

Effect Atk +10 melee (2d6+3); sharp jaws spring shut around the creature's ankle and halve the creature's base speed (or hold the creature immobile if the trap is attached to a solid object); the creature can escape with a **DC 20 Disable Device check**, DC 22 Escape Artist check, or DC 26 Strength check



Holy Artifacts

Faith may be an invisible quality, but you can let the world know it exists by the religious trappings that adorn your person or sit in the pockets of your robe. What makes it even more excellent is that symbols of true belief can be imbued with holy power, making them repellent or even harmful to creatures born of sin and darkness. Remember that it is your faith in God that gives these items potency, and should your faith waver, so their effectiveness might also be subdued.

Chalice	£1 to £3
Cross	£1
Holy Water	4s
Prayer Book	£1
Saint's Bones	--
Talisman	£1 to £2
Vestments	£5

Chalice: This cup can be anything from a simple clay cup to an ornate goblet forged in gold and gems. Often used in communion and filled with wine.

Cross: The central symbol of the Christian faith. This can sometimes contain a figure of Christ, making it a crucifix.

Holy Water: Blessed vials or flasks of water that burn any unholy surface or flesh that it's splashed upon.

Prayer Book: When the screams of the damned or the whispers of temptation surround you, pull out this leather-bound book, with its gilded, onion skin pages, and read for the sake of your soul.

Saint's Bones: The knucklebones, femurs, or even the skulls of holy ones who have sacrificed their lives before you. Rumored to have special powers for the faithful.

Talisman: Figurines of saints, rosaries, and more can be imbued with divine power.

Vestments: Gilded robes, velvet caps, or silk shawls set the true faithful apart from the common man.

Foci

To work your hexes, healings, and other spells requires a steady supply of reagents and mystical foci. The supernatural does not bend to the will of just anyone—a witch or magician needs tools just as much as any craftsman.

Animal Parts	1s
Athame	£1
Bell	2s
Candles, four	1p
Cauldron	1s
Crystals	£1
Feathers and Fur	£1
Fetish	£2
Mortar and Pestle	1s
Pentacle	£2

Animal Parts: Gizzard, guts, and entrails, all hung from hooks to dry. Some are still fresh.

Athame: Sometimes the spell requires blood, whether it be yours or another's. This razor-sharp double-edged blade, the handle either metal or wood, has drunk much of that blood.

Bell: A simple bell with a wooden handle. When rung, it gives out a clear chime.

Candles: Black, red, and white wax candles with neatly trimmed wicks.

Cauldron: A black pot, all of heavy iron, that stands on three or four legs-adorned, perhaps, with various occult engravings. The level of grime varies with the level of care given it.

Crystals: These polished chunks of crystal include quartz, agate, amber, amethyst, turquoise, and even more precious gems, used to focus one's natural powers.

Feathers and Fur: Collected scraps of fur and feathers from dozens of different animals to use as spell reagents.

Fetish: An enchanted carving that serves as a ward, driving off ill spirits and unwanted attention, either from a person or a place.

Mortar and Pestle: Once herbs and organs are dried out, it's into the bowl to be pounded to dust.

Pentacle: A five-point star, made of precious metals. It is meant to be worn about the neck.

Goods and Services

There is more to being a hunter of darkness than weapons and armor. There are many other types of equipment that can be very useful to a slayer of foul and unnatural beasts. Also, there are the everyday concerns of food, lodging, and getting from place to place.

Adventuring Gear

Canteen	2s
Camera, film	£1
Camera, folding	£2
Cards	1s
Compass	£5
Evidence Kit	£7
Dice	1s
Dry Rations, day	2s
Electric Torch	8s
Hunting Horn	£1
Mechanic's Tool Box	£13
Safety Matches, box	1p
Surgeon's Kit	£16
Test Tube, six	£1

Canteen: A large metal flask for holding water.

Camera, film: A roll of 120 frames. The price includes the cost of developing the film. If a character wishes to keep the subject matter secret, he or she will need access to a darkroom and approximately £1 worth of chemicals. Developing a roll of film requires a Craft (visual arts) check DC 20. Failing this check by 10 or more ruins the film.

Camera, folding: Portable, affordable, and easy to use, this invention makes it possible for anyone to take photographs in a wide variety of circumstances. Models such as the Kodak "Brownie" camera are popular with travelers and amateur photographers. The No. 2 Folding Autographic Brownie collapses down to a size that can fit into a large coat pocket.

Cards: A pack of cards. Perfect for games or possibly for trying to tell one's fortune.

Compass: It can be easy to get lost in the fog and thick forest beyond the city streets. Having a trusty tool that lets you know which way is north can set your path straight again. Having use of a working compass grants you a +4 bonus to Knowledge (geography) and Survival checks made to locate a place or chart a course.

Dice: Carved ivory or bone, spotted with ink. Makes for a good way to pass the evening or earn some gambling wins.

Dry Rations, day: A day's worth of sustenance that does not spoil easily. These rations include cheese, sausage, crackers, and tinned food. Some items may be eaten cold, others, like condensed soup, should be cooked before consumption.

Electric Torch: A portable electric lamp that provides normal light in a 60-foot cone and increases the light level by one step in the area beyond that, out to a 120-foot cone (darkness becomes dim light and dim light becomes normal light). The torch's batteries last for 1 hour before they need to be replaced.

Evidence Kit: The development of police sciences has given officers of the law new tools for gathering evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, a character receives a -4 penalty to use the collect evidence option of the Investigate skill. An evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated, as well as supplies for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as

chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 equipment bonus on Investigate checks under appropriate circumstances

Hunting Horn: This trumpet, made of a bull's horn, emits a loud call that can be heard for a great distance (Perception DC 0 to 10

depending on distance and terrain).

Mechanic's Tool Box: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners. This kit allows a character to make Engineering checks to repair mechanical devices without penalty.

Safety Matches: Strike-on-box matches allow one to quickly start a fire without fear that the matches will accidentally ignite. Starting a fire with a match is a generally a standard action.

Surgeon's Kit: Contains a variety of first aid supplies, as well as antithetic, antibiotics, and the various implements needed to perform surgery. Attempting surgery without the proper tools causes a character to incur a -4 penalty to his or her Heal check.

Test Tube: A glass vial with a rubber stopper. Can be used to take samples or to hold chemicals during experiments.

Clothing

Bush Suit	£5
Cold Weather Clothing	£8
Outfit	
Daywear	£2
Formal	£20
Fashionable	£75



Bush Suit: Modeled after the uniforms worn by the British army in desert or tropical climes, a bush jacket is made from lightweight, but sturdy materials, and is paired with durable trousers and boots. The jacket often has a number of expandable pockets and even slots to hold ammunition. Sometimes called a safari suit.

Cold Weather Clothing: Oilskins combined with heavy furs grants the wearer a +2 bonus on Fortitude saves made to resist the effects of cold weather.

Outfit: An outfit of clothing includes appropriate outerwear, coat, hat, shoes, et cetera.

Daywear: A basic shirt and trousers for men or a simple dress for women.

Formal: A men's formal suit or a dress and long coat for women.

Fashionable: The latest men's dress suit complete with sash and top hat or an elaborate evening gown for women.

Services

Airship Ticket (Dusseldorf to Berlin)

Tour £40

Newspaper 1p to 3p

Post 1p to 5p

Railroad Ticket (Paris to Bucharest, Belgrade, or Moscow)

1st Class £25

2nd Class £15

3rd Class £5 to £10

Steam Liner Ticket (Southampton to New York, Cape Town, or Sydney)

Parlor £850

Berth £25 to £30

2nd Class £10 to £20

3rd Class £5 to £10

Telephone Call 1p / £1

Wireless Telegram £1 to £2



Airship Ticket: The German Delag company offers the world's first, and thus far only, commercial air travel service, thereby providing the fastest means of travel possible. A flight on one of their Zeppelins allows a person to cross the width or length of Germany in a matter of a few hours. The company plans to expand service to Sweden and Denmark.

Newspaper: A daily source of information about the world, helpful for finding clues about strange events. Newspapers are censored in most countries, but this government control does not apply to foreign news, so a French paper might have more accurate news about the German Empire than a German paper and vice versa. Of course, yellow journalism and growing nationalism can skew foreign coverage.

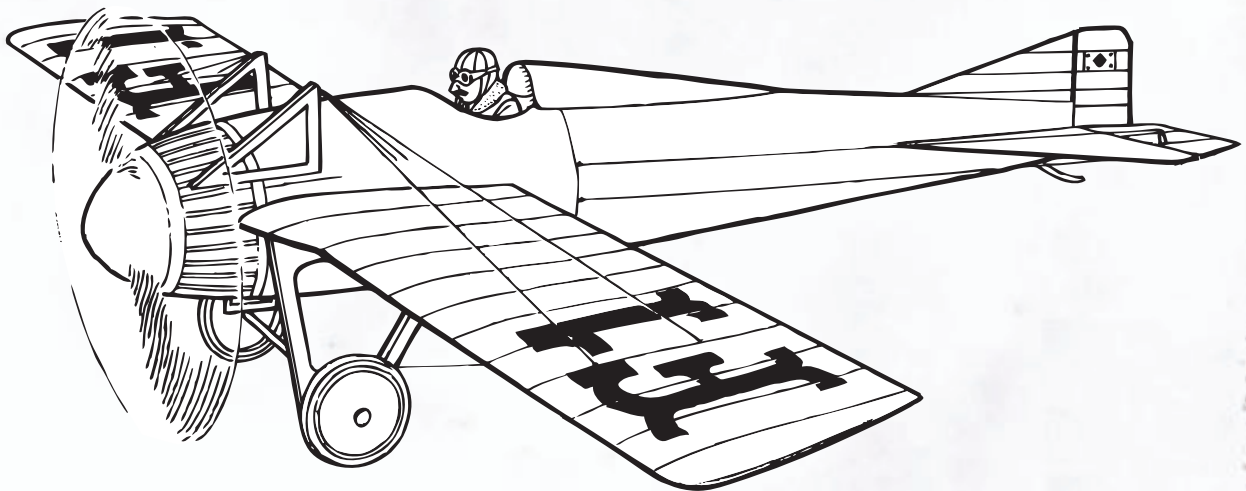
Post: Local mail service. Mail to another country is delivered by train, steamship, or airship and may cost x10 or x20 as much.

Railroad Ticket: A long distance trip aboard one of the many passenger trains in operation. Train service can take one across the continent in 2 to 3 days. The size and comfort of accommodations vary by class. All meals are included in the ticket price.

Steam Liner Ticket: Passage aboard a large steamship that is fitted for passenger service. These kings of the ocean can carry thousands of passengers in luxurious accommodations, and they can reach anywhere in the world in a matter of days or weeks. Most ships feature swimming pools and gymnasiums, and a few even have onboard casinos. Parlor suits are huge and appointed in the style of the finest hotels. Berth and 2nd class accommodations consist of a single comfortable cabin. Steerage (3rd class) varies from a cramped common room filled with hundreds of poor travelers to a small cabin shared by 4 to eight passengers. Steerage passengers may or may not have access to a proper dining hall or appropriate toiletries.

Telephone Call: Mister Bell's invention allows for instantaneous long-distance communication. International calls are significantly more expensive than local service.

Wireless Telegram: This remarkable service can be used to send messages almost anywhere, including communication to and from ships at sea. The telegraph message is transmitted instantly and a typed copy is hand delivered to the recipient.



Vehicles

Aeroplane	£500
Airship	£50,000
Harley-Davidson Model 7D	£60
Horseless Carriage	*
Hot Air Balloon	£500
Sailing Ship	£2,500
Steamer	£30,000



Aeroplane

Huge air vehicle

Squares 12 (15 ft. by 20 ft.); **Cost** £500

Defense

AC 8; **Hardness** 2

hp 40 (20)

Base Save +0

Offence

Maximum Speed 550 ft. (50 mph);

Acceleration 150 ft.

CMB +4; **CMD** 14

Ramming Damage 2d8 (+1 for every 5 ft. of movement in a straight line, maximum +10)

Description

The aeroplane is a recent invention; the Wright brothers of Dayton, Ohio made their first test flight only eight years ago. Small monoplanes are being built by amateur aviators the world over, and a few are available for sale commercially. The single seat Demoiselle (manufactured in Paris and Chicago) is the most popular of these. While powered flight promises to be a bold new frontier in science, aeroplanes are frail, short-range aircraft that are limited to flights of around ten miles. An aeroplane cannot carry passengers or cargo.

Propulsion internal combustion

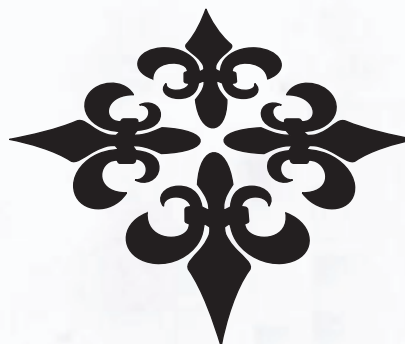
Driving Check Drive

Forward Facing propeller

Driving Device stick

Driving Space seat

Crew 1



Airship

Colossal air vehicle

Squares 48 (20 ft. by 60 ft.); **Cost** £50,000

Defense

AC 2; **Hardness** 5

hp 720 (359)

Base Save +0

Offense

Maximum Speed 100 ft.; **Acceleration** 30 ft.

CMB +8; **CMD** 18

Ramming Damage 8d8

Description

This state-of-the-art aerial vehicle is held aloft by an envelope filled with explosive hydrogen gas (American-made airships are filled with expensive and hard to obtain helium). Passengers and cargo are carried in the a sealed cabin below the envelope. An airship can carry 10 tons of cargo and 40 passengers.

Propulsion mechanical

Driving Check Drive or Knowledge (geography)

Forward Facing the ship's forward

Driving Device steering wheel

Driving Space cockpit

Crew 5 minimum

Decks 1

Harley-Davidson Model 7D

Medium land vehicle

Squares 1 (5 ft. by 5 ft.); **Cost** £60

Defense

AC 10; **Hardness** 5

hp 24 (12)

Base Save +4

Offense

Maximum Speed 525 ft. (60 mph);

Acceleration 125 ft.

CMB +4; **CMD** 14

Description

This American-made vehicle uses a revolutionary V-twin engine that has made it a stand-out in the field of motorized bicycles. These stats can also be used to represent other motorbikes such as the Indian, the 1911 Excelsior and the "Flying Merkel".

Propulsion mechanical

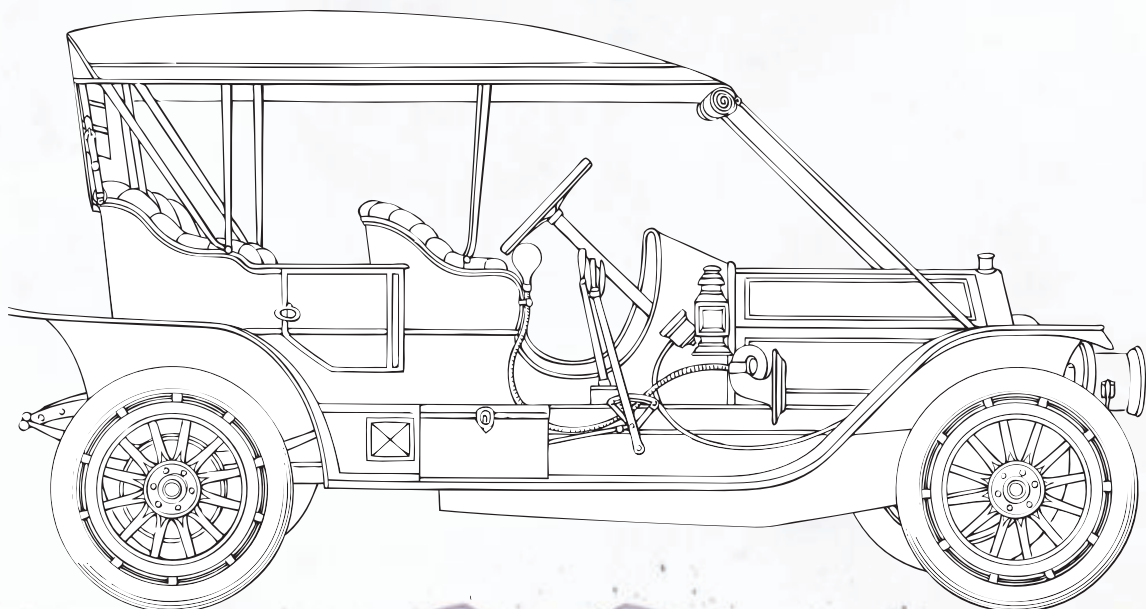
Driving Check Drive

Forward Facing front wheel

Driving Device handlebars

Driving Space seat

Crew 1



Horseless Carriage

Large land vehicle

Squares 2 (5 ft. by 10 ft.); **Cost** see description

Defense

AC 9; **Hardness** 10

hp 40 (20)

Base Save +4

Offense

Maximum Speed see description; **Acceleration** see description

CMB +6; **CMD** 16

Ramming Damage 1d8 (+1 for every 5 ft. of movement in a straight line, maximum +10)

Description

Known also as a motor carriage, motor car, or automobile, this four wheeled vehicle is quickly replacing traditional wagons and coaches. There are literally hundreds of manufacturers building motor cars in small shops all over the globe. A horseless carriage may be powered by electricity, steam, or an internal combustion engine.

Electric: An electric motor carriage must be recharged before use, and has a range of 40 miles between charges. These nearly-silent vehicles are most popular in cities and they have outsold both steam and combustion carriages for years. A low-end model such as the Columbia Runabout costs £170; it seats 1 passenger with a small storage space for cargo. The Runabout has a top speed of 130 ft. (15 mph) and an acceleration of 40 ft.

Combustion: This type of vehicle can be fueled by gasoline, kerosene, or ethyl alcohol. The popular Ford Model T costs a mere £175; it can easily seat 3 passengers plus a 100 lbs. of cargo. The model T touring car has a top speed of 400 ft. (45 mph) and an acceleration of 80 ft. A sports car such as the Bugatti Type 13 costs £525; it can seat 1 passenger with no cargo. The Type 13 has a top speed of 525 ft. (60 mph) and an acceleration of 100 ft.

Steam: A steam carriage burns oil, gasoline or kerosene to provide heat for a boiler that provides power directly to the axles. Steam powered vehicles are much faster than their counterparts, but require greater expertise while operating; a character must make an Engineering check (DC 10) every hour to keep the boiler from building up too much pressure and bursting a fitting. Steam cars like the Stanley K Raceabout cost £375; it can seat 1-2 passengers and a small amount of cargo. The Raceabout has a top speed of 700 ft. (80 mph) and an acceleration of 150 ft.

Propulsion mechanical

Driving Check Drive

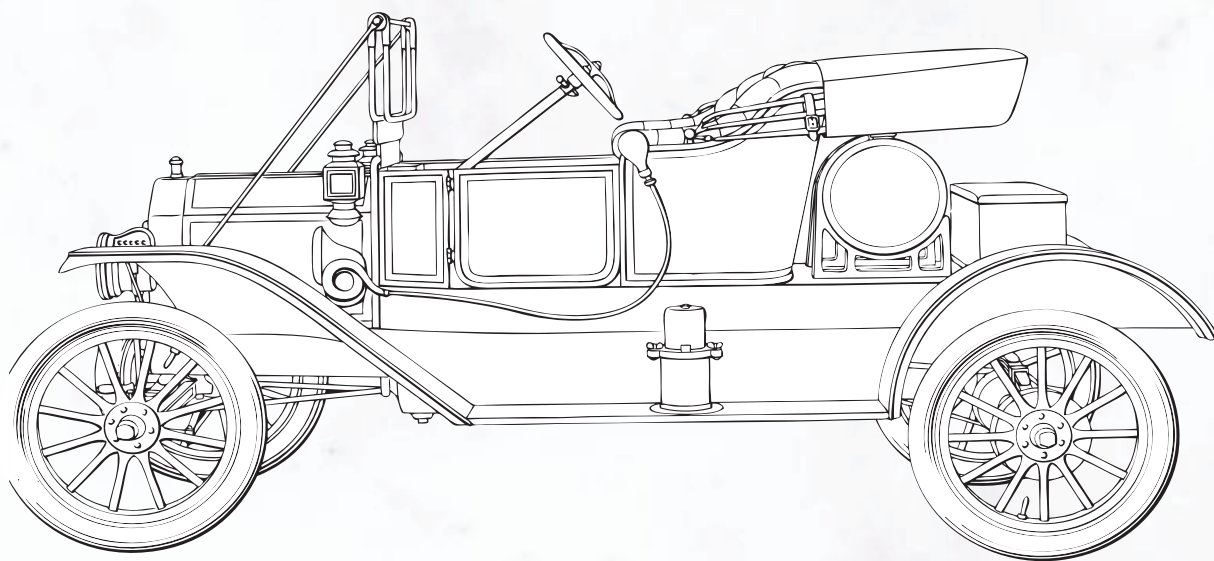
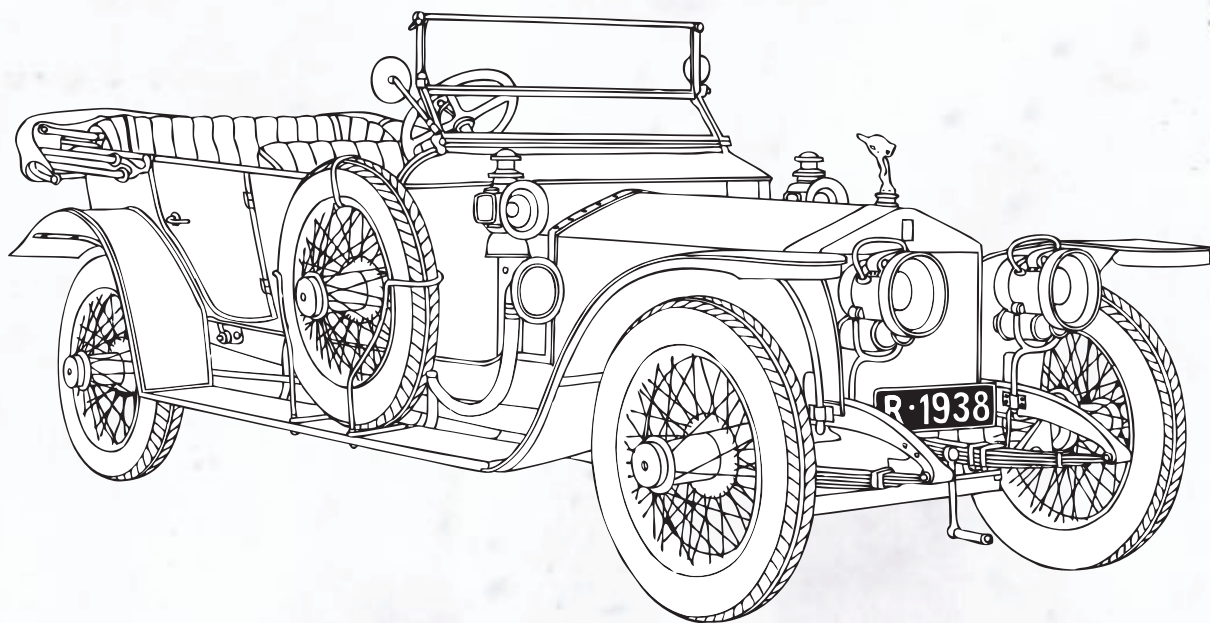
Forward Facing front grill

Driving Device steering wheel or rudder

Driving Space front seat

Crew 1





Hot Air Balloon

Gargantuan air vehicle

Squares 16 (20 ft. by 20 ft.); **Cost** £500

Defense

AC 6; **Hardness** 0

hp 40 (20)

Base Save +0

Offense

Maximum Speed 120 ft.; **Acceleration** 10 ft.

CMB +4; **CMD** 14

Ramming Damage 1d8

Description

The first flying vehicle ever used, a hot air balloon is simply a large cloth bag that supports a gondola (essentially large wicker basket) for the passengers and crew. An open flame burner heats the air inside the envelope to make the craft rise. The balloon is unpowered, and it can only be guided by raising and lowering the craft to catch different prevailing winds. The balloon can change altitude by dropping ballast or manipulating the envelope to let out air. A hot air balloon can carry a small amount of cargo and 4 passengers.

Propulsion current (air; 16 squares of envelope, hp 20)

Driving Check Knowledge (geography) (-4 on check)

Forward Facing --

Driving Device --

Driving Space basket

Crew 1

Sailing Ship

Colossal water vehicle

Squares 60 (20 ft. by 75 ft.); **Cost** £2,500

Defense

AC 2; **Hardness** 5

hp 900 (449)

Base Save +0

Offense

Maximum Speed 180 ft. (20 mph);

Acceleration 30 ft.

CMB +8; **CMD** 18

Ramming Damage 8d8

Description

While giant steam liners have come to rule the seas, sailing ships are still in use. This vessel might be a fishing boat, a luxury yacht, or a schooner pressed into service as a coal carrier. Sailing ships are also used as “banana boats” to haul fresh fruit in from Africa and other tropical places. A sailing ship can carry 75 tons of cargo or 100 passengers.

Propulsion current (air; two masts, 30 squares of sails, hp 150) or current (water)

Driving Check Profession (sailor) or Knowledge (nature) +10 to the DC

Forward Facing the ship’s forward

Driving Device steering wheel

Driving Space the nine squares around the steering wheel, typically located in the aft of the ship

Crew 20

Decks 2



Steamer

Colossal water vehicle

Squares 360 (40 ft. by 200 ft.); **Cost** £30,000

Defense

AC 2; **Hardness** 20

hp 3600 (1800)

Base Save +5

Offense

Maximum Speed 400 ft. (45 mph); **Acceleration** 50 ft.

CMB +16; **CMD** 26

Ramming Damage 8d8

Description

This vehicle is a cargo or mail ship that may also take on passengers from time to time. Many of these ships are tramp steamers that travel without a published schedule or regular ports of call. These ships might be brokered to clients on a short term basis, or they might buy and sell their own cargo on the spot market. Other ships are common carriers that maintain strict schedules. A steamer can carry up to 10,000 tons of cargo and has enough surplus cabin space to comfortably carry 22 passengers.

Propulsion mechanical

Driving Check Profession (sailor)

Forward Facing the ship's forward

Driving Device steering wheel

Driving Space bridge

Crew at least 10

Decks 3



Cost of Living

Destitute (£0/month): The character lives on the street, or as a tramp moving about the countryside. He or she is likely either an inmate at the workhouse or sleeps in one of the many common lodging houses with up to a hundred other paupers. A destitute character must track every purchase, and may need to resort to Survival checks or theft to obtain food.

Poor (£3/month): The character has a single room dwelling in the slums. This apartment is dark, poorly furnished, and surrounded by misery and filth. There is no indoor public or private bathroom. A coal-burning stove is used for both heat and cooking. He or she need not track purchases of meals or expenses that cost 1s or less.

Comfortable (£10/month): The character has a decent flat with indoor plumbing and a privy. This space is moderately furnished, but well-maintained. He can secure any common item worth £1 or less from his home in 1d10 minutes, and need not track purchases of common meals or expenses that cost 10s or less.

Wealthy (£100/month): The character lives in a hotel suite or a fine house with at least one servant. He can secure any common item worth £10 or less from the belongings in his home in 1d10 minutes, and need only track purchases of meals or expenses in excess of £5.

Extravagant (£1,000/month): The character either lives in a luxury hotel or has a mansion in the countryside, possibly both. The character has multiple servants, and he retains the services of various professionals such as lawyers, accountants, and bankers. There are very few items that his butler cannot fetch in 1d10 minutes, and he never has to keep track of meals or expenses.



Hotel (per day)

Common	15s
Good	£2
Luxury	£20+

Rent (month)

Slum	8s
4 rooms	£1
6 rooms	£2

Restaurant

Cheap	1s
Common	10s
Luxury	£5+

Saloon or Pub

Pint of Bitter	8p
Bottle of Wine	10s to 20s
Aged Brandy	£1
Cigar	2s to 3s
Cigarettes (box)	3s
Tobacco (tin)	2s

Entertainment

Cinema	1p
Variety Show	2s
Opera	£3

Groceries

Steak	1s
Loaf of Bread	2p
Dozen Eggs	7p
Tea, 1 pound	2s
Coffee, 1 pound	1s



Combat



Combat Rules

The Monster Hunters RPG uses the standard rules outlined in the Pathfinder Core Rulebook. There are, however, a number of variant rules that have been incorporated into this game. Because Monster Hunters is set in the early twentieth century, it is necessary to include rules for the use of modern firearms. The rules for making called shots are also included to suit a genre where the monsters often have specific weaknesses that include being struck in certain parts of the body.

Firearms

Firearms resolve their attacks against touch AC when the target is within the first five range increments, but this type of attack is not considered a touch attack for the purposes of feats such as Deadly Aim. At higher range increments, the attack resolves normally, including taking the normal cumulative -2 penalty for each full-range increment. Modern firearms have a maximum range of 10 range increments.

Firearms do bashing and piercing damage.

Capacity: A firearm's capacity is the number of shots it can hold at one time. When making a full-attack action, you may fire a firearm as many times in a round as you have attacks, up to this limit, unless you can reload the weapon as a swift or free action while making a full-attack action.

Reloading: You need at least one hand free to load one-handed and two-handed firearms. In the case of two-handed firearms, you hold the weapon in one hand and load it with the other—you only need to hold it in two hands to aim and shoot the firearm.

It requires a move action to reload a weapon with a box magazine or stripper clip guide, a standard action to reload a revolver or double barreled weapon, or a full-round action to load a rifle with an internal magazine or tube. The Rapid Reload feat reduces the time required to reload a chosen type of weapon: a free action (for a box magazine or stripper clip), a move action (for a revolver or double barrel), or a standard action (tube). Reloading a firearm always provokes attacks of opportunity.

Rate: Different firearms have different rates of fire. The three rates of fire that most of these weapons use are single action (S), double action (or semi-automatic) (D), or automatic (A). A rate of 1 means that a weapon can only be fired once before being reloaded.

A single action weapon requires that the shooter manually operate the action to feed the next round and cock the firing mechanism. Examples of single action weapons are certain types of revolvers and bolt action rifles. A single action weapon can only be fired once per attack; feats such as Rapid Shot cannot be used with a single action weapon. This slower rate of fire does have its advantages, as a trained marksman have more time to line up a shot. A character who is proficient with personal firearms can gain a +1 attack bonus when performing a full-attack action with a single action weapon.

A double action revolver or semi-automatic weapon feeds and cocks itself whenever the trigger is pulled. A character armed with this type of weapon can use feats such as Rapid Shot to gain additional attacks per round.

Automatic weapons like machine guns do not fire single shots, rather they unleash a stream of bullets in rapid succession. A weapon firing on full automatic normally targets an area rather than a specific creature. The shooter targets a 10 foot by 10 foot area and makes a single attack roll against every creature in that area. If you do not have the Exotic Weapon Proficiency (machine guns) feat, then you take a -4 penalty on this attack. A machine gun uses 10 rounds per attack.

Misfires: If the natural result of your attack roll falls within a firearm's misfire value, that shot misses, even if you would have otherwise hit the target. When a firearm misfires, it gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, and its misfire value increases by 4. Unless otherwise noted, as firearms in the Monster Hunters game misfire on a roll of 1.

Scatter Weapon Quality: A weapon with the scatter weapon quality can shoot two different types of ammunition. It can fire normal bullets that target one creature, or it can make a scattering shot, attacking all creatures within a cone. When a scatter weapon attacks all creatures within a cone, it makes a separate attack roll against each creature within the cone. Each attack roll takes a -2 penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not foil a scatter attack. If any of the attack rolls threaten a critical, confirm the critical for that attack roll alone. A firearm that makes a scatter shot misfires only if all of the attack rolls made misfire.

Called Shots

The Pathfinder Roleplaying Game deals with hits and damage in a rather abstract way, treating almost all hits the same except for the amount and type of damage dealt. With these optional called shot rules, PCs, monsters, and villains alike can aim their attacks more precisely, potentially to devastating effect.

These rules are an optional addition to any campaign, and should be approached with care by the Game Master.

Making Called Shots

A called shot is an attack aimed at a particular part of the body, in the hope of gaining some extra effect from the attack. The smaller or better guarded the area, the more difficult the called shot. A called shot is a single attack made as a full-round action, and thus can't be combined with a charge, feats like Vital Strike, or multiple attacks with a full-attack action.

Called shots are divided into three basic difficulty groups: easy, tricky, and challenging. Easy called shots represent large areas of the body, and are made at a -2 penalty. They have relatively minor effects unless a critical hit is scored or massive damage is dealt. Tricky called shots represent either smaller areas, like a hand, or areas a creature protects well, like its head. Tricky shots receive a -5 penalty, and inflict more serious



consequences. Challenging called shots represent very small areas like eyes, fingers, or creatures' necks. They receive a -10 penalty, and successful hits cause significant short-term impairment. Beyond these challenging ratings lie almost impossible called shots that receive a -20 penalty. For called shots against non-humanoid creatures, use common sense and the categories above as guidelines. For example, a flying creature's wings are treated as arms.

Range and Reach: Called shots work best at close range. Melee called shots are at a -2 penalty if the target isn't adjacent to its attacker. For called shots made at range, all range penalties due to range increment are doubled, with a minimum penalty of -2 for any called shot against a target that's not within 30 feet.

Critical Hits and Critical Threats: A called shot has the normal chance for a critical hit, and inflicts an extra effect if one is confirmed. The exact effects of a successful critical hit depend on where the target was hit, and are described under Called Shot Effects.

Additional Rules

Automatic Hits: Some effects in the game provide automatic or nearly automatic hits. Using such an ability on a called shot turns it into a normal attack, with none of the benefits or penalties associated with called shots. From a story perspective, this is because the effect cannot distinguish between a hit in general and a hit in a particular area, but it's also necessary to keep the power of such abilities in line with their original intended effects. Some Hunt Masters may prefer a more theatrical or dangerous game in which magic can make a shot through the eye nearly certain, in which case this rule can be ignored.

Cover: Cover other than soft cover interferes with a called shot even more than with a normal shot. Double any AC bonuses provided by cover that isn't soft cover. In addition, cover may make certain called shots impossible.

Concealment: The miss chance for a called shot against a creature with concealment increases to 50%. It's not possible to make a called shot against a creature with total concealment. For effects that function like concealment, such as blink and displacement, a miss chance of 50% or more prevents called shots, a miss chance of 20% increases to 50%, and miss chances of other values are doubled.

Damage Reduction: If damage reduction completely negates the damage from a called shot, the called shot has no effect. If hit point damage does get through, the called shot has normal effects. Damage reduction does not reduce any ability damage, ability drain, penalties, or bleed damage caused by the called shot.

Immunity: Immunity to critical hits protects against the extra effects of called shots.

Regeneration: Regeneration provides no special protection against called shots, but it might negate or undo some of the effects, such as bleeding or limb loss.

Saving Throws: If a saving throw is allowed on a called shot, the DC is equal to the Armor Class hit by the attack. In the case of an attack roll of a natural 20, the DC is the AC the attack would have hit if 20s did not automatically hit.

Stacking: Unless otherwise stated, penalties for multiple called shots do not stack, even if they are to different areas of the body. Ability damage and drain caused by called shots always stacks.

Touch Attacks: Touch attacks and ranged touch attacks made as called shots must target AC rather than touch AC. This represents the care it takes to target such strikes.

Called Shot Effects

The consequences of a successful called shot vary depending on whether the hit is a normal hit, a critical hit, or a debilitating blow (a hit for 50 points of damage or more). When more than one limb or organ can be affected by a called shot, the attacker can choose the target if desired; otherwise, it should be determined randomly.

Called Shot: An attack aimed at a body part that deals fewer than 50 points of damage results in a normal called shot. Called shots inflict either minor penalties or temporary inconveniences.

Critical Called Shot: When a called shot is confirmed as a critical hit but deals fewer than half the creature's hit points of damage (minimum 50), a critical called shot results. Critical called shots can cause ability damage, bleeding, and other serious effects.

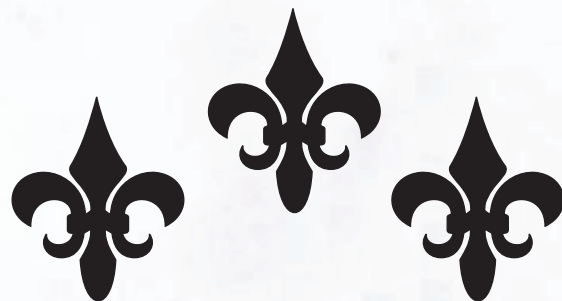
Debilitating Blow: A called shot that deals half the creature's hit points of damage (minimum 50) or more (whether a critical hit or not) results in a debilitating blow that has extra effects. A debilitating blow inflicts major consequences and potentially permanent consequences.

Concentration Checks: Concentration checks forced by called shots to parts of the body involved in spellcasting (generally the head for spells with verbal components, and the casting arm and hand for spells with somatic components) are made at a -5 penalty.

Healing Called Shot Effects: Some called shot effects render a given location useless until healed. Remedying this condition requires the victim be healed (naturally or magically, and by one or more sources of healing) for as many hit points of damage as the called shot caused. If the victim is suffering from multiple wounds of this sort, divide healing equally between them. The regenerate spell repairs any and all effects of called shots except for ability damage and ability drain.

Table: Called Shot Locations

Location	Type	Penalty
Head	Tricky	-5
Ear	Challenging	-10
Eye	Challenging	-10
Neck	Challenging	-10
Chest	Easy	-2
Heart	Challenging	-10
Vitals	Tricky	-5
Arm	Easy	-2
Hand	Tricky	-5
Leg	Easy	-2



Arm

Arms are the manipulating limbs of a creature, including tentacles. Wings are also considered to be arms for purposes of a called shot. Called shots to the arm are easy (-2 penalty).

Called Shot: A called shot to an arm deals no additional damage, but for 1d4 rounds, any attack rolls, ability checks, or skill checks made using the wounded arm take a -2 penalty. A flying creature shot in the wing must make a Fly check to avoid descending involuntarily.

Critical Called Shot: A critical hit to the arm deals 1d4 points of Dexterity damage and 1d4 points of Strength damage. A successful Fortitude saving throw halves the ability damage (minimum 1 point to each attribute). The target also suffers the effects of a called shot to the arm for 1d4 minutes.

Debilitating Blow: A debilitating blow deals 1d6 points of Dexterity damage and 1d6 points of Strength damage. The blow renders the arm useless until healed unless the target succeeds at a Fortitude saving throw. If the saving throw fails by 5 or more, the arm is severed or otherwise mangled such that only regeneration or similar effects can repair it. The target also suffers the effects of a called shot to the arm (if the arm remains usable) for 2d6 minutes.

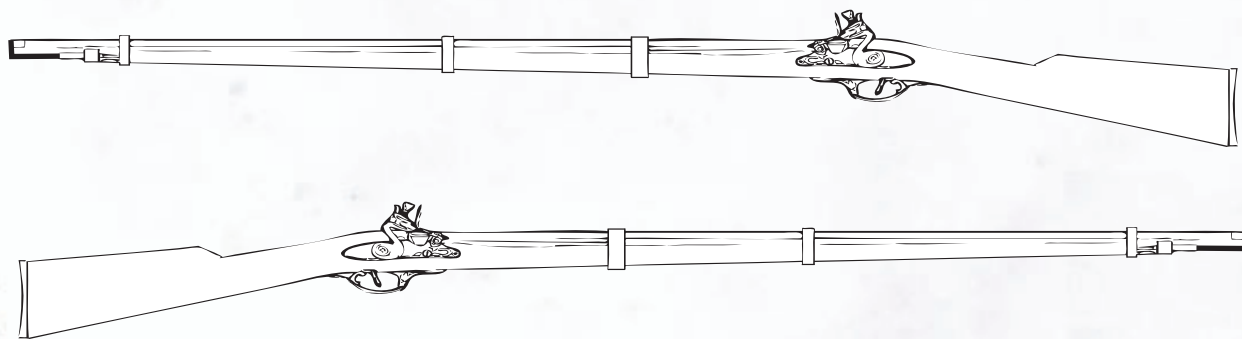
Chest

Called shots to the chest are aimed at the well-protected center of mass of a creature. Called shots to the chest are easy (-2 penalty).

Called Shot: A called shot to the chest deals no additional damage, but any skill checks caused by the hit (such as an Acrobatics check while balancing or a Climb check while climbing) take a -2 penalty.

Critical Called Shot: A critical hit to the chest deals 1d4 points of Constitution damage and fatigues the target. A successful Fortitude saving throw (made after the Constitution damage is applied) negates the fatigue. The creature also suffers the effects of a called shot to the chest.

Debilitating Blow: A debilitating blow to the chest deals 2d4 points of Constitution damage and exhausts the target. A successful Fortitude saving throw (made after the Constitution damage is applied) reduces the exhaustion to fatigue. If the saving throw fails by 5 or more, the creature's internal injuries deal 1 point of Constitution damage in any round the creature takes a standard action. The internal injuries can be healed by either a DC 25 Heal check or by healing as many hit points as the debilitating blow dealt, whether by magical or natural means. The creature also suffers the effects of a called shot to the chest.



Ear

Ears are the organs used to hear. Creatures without visible ears generally aren't susceptible to called shots to that location. Called shots to the ear are challenging (-10 penalty).

Called Shot: A called shot to the ear deafens that ear for 1 round, and imposes a -2 penalty on Perception checks. A creature that loses hearing in all ears is deafened until hearing is returned by way of the remove blindness/deafness spell or a similar effect.

Critical Called Shot: A critical hit to the ear deafens that ear for 2d6 minutes and leaves the target staggered for 1 round. The target also suffers the effects of a called shot to the ear for that duration.

Debilitating Blow: A debilitating blow to the ear destroys that ear and stuns the target for 1 round, then leaves it staggered for 1d4 rounds, and deafened until removed with the remove blindness/deafness spell or a similar effect. A successful Fortitude saving throw deafens the creature until it is restored by the remove blindness/deafness spell or a similar effect.



Eye

Eyes include whatever organs a creature uses to see. At the Hunt Master's discretion, a called shot to the eye can also target sensory organs such as antennae, potentially negating abilities like blindsense. Generally, a creature can't be blinded until it has lost all vision in all of its eyes. Creatures with five or more eyes take no penalties from called shots to their eyes until they're blinded in enough eyes to bring them down a single functional eye, but can still be blinded in that eye by a critical hit or debilitating blow. Called shots to the eye are challenging (-10 penalty).

Called Shot: A called shot to the eye gives all of the target's foes concealment against its attacks for 1 round and gives it a -2 penalty on Perception checks. If the creature only has one functional eye prior to the called shot, it is blinded for 1 round instead.

Critical Called Shot: A critical hit to the eye costs the target sight in that eye for 1d4 minutes. The target also suffers the effects of a called shot to the eye for that duration.

Debilitating Blow: A debilitating blow to the eye destroys that eye, causes blindness until the condition is removed with a remove blindness/deafness spell or similar effect, and deals 1d6 points of bleed damage. A successful Reflex saving throw reduces this to 1d4 hours of loss of sight in that eye and eliminates the bleeding. The target also suffers the effects of a called shot to the eye for 2d6 minutes.



Hand

Hands include most extremities used for fine manipulation. Called shots to the hand are tricky (-5 penalty).

Called Shot: For 1d4 rounds, any attack rolls, damage rolls, ability checks, or skill checks made using the wounded hand take a -2 penalty, including attack and damage rolls with two-handed weapons. In addition, the target takes a -4 penalty to its CMD to resist disarm attempts, and drops its weapon (if any) on an attack roll result of a natural 1.

Critical Called Shot: A critical hit to the hand deals 1d4 points of Dexterity damage. In addition, the target drops anything it is holding in that hand unless it succeeds at a Reflex saving throw. Items held in two hands aren't dropped, but the target still loses its grip with the injured hand. The target also suffers the effects of a called shot to the hand for 1d4 minutes.

Debilitating Blow: A debilitating blow deals 1d6 points of Dexterity damage. The blow renders the hand useless until healed unless the target succeeds at a Reflex saving throw. If the saving throw fails by 5 or more, the hand is severed or otherwise mangled such that only regeneration or similar effects can repair it. Regardless of the result of the saving throw, anything held in the wounded hand is automatically dropped, even items held in two or more hands. The target also suffers the effects of a called shot to the hand (if the hand remains usable) for 2d6 minutes.

Head

Called shots to the head are tricky (-5 penalty), as most creatures show some skill at dodging attacks aimed at their faces. Some creatures lack a proper head altogether. Creatures with multiple heads must be hit by called shots to all their heads in a single round to suffer ill effects, and even then, only suffer the least effect that is inflicted on any single head (so for example, an ettin would need to take critical hits to both heads to receive the effects of a critical called shot to the head).

Called Shot: A called shot to the head leaves the target sickened for 1d4 rounds.

Critical Called Shot: A critical hit to the head deals 1d6 points of Intelligence, Wisdom, or Charisma damage (randomly determine which) and staggers the target for 1d4 rounds. A successful Fortitude saving throw prevents the target from being staggered. The target also suffers the effects of a called shot to the head for 1d4 minutes.

Debilitating Blow: A debilitating blow to the head deals 1d6 points of Intelligence, Wisdom, and Charisma damage (roll separately for each), and knocks the target unconscious for 1d10 rounds. A successful Fortitude saving throw prevents the target from being knocked unconscious, but leaves it staggered for 1d10 rounds instead. If the saving throw fails by 5 or more, the target is rendered senseless by severe brain trauma (as the feeblemind spell) until it receives a heal, greater restoration, or similar effect. The target also suffers the effects of a called shot to the head for 2d6 minutes.



Heart

A called shot to the heart represents an attempt at a killing blow. If the hit isn't either a critical hit or a debilitating blow, the attempt fails and is just a normal hit. A called shot to the heart can be used for any small, likely fatal location on a creature, such as the only weakness on an unimaginably ancient red dragon. Called shots to the heart are challenging (-10 penalty).

Called Shot: A called shot to the heart is just a normal hit with no extra effect.

Critical Called Shot: A critical hit to the heart pierces the organ, causing exhaustion and 1d4 points of Constitution bleed damage. A successful Fortitude save reduces this to fatigue and 1 point of Constitution bleed damage. In either case, stopping the bleeding requires either regeneration (spell or special ability), magic healing that heals as many points of damage (from one or more sources) as the original blow dealt, or a successful DC 20 heal check that takes 1d4 rounds to complete.

A critical hit to the heart against a vampire made with a piercing weapon leaves the vampire impaled through the heart by the weapon if it fails its Fortitude save.

Debilitating Blow: A debilitating blow to the heart destroys it, instantly killing any creature that relies on its heart to survive. Creatures that succeed at a Fortitude save suffer exhaustion and take 1d6 points of Constitution damage and 1d4 points of Constitution bleed damage, as do creatures that can survive without a heart.

A debilitating blow to the heart against a vampire made with a piercing weapon affects the vampire as a critical hit to the heart; for example, it still receives a Fortitude save to avoid the consequences.

Leg

Legs are the ambulatory limbs of a creature, including feet. Called shots to the leg have no special effect on creatures with five or more legs. Called shots to the leg are easy (-2 penalty).

Called Shot: A called shot to a leg lowers the target creature's speed by 10 feet for 1d4 rounds if it has two or fewer legs, and by 5 feet if it has three or four legs. In either case, the creature's speed cannot be reduced below 5 feet per round. Called shots to the leg have no effect on creatures with five or more legs. Hitting the same leg more than once has no extra effect, but the speed penalty for hits on different legs stack. Additionally, any skill or ability checks involving movement (such as Acrobatics or Swim checks) take a -2 penalty for 1d4 rounds.

Critical Called Shot: A critical hit to the leg deals 1d4 points of Dexterity damage and knocks the target prone. A successful Fortitude save keeps the creature from falling prone. The creature also suffers the effects of a called shot to the leg for 1d4 minutes.

Debilitating Blow: A debilitating blow to the leg knocks the creature prone. The blow renders the leg entirely useless until healed unless the target succeeds at a Fortitude saving throw. If the saving throw fails by 5 or more, the leg is severed or otherwise mangled such that only regeneration or similar effects can repair it. If the save succeeds, the target is instead lamed and moves at half speed until the leg is healed, or until it receives a successful DC 20 Heal check. A creature with a useless or severed leg moves at half speed if it still has more than half of its legs usable; otherwise, it cannot stand up and must crawl to move. The target also suffers the effects of a called shot to the leg (if the leg remains usable) for 2d6 minutes.

Neck

The neck makes for a difficult but rewarding target. Injuries to the neck keep a creature from speaking easily, and if blood vessels or the windpipe are damaged, such injuries rapidly lead to death. Creatures that lack vulnerable heads generally can't be attacked in the neck either. Called shots to the neck are challenging (-10 penalty).

Called Shot: A called shot to the neck makes speaking above a hoarse whisper impossible for 1 round. Spells with verbal components have a 20% chance of failing outright, as do attempts to activate command-word items (although for magic items, the use of the item is not wasted).

Critical Called Shot: A critical hit to the neck deals 1d6 points of bleed damage. In addition, the target must succeed at a Fortitude saving throw or suffer a crushed windpipe and be unable to breathe or speak, possibly suffocating. A crushed windpipe can be repaired by magical healing (from one or more sources) that heals as many hit points of damage as the original hit dealt, or by a DC 25 Heal check to open up a hole into the windpipe. The latter check deals 2d6 hit points of damage, and leaves the creature still unable to speak. If target makes its saving throw, it still suffers the effects of a called shot to the neck for 1d4 minutes.

Debilitating Blow: A debilitating blow to the neck leaves the target unable to speak or breathe and deals 1d4 points of Constitution bleed damage. A successful Fortitude saving throw reduces this to 2d6 points of regular (hit point) bleed damage, and the target is only unable to speak and breathe for 1d4 minutes. The Constitution bleed damage caused by a debilitating blow to the neck can only be stopped by regeneration (spell or special ability), magical healing (from one or more sources) that heals as many points of damage as the original blow dealt, or a DC 20 Heal check that takes 1d4 rounds to complete.

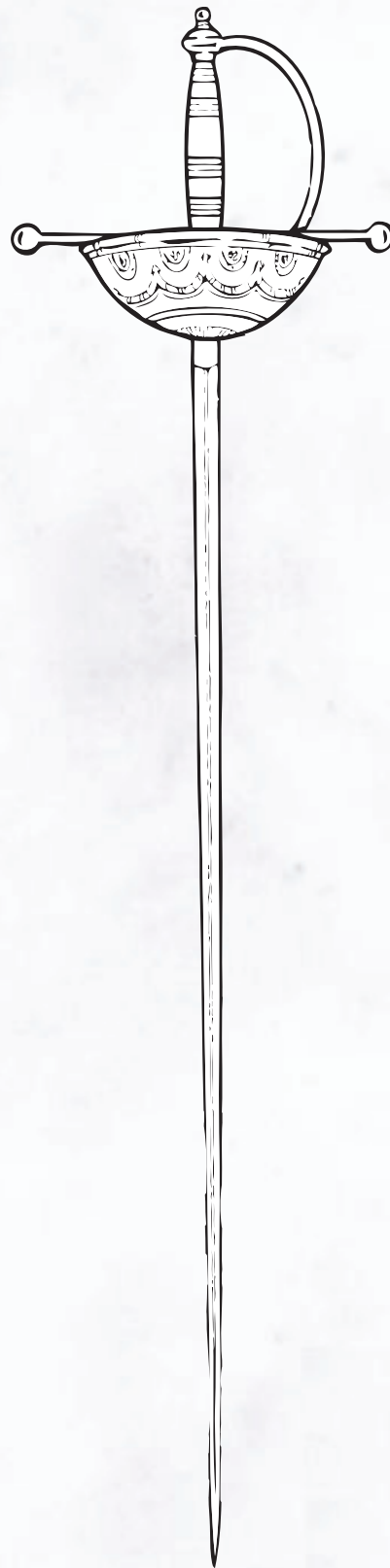
Vitals

The vitals correspond to the abdomen on a humanoid: critical organs not well-protected by bone. Attacks on the vitals can also include dastardly “low blows.” Vitals for non-humanoid creatures can include nearly any location that is relatively hard to hit, poorly protected, and debilitating if struck. Called shots to the vitals are tricky (-5 penalty).

Called Shot: A called shot to the vitals leaves the target sickened for 1d4 rounds. A successful Fortitude save reduces this duration to 1 round. While sickened from the blow, the target cannot run or charge.

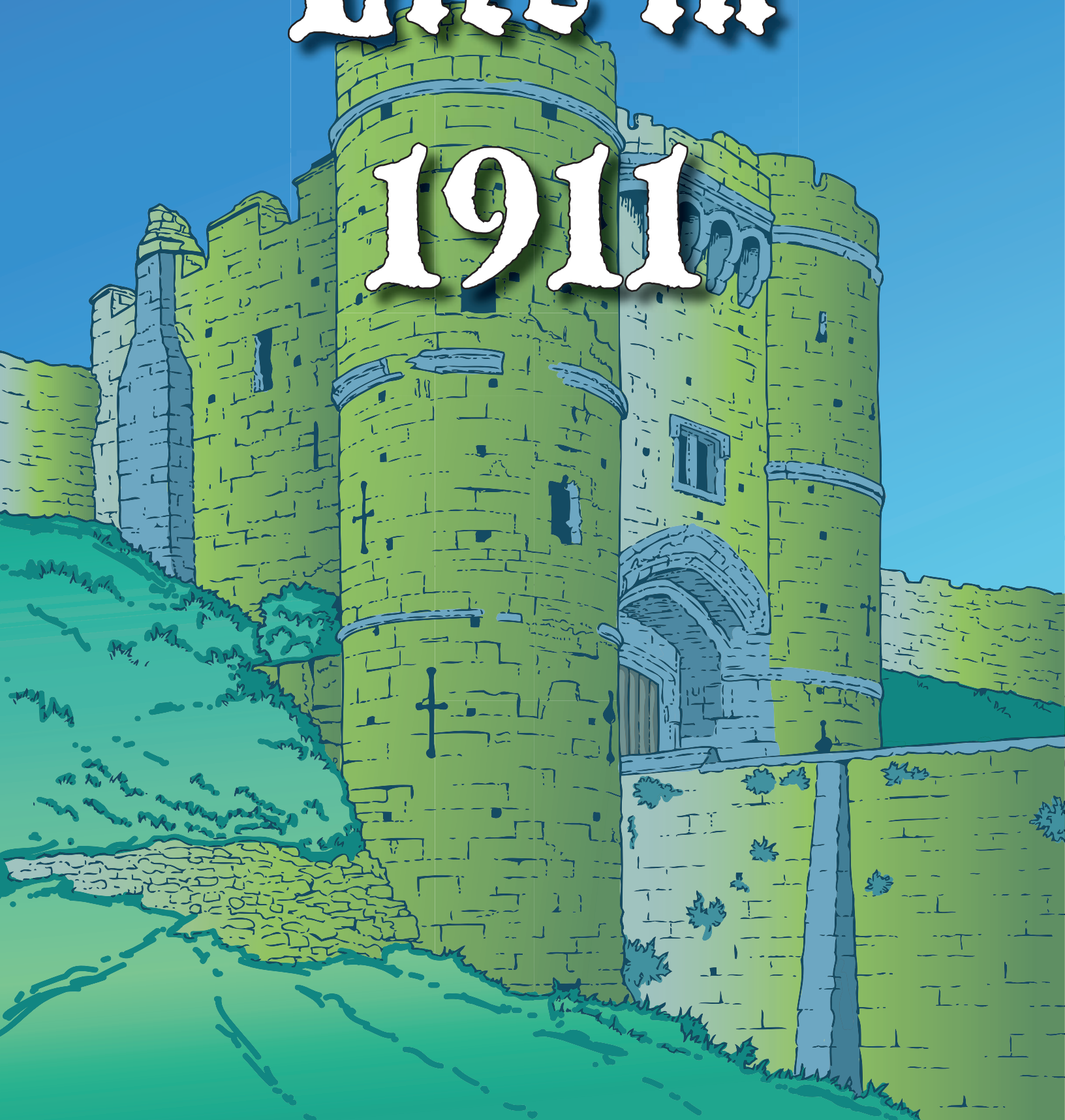
Critical Called Shot: A critical hit deals 1d4 points of Constitution damage. In addition, the target is nauseated for 1d4 rounds and sickened for 1d6 minutes. A successful Fortitude saving throw negates the nauseated condition. While the target is sickened from the blow, it cannot run or charge.

Debilitating Blow: A debilitating blow to the vitals deals 1d6 points of Constitution drain, nauseates the target for 1d4 rounds, and sickens it for 2d6 minutes. A successful Fortitude save reduces the drain to damage and the nausea to 1 round. If the save fails by 5 or more, the target is disemboweled or otherwise horrifically wounded, and takes 1 point of Constitution bleed damage. The Constitution bleed damage caused by a debilitating blow to the vitals can only be stopped by regeneration (spell or special ability), magical healing that heals as many points of damage (from one or more sources) as the original blow dealt, or a DC 20 Heal check that takes 1d4 rounds to complete.



Life in

1911



Life in 1911

Europe in the early Twentieth Century is a land in transition. This is an age where monoplanes and zeppelins can be seen crossing the sky, an age where horse-drawn carriages are seen on the same roads as motorcars. Women still wear corsets, yet they petition for the right to vote. Advances in technology have brought people together with fabulous inventions while also creating terrible weapons that threaten to tear the continent apart. This era is where great geniuses like Einstein and Tesla are beginning to radically changing our views on the nature of reality and the limits of human endeavor.

The English call this period the Edwardian era after the recently deceased King Edward. The French call it La Belle Époque (the beautiful era). While many people think of this as a golden age, American writer Mark Twain has referred to the late 1800s and early 1900s as “The Gilded Age,” indicating that a thin layer of gold is layered over a cheap and coarse core. The opulence and technological development of this era have come at a high price in terms of human misery, and the common people are increasingly straining against traditional class roles and social standards. The European continent is at the height of its power as the dominant powers scramble to carve up Africa in the same brutal manner in which they had conquered the rest of the world.

The template for much of modern life is being set in the first decades of the 1900s. At the same time, the culture is stubbornly sticking with old ways of thinking and doing things. In some countries, monarchs rule with absolute power and a “good” bloodline counts more than actual accomplishment. This is an age where the idle rich spend their time seeking new diversions while the working class struggles to make a decent living. New ideas about politics and economics are gripping the world’s imagination at the same time romantics are dreaming about an idealized past.

Edwardian Slang

Buck: a sharply dressed man, a dandy

Cheeking: joking

Cheese It: stop what you are doing, look out

Clergyman’s Daughter: an unchaste woman, especially if she is a prostitute

College: prison

Croaker: someone who is dead or dying

Doss House: cheap lodging

Got the Chuck: fired or dismissed

Hook It: escape or flee

Josser: a foolish person

Mussluman: a muslim

Peg: a charity where soup is served to the poor

Razzled: drunk

Sack: cheap wine

Swaddy: a soldier

Taken the Knock: to be cheated on or left by a lover

Tommy Atkins: a British soldier

Vapors: a release of bodily gases thought to cause fainting



Suggested Materials for Gothic Horror

Novels:

Dracula-Bram Stoker
Frankenstein, Or a Modern Prometheus-Mary Shelley
The Picture of Dorian Gray-Oscar Wilde
The Strange Case of Dr. Jekyll and Mr. Hyde-Robert Louis Stevenson
The Phantom of the Opera-Gaston Leroux

Other Authors:

H.P. Lovecraft
Edgar Allen Poe
Ambrose Bierce
Washington Irving

Films:

From Hell
The Woman in Black
The Wolfman (1941 and 2010 versions)

Video Games:

Undying
Nocturne
Nosferatu: The Wrath of Malachi
Shadow of the Comet
Call of Cthulu:
Dark Corners of the Earth

Suggested Materials for Life in 1911

Authors:

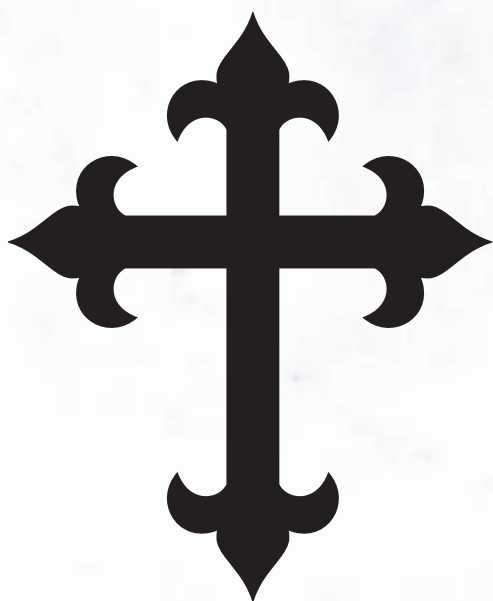
Mark Twain
Jack London
Rudyard Kipling
Joseph Conrad
H.G. Wells
Arthur Conan Doyle

Films:

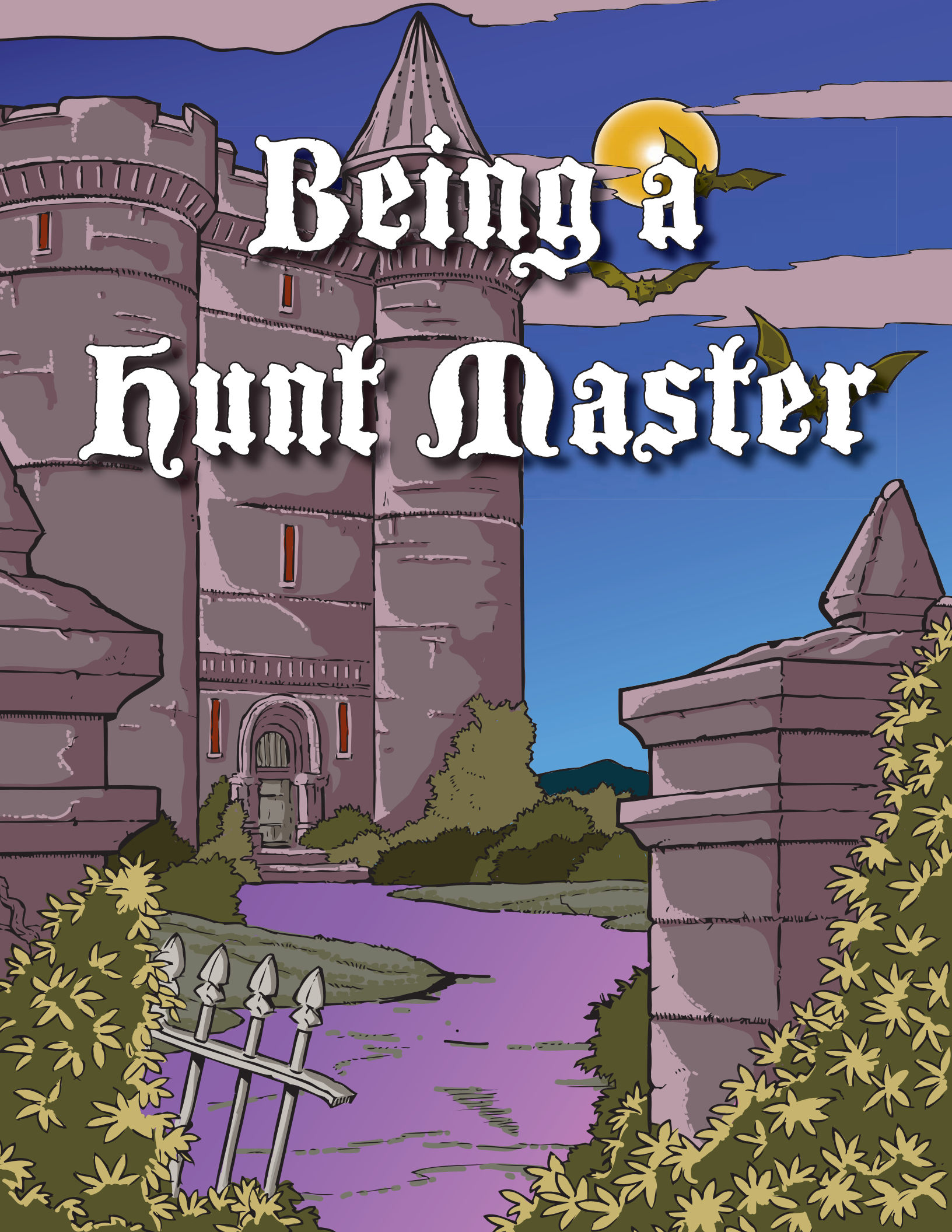
The Illusionist
Moulin Rouge
Titanic
Age of Innocence

Video Games:

The Last Express
Red Dead Redemption



Being a hunt Master



How to Bring Horror Back into the World

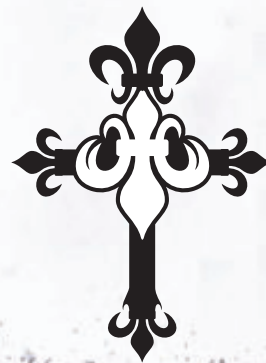
When you sit down to run a game session, especially in a world set somewhere in the broad spectrum of "horror," you might well run into one of several problems. Your characters might have researched the monsters they could encounter so thoroughly, or be so familiar with them already, that no matter what you throw at them, they know exactly how to deal with it without breaking a sweat. The monsters become less frightening and little more than walking, snarling, XP rewards. The opposite could also occur; the player characters might become so paranoid and fear-primed that they take few risks and struggle to advance the story. Because it can often be difficult to create the prerequisite mood of a horror adventure, the following tips are offered:

Fear the Dark: The player characters must know that danger is nearby, but they must not ever be able to see the monsters they face, not until the brutal and terrifying end. There is a primal sensation triggered by the thought of unseen teeth and claws lurking in the night, and a wise Hunt Master will use this instinctive fear to his or her advantage. Instead of coming face to face with a supernatural menace, the characters find mutilated bodies, bloody tracks, and terrified witnesses. Often, the only glimpse the characters get of their foe is a flitting shadow or a pair of yellow eyes in the twilight.

Fear the Unknown: A quantifiable and qualifiable danger, no matter how deadly, will never be as terrifying as an uncertain threat. A known menace, even a powerful one, can be safeguarded against with proper planning and some precautions. However, one can never be prepared to face an enemy one does

not know. No plans can be made against a creature whose appetites, habits, weaknesses, and attacks are a total mystery. The player characters can never feel safe if they do not know where the monster dwells, when it is near, or whether it will kill again.

Work Without a Net: A typical Monster Hunters adventure is not going to be loaded down with action and combat encounters, but it will still be challenging to the PCs. More important than the challenge are the stakes being played for, as every supernatural investigation and monster hunt brings the characters face to face with the possibility of death. The dangers the party faces must be intense and the consequences of failure very real. Magical healing and even resurrection spells exist in the world of the game, but by no means can they be taken for granted. A Hunt Master cannot go soft on the player characters for fear of ruining the game. A character who rushes headlong into the lair of an unknown creature must live or die according to the dice rolls. The HM's job is not to kill off the hunters, of course. Instead, the Hunt Master might suggest to the group early on that they each create a secondary character that comes complete with a hook into the game. Perhaps this second character is a relative of the first, and he or she comes looking for this deceased cousin when their long-running correspondence stops. Even if none of the original characters die, the players will go into the game knowing that the odds are long against them.



The Best Laid Plans: Each hunt should be dangerous and difficult, but not unnaturally so. A Hunt Master should reward investigation, research, and calculated planning in the pursuit of dark powers. Discovering that a foul plot is afoot, identifying the creature(s) involved, and discovering the best means of combating the beast(s) comprises the stock storyline in any game of supernatural horror. A HM should keep this methodology in mind before deliberately interfering with plans set forth by the player characters. After all, monster hunters do not walk into the lair of a vampire at night and challenge him to a fair fight; they sneak in during the daytime, pry open his coffin, and end him while he is asleep and helpless.

There are times, however, when the careful strategies and elaborate preparation of the PCs will put them in the position of easily overwhelming the monsters, turning a pulse-pounding thriller into an action movie bloodbath. For example, suppose the party has tracked a werewolf to its lair in a ruined monastery. One of the PCs then undertakes the time, effort, and expense of securing a Gatling gun and arranging for the manufacture of a large number of silver bullets. This undertaking is followed by the challenge of transporting the bulky weapon across the continent unseen, loading it onto the back of a delivery cart, and sneaking it into position near the abbey grounds. At this point, the Hunt Master has to consider the possibility that the nerve rattling climax of the adventure could be ruined by a burst of superior firepower. One could solve this problem by sabotaging the PC's plan; there are numerous opportunities for the HM to thwart such a complicated scheme. However, interfering this way takes away a player's sense of agency, of being able to make meaningful choices.

Instead of cheating the character out of a potential advantage, a Hunt Master would do better by simply modifying the adventure. Instead of advancing on the monastery and assaulting a single werewolf, the party might encounter a whole group of shapeshifting creatures. This approach is superior in several ways. First, such an encounter would be terrifying even to someone in possession of a heavy weapon. Second, the other characters have a chance to get involved in the combat, instead of the character with the gatling gun doing all the work. Third, the original character gets to revel in the power of his or her weaponry as lycanthrope blood is splattered across the meadows. In the end, the Gatling gun will run out of silver bullets, or the party will have to move quickly and abandon it. This turn of events leads the adventure right back to where the HM wanted it: a lightly armed party tracking a terrifying beast through the darkness.

Gameplay Overview

Monster Hunters was conceived and designed to bring a true sense of gothic horror back to the gaming table. We chose the monsters and settings involved because they have a fixed place in the human imagination. These monsters could be us. We could be them. They have held us captive through film, literature and comics, and those same monsters lurk in the shadows of our minds when the lights are out and any bump or flicker outside the window could be them come to feast.



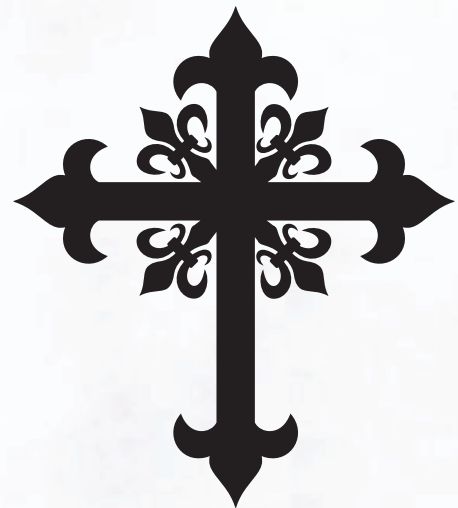
Our primary goal was to craft a game that offered fun, adventure, and, yes, fear. When properly nurtured and employed, the combination of these three elements can get even the most jaded player's blood pumping and emblazon a campaign in their mind forever.

This is a world here the stakes can be real, and one fights for survival more than glory or riches. True sacrifice can save the day as much mindless sword-swinging or spell casting. Victory is never assured, and sometimes the reward is simply getting out with skin intact and soul unsullied.

What Makes it Horror?

Is horror an ugly undead creature lurching out of the closet, skeletal fingers groping for your throat? Is it a frigid, foul wind caressing your neck in the middle of a graveyard at midnight? Or perhaps it's merely the empty, dead gaze of someone you once called a friend, who is now little more than a stranger?

In many ways, the most distilled essence of horror is a disturbance of our status quo. No, we are not talking about burnt toast for breakfast or a late bus to work. We're talking about a disturbance on a deeper level. A sense of something inherently wrong or twisted about the nature of a person we are interacting with or situation we are in. This perception of wrongness is accompanied by a desire to somehow fix the perversion before it spreads or harms us.



In *Monster Hunters*, the world is bent...even broken in some areas. The creatures that inhabit are both more and less than human, and they are infringing on the bastions of civilization humanity has erected in an attempt to protect their sense of decency or sanity. Sometimes those creatures are already among the common folk, wearing a thin skin mask of mortality while slaving for flesh and blood.

This is not a world that is comfortable to live in. Oh, the higher society might have managed a veneer of polish and posture, but the reality is most folks live in some level of squalor and filth. Even when living inside four walls, with a roaring fire in the hearth and fine food on the table, it's impossible to escape the nagging thought that few things separate man from beast...or monster.

What Makes for Gothic Horror?

Gothic horror evokes much more specific images than just the general horror elements in themselves. When one thinks "gothic," what leaps to mind? A grim, lightning-crowned castle on the horizon? Wolves howling in black woods? Cobwebbed dungeons where cast-aside experiments slink and slither? This realm of horror deals with the grotesque, the bizarre, and the corrupt. The characters are flawed and often disturbing. The settings are ancient and decayed. Crime, violence, and poverty are ever present. Even those events that have no supernatural origin are often macabre. Prophecies, ancestral curses, and strange visions come into play.



In gothic horror, there is less of the “leap and scream” tactic in play. Characters aren’t always being chased by screeching beasts and the villain isn’t up on stage twirling his dastardly mustache. In gothic horror, it’s more of a slow build, an easing into the realization of just how terribly wrong things have become, almost without seeing it until the last second when the evil overwhelms you. Clues found here and there, dark whispers that tease the sense of unease until it finally flourishes into a black blossom of terror. A slow dripping in the distance that could be water...drool...blood...or worse.

Gothic horror brings a sensual depth to the mood. Not romantic, necessarily, but where all the senses are on high alert, soaking in so many evocative details it can be overwhelming. From the water dripping off the gargoyles overhead to a shadowy labyrinth full of scuttling, moaning creatures of nightmare to a determined hunter trudging across a rugged moonscape—all of these things combine to create a world that is both gripping in its vividness and keeps the skin crawling and the hairs prickling. A world where there’s an underlying foulness and suspicion, challenging the characters to somehow find something redeeming in the murk and in themselves.

At the same time, the character’s or player’s reactions to these scenes and elements are equally important. Just as shadows might be a bit deeper, the wind howl a bit harder, the blood run a bit thicker, so the character will tend to have more dramatic responses. They possess grittier determination to drag the forces of darkness into the light. They feel the fangs of desires sink into their soul whenever temptation whispers their name. They rage against a sense of futility, and use that desperation to drive themselves forward against even the most horrific odds.

Now that we’ve got a better sense of what to look for in Monster Hunters, how do you, the HM, actually bring about these feelings and sensations? How do you avoid the clichéd or cheesy tropes of gothic horror and instead make your player’s eyes widen in trepidation as they approach their hunting grounds?

Evoking the Atmosphere - Storytelling Techniques

So...fun, excitement, and fear. Twist these three elements together, and you’ll stand a far better chance of delivering a memorable campaign or adventure. Here are a number of techniques you can employ and considerations to keep in mind as you set out to lure your players into the Monster Hunter world. You’ve likely used some of these in the past, but it’s always good to have an array to choose from.

And, of course, in the end, you are in control of how the game plays out. You know your players best and how they might react to the material in a particular scenario. You know your storytelling strengths and weaknesses. Everything in this book is just here to give you a foundation, and it’s forever up to you exactly how the adventure is presented or developed.

Setting the Stage - It can be tempting to try and jump straight into the action. After all, that’s what the players have come for, right? While a fight right off the bat might work in some instances, it can often be more effective if the time has been taken to establish the context surrounding that fight. Otherwise, everything can become so much window dressing the players rush past in their desire to get into the fight.

By taking the time to get a grasp of the scenario as well as the stakes they're fighting for, you can give them a chance to become emotionally invested in the outcome. Of course, this must be balanced with actually letting the players start taking actions for themselves, so they don't get bored with the scenery. The world only comes alive once they start moving around within it, but it always helps if they "become" part of the world before they start making their way through it.

Vagueness vs. Specificity - Which is more frightening? The party being beset by exactly three werewolves with silvery fur tipped with black, their talons being three inches long, eyes glowing a particular shade of cadmium yellow, and each bounding ten feet at a time towards the characters? Or...an unknown number of gray figures hulking in the fog, their heavy breathing and slavering getting louder as they prowl closer? While it's nice to know the specific details about various creatures so you can refer to them when necessary, by breaking down the exact physical composition or layout of the encounter at all times, it can erase any mystique or foreboding. Don't be afraid to let the players' imaginations do some of the heavy lifting for you!



Timing - This relates some to taking the time to set the story, but also brings in the idea of exactly when things happen in the story itself. When is the best time to present your players with the main target? Are they primed for the experience? Are they on the edge of their seats, gnawing their fingernails off? Or do they need to be strung along a little more so the tension has a chance to build? If you hit them with a revelation or villain reveal too early (or too late), it can throw off the pace and leave the rest of the adventure feeling flat.

True Stakes & Victims - If the players lose this particular adventure, what do they really lose in the long run? Are they just there to make some extra coin, or is something bigger at stake? Are they up against nothing but inhuman beasts-creatures they could back off from at any time without loss-or is there someone at risk that is worth possibly sacrificing their lives for? It can help if you think about what might push your players to take the adventure personally, versus just "treasure" or "experience."

Deeper Motivations - On the flipside, what is driving the villain(s) or beast(s) within the adventure to make life difficult for the players? It's often too easy to just paint a black-and-white picture, with the bad guy having no depth beyond just...well...being bad. Or a monster that wreaks violence on innocents for the sake of wreaking violence. Even the most mindless monsters and wicked fiends have something deeper driving them. What is it? How can your players relate to or even sympathize with the dark urges that have created the monsters they hunt?



Turning the Tables - Your players may go into Monster Hunters expecting a straightforward tale of “bad things are happening here, your job is to go in, find the monster responsible, and kill it. Game over.” Maybe you could even let them think that’s the case. But then perhaps things start to go awry. Perhaps the beasts weren’t as mindless as the hunters assumed, or the whole rumor was a trap in the first place. Perhaps that first encounter leaves the party lost in a misty bog, barely held together by tatters and scraps, and no miracle is there to save them.

We’re not saying that you should aim for a total party kill or anything of the sort, but when players are caught off-guard by the forces they’re up against, it can cause them to step back and rethink the whole adventure dynamic and wonder if they’re in over their heads.

Recurring Villains - However long your characters decide to trek through the Monster Hunter world, it can be a boon to the campaign to give them a particular figure to focus on as the ultimate source of their troubles. A recurring villain or antagonist can not only help emotionally invest the players, but also give them a logical hook to continue pushing forward even if they’ve wrapped up events in one area. Of course, you don’t want to pull him out of the box every single encounter or adventure they have. But even by hinting that he’s in the shadows somewhere, lurking and manipulating events can create a common thread through otherwise disparate scenarios. Plus, once they eventually do corner and defeat him, it provides a far larger sense of satisfaction that echoes back through everything that’s happened until then.

That’s just a smattering of ways you can flesh out the world and create a more fulfilling adventure. There are plenty more, probably many even we haven’t heard of! In the end, it all goes towards the same goal of fashioning an unforgettable experience. We hope you embrace this challenge with all the zeal that gothic horror deserves, and give your players a chilling tale, whether they defy death and madness...or embrace it.

Gamemastery in a World of Gothic Horror

Campaign Arcs: Each discrete storyline within the campaign will generally have three basic parts: discovering that something is wrong, learning more about the problem, finding out who or what is to blame, and slaying the bad guy / solving the problem. The hunters can learn about potential supernatural activity in a number of ways, but these events will initially be described in mundane terms. A string of disappearances or a mysterious illness could actually be the work of some evil creature.

Investigating the problem and learning the dark secret behind the headlines can be accomplished in a number of ways. As the Hunt Master has no idea what course of action the party will pursue, it will be important to consider several possibilities. A good rule of thumb is to create seven clues that point toward the answer to the story’s central mystery. Any combination of three or four of these clues should be enough to move the party in the right direction. Clues can be gained through role playing, skill checks, and even from combat. If a party gets stuck, you can always move the story along by giving away clues. For example, the main bad guy could hear the the hunters are asking questions and send someone to attack them.

Once defeated, these creatures or henchmen might provide information from interrogation or hold important clues on their persons. Not only do the hunters have to identify the source of the trouble, they may also have to discover the means of defeating such a foe.

The final confrontation with the villain might be a bold assault on the enemy lair, a dark crypt or abandoned castle filled with minions and traps. The hunters might also plan to lure the enemy into an elaborate trap. Either way, the ending should be sufficiently tense and thrilling, and the players should never be sure if they are the hunters or the hunted.

Encounters: The players controlling a party of monster hunters are going to have the mentality of hunting down one big, bad monster at a time. The best way to design encounters for Monster Hunters is to start with the 'star' of the horror show, a creature with a CR one or more levels above the average party level. Then, move on to think of what creatures would be natural allies and minions of this main bad guy. Creatures that can summon or control other creatures are useful villains because they come with built-in henchmen. The same can be said for creatures that can talk their way into the service of human NPCs. Next, think about areas that might need to be explored, as well as any threats or obstacles to be encountered by doing so.

Experience: The structure of a Monster Hunters game does not resemble a typical fantasy campaign. There are going to be a few challenging encounters rather than wave after wave of random monsters. Fewer encounters means less experience, so the Fast XP track should be used.



Treasure: Unlike a fantasy campaign, a Monster Hunters campaign is not going to have the player characters finding vast hoards of gold and magic loot. Only on a rare occasion will the hunter have a chance to take a magical item from a fallen foe or uncover an ancient cache of Spanish gold. Most magical items that the party finds should be single use items like scrolls and potions. A magical ring or a +1 ghost touch longsword should be seen as a rare and priceless curiosity, not to mention an irreplaceable advantage against the forces of night. Hunters do not have to gain magical items by defeating monsters, a Hunt Master might decide that each of the player characters has inherited a low level magic item from their distant ancestors, perhaps without realizing what they are. There is also a thriving magic for strange objects looted from Egypt, East Asia, and other lands that have fallen victim to European colonialism. Of course, these stolen antiquities can just as easily be cursed.

The characters should find other types of 'treasure' throughout the campaign. These items can be things such as fragments of a forbidden manuscript, a clue to help solve the murder of Lord Montgomery, or carved stoned that reveals the location of a lost city.





Adventure: The Mirror Runs Red

Andre shivered as he followed his sister and her strange friend into their parent's bedroom. Both Mama and Papa were gone for a few hours; Papa was working at the forge on the other side of town, Mama had gone to market for fresh vegetables.

Sara looked over her shoulder, blonde braid swaying. "Stop trembling," she said. "You're such a baby."

Andre tried to hold himself straighter, but the quivering in his gut wouldn't go away. It had begun when Sara's friend had shown up at their house, and Sara had let her in despite Mama making them swear to stay inside and not admit anyone while she was gone.

Unlike Sara's sun-bronzed skin and golden hair, her friend looked sickly-black hair framing a pale face and wide set eyes the color of mud. The two had gone giggling into the attic, where they'd played together for an hour before coming back down and finding Andre.

"We're going to play a new game," Sara announced. "But we need a mirror. Come on."

While they were too poor to own anything elaborate, Andre knew Mama had a square mirror the size of his head on her dresser. The polished bronze reflected the world in an oily color, but he enjoyed hearing her hum to herself as she did up her hair each morning before it.

Would it be right to use her mirror for a game? Was that why Andre felt so queasy?

Yet Sara was older than him, and that made her smarter, and she always found fun games to play and didn't even tattle on him that time he ate straight from the sugar barrel on her dare. So he followed the two girls into their parents' bedroom, where the curtains hung drawn, casting thick shadows everywhere. Andre went to let in the light, but Sara stopped him.

"Tuli says it's better in the dark."

Andre squirmed as Tuli nodded gravely, but left the curtains in place. Tuli checked over the mirror, and nodded again, apparently satisfied it would work for the game. Then she had the three of them line up in front of the dresser, far enough back so all their faces could be seen in the mirror's reflection. They took one another's hands, and Andre hoped Sara didn't notice his palms were sweaty. He didn't want to be a scared baby.

"Now repeat after me," Tuli whispered...

An hour later, when Mama came home, Andre had finally stopped screaming, his throat too raw to continue shrieking. Yet Mama's screams filled the house when she found Sara's body, the face shredded beyond recognition, golden braid soaked black with blood and gore.

Of Tuli, there was no sign.



Introduction

Many isolated hamlets, towns, and villages spot the European countryside. Travelers can often be surprised to emerge from the woods or follow an unmarked road, eventually encountering a bustling community all on its own, having forged their own little pocket of civilization far from the beaten path.

These small settlements are particularly ripe for predators to take advantage of, as they may lack much in the way of defenses, and have been established close to the wilds where a wide variety of beasts may lurk. Such communities all have their troubles, from both within and without, and are often eager to accept help from any passersby who might be able to trade in goods or services they have gone too long without.

This short adventure is intended as a way to give your players a brief introduction to and familiarization with the Monster Hunters setting. It is intended for 3-5 characters of levels 1-4. The adventure should be easily modified by adding characters, increasing or lowering enemy levels, or simply adding new foes for the party to face.

This adventure happens in a nameless hamlet that can be transplanted into almost any country or setting, or used as a starting hook for a much larger adventure. Any time a party is traveling or wandering through an area, they could encounter this settlement and the troubles it holds, whether it occurs at the beginning or middle of a campaign, or is used as a bridge between various settings.



Background

Some monsters have far more human faces than we might wish to believe. As such, they can lurk within even small communities for years without anyone being all the wiser, so long as they are careful about how they hunt. It is often unexpected circumstances or bad luck that trips them up or exposes the truth behind their mortal mask.

Here, the villagers are aware that something dark is in their midst, but nothing has yet upset the status quo of survival and productivity they've managed to maintain. However, a rash of recent, bloody killings have disrupted the town, forcing them to acknowledge something must be done, yet no one brave enough has stepped forward to try.

Dramatis Personae

Heroes

Brendul Polsmitt - A blacksmith who has served the villagers for several decades. He was the most recent to lose a child to the killer, and is eager to use his hammer for revenge...if only the culprit can be brought to light.

Gilbert - The priest for this isolated town, Gilbert is heartbroken over the recent deaths. He's prayed long and hard that God would send someone with the strength and spiritual fortitude to vanquish the darkness that infests their town.

Villains

Bloody Mary - A demonic child that resides within mirrors, Bloody Mary lives for cruel slaughter of those who summon her without realizing the forces they toy with.

Tuli - A young orphaned girl who lives in the village. She survives by sleeping in barns and taking handouts from the children who are her playmates. The villagers suspect that she is stealing, but no one has caught her in

the act. Tuli is both innocent and emotionally scarred; she is too confused and unsound to be aware of her actions. None the less, it was Tuli who first made contact with the demon child, and she has been her pawn ever since. Gilbert - Playing a dual role in this adventure, Gilbert actually has a secret identity, having been undead for many years. His vampiric side loves to masquerade as a priest, and he is furious that another monster has disrupted his carefully cultivated “flock” that he has fed upon for so long.

Beginning the Adventure

This adventure can begin in any number of ways. The players can be traveling between locations, striking out to investigate dark rumors, or lost in the wilderness where they happen to stumble across the hamlet. It is also possible that they were directly contacted by someone in the village and asked to intercede in the unfolding events. When they first spot the village, read this:

Wisps of smoke rise above the trees, indicating a few warm hearths, at the least. As you near the clearing, you note footpaths and a wagon road in the distance, but it's not until you clear the last row of trees that the sounds reach your ears. A whinny of horses, a loud conversation, and the cluck and braying of livestock all mingle with a subdued bustle of village life.

Thatched roofs and muddy streets comprise the settlement, which takes up most of a large field, surrounded by thick woods on all sides. A few grubby children scamper about, and several women work at preparing the evening meal. A pair of men smoke pipes and play some sort of game between them. A surprisingly well-built church sits on the northern edge of the village.

As you spot this, the gong of a church bell suddenly rings out. Six tolls in all. A momentary silence reigns in its wake.

Village Layout

The church sits a bit beyond the village proper, forming the peak of a rough teardrop shape that the rest of the buildings create. Homes are mingled with stables and small workshops, with a tailor, surgeon, and blacksmith most readily noticeable. There is no inn or hotel, though a small beer hall sits in the center of the hamlet, near a small square with a well. Perhaps a few hundred folks leave here, and their expressions are as solemn as the smoke rising from their chimneys. This small community has no electricity and no telephone or telegraph service; no one here has ever seen a flying machine or even a motor car. In many ways, this village resembles a scene from an earlier century.

When the players are noticed, the townsfolk will be naturally suspicious of strangers, but not overly so. Most will be grudging to engage in extended conversation, and anyone who is asked whether anything has been happening in town will be shrugged aside. Some suspect that the party members are working for a tabloid looking for a sensational story or members of the national police working in secret. Once the matter is pressed enough, the party will be directed to the blacksmith, who “knows best the bother.”



The Blacksmith's Lament

Once the players reach the forge, this is what they see:

The forge itself glows with a ruddy flame, and a burly man bends over the anvil, pounded away at a glowing length of iron. Black hair covers his arms and bare back, while sweat stains his leather apron.

He sees you approach, but doesn't pause in clanging away at his work. He finishes pounding the metal into a rough shovel shape and plunges it hissing into a bucket of water. Once cooled, he sets it aside among similar pieces, and only then turns to you, keeping his arm and tongs in hand.

"What's it to be, then?"

He'll introduce himself as Brendul, but won't shake hands. When asked what troubles the village, his scowl only deepens.

"We've a demon among us," he says, fists tightening on his tools. "Sure enough. Six dead in a month, all little more than babes." He looks aside, swallows hard. "Took my own daughter, not two days past. Joy of m'life. Left m'wife in her bed with shock, and m'son even more worthless than he already was."

He thumbs at a corner of his workshop, and you notice a boy huddled in a pile of hay there, staring blankly at nothing in particular.

If the characters try to talk to the boy, Andre, he will only twitch and mutter, "Mary... m-Mary..." over and over. If the characters inquire as to who "Mary" is, and whether it's the name of Andre's dead sister, Brendul will scowl and shake his head, stating her name was Sara and that the boy is addled by the

shock. They can question Brendul, but he won't know much beyond his own loss and will continue to claim they're being terrorized by a demon. At last, he roars that he has work to do and gives a last suggestion.

"You want to know more, go talk to that coward of a priest. Most worthless man I ever set eyes on, no lie, but might have a thing or two to say about demons."

An Answer to Prayer

When the players approach the church, this is what they see:

The church is small, yet solidly constructed of large stone, with peaked windows of plain, thick glass. A tiny rectory sits beside it, separate from the main building, but apparently the home of whatever priest presides over the sanctuary. In fact, it sits within the grounds of the graveyard that lies behind the church itself, the wild grass all around it spotted with unadorned tombstones.

A black-robed man stands in the graveyard, which lies in the shadow of the church. Six small, newly dug graves are before him, and he paces before them, head bowed, hands clasped in prayer. When you approach, he lifts his head as if startled, revealing a fine-featured face with gray eyes and wavy brown hair.

"Your pardon," he says. "I wasn't expecting anyone else. All the other mourners left hours ago." He squints at you, as if finding it difficult to see in the increasing dusk. "Wait. You're not from here. Who are you?"





The priest introduces himself as Gilbert, and states he came to this village about five years prior, and has served there faithfully since, providing weekly service, death rites, and blessings to keep the place safe from evil. When asked about the deaths and rumors of a demon, he'll look crestfallen.

"I once would not have been so quick to agree, even knowing the works of angels and demons as I do. Yet I cannot think of any other explanation for what's befallen us. Children slaughtered in their own homes, faces mangled as if by a wild beast..." He shudders and crosses himself. "I'd thought us safe from such terrors, and hoped the presence of faith here might shield us. Yet it seems evil always finds a way. I've been praying for weeks now that God will show me the answer to this terrible dilemma." He perks up and peers at you. "Perhaps you are His answer?"

Gilbert will offer any information and assistance he can render, though if pressed to join the hunt, he will balk, saying he is a man of peace and would prove worthless in any physical fight. However, he will remain behind and pray for your safety as you confront whatever plagues the town.

According to him, the killings began two months before, and all victims have been children, eight years old or younger. To a one, their bodies have been found inside homes, most times their own family's, sometimes even behind locked doors. Their faces are slashed as if by claws, and blood splatters the room, more blood than one might think such a tiny body could contain.

If asked specifically what sort of demon might've caused this, Gilbert will shake his head sadly.

"Unfortunately, while I can clearly detect a presence of evil in these places, I cannot determine what sort of fiend might be the cause. I never studied much of the darker forces the Scripture speaks of, preferring to keep my thoughts uplifted. Perhaps I should've been more realistic. If you uncover anything though, I might be able to find references in the few texts I brought with me."

Gilbert will also let the party know they are free to make use of the church or his parish to rest, should they need. He doesn't have much in the way of food, being a simple man, but offers what he has freely. A Sense Motive check (DC 20) leads a character to believe that the priest is hiding something.

If the characters investigate the church at any time, they have the opportunity to make a Perception skill check (DC 18) to study it and spot anything out of the ordinary. If they fail, they notice nothing; it is just a church. If they succeed, one thing will be noted as standing out. No holy symbols are actually decorating the place. All is ordinary stone and wooden pews. Not a cross or any other talisman to be seen. If asked about this, Gilbert will simply

state that they aren't able to afford such luxuries and that he doesn't particularly believe in "dressing up" religion. Their faith is enough that they don't require any outward signs of belief.

If any character can detect auras and he or she uses that ability, will note that the church possesses no spiritual aura of any sort, good or evil. It is neutral ground in all regards, and it offers no holy protection or sanctuary from foul creatures. It's just a building. If no players are involved that have any particular spiritual sensitivity, it can simply be remarked that, unlike other churches they've visited, this place has no feeling of calm or peace that normally is associated with such a sanctuary.

A Deadly Game

The players can look around the church and graveyard, or return to the village proper. If they try to discuss the deaths with anyone else, they'll receive a general cold shoulder. People seem to feel that talking about the evil will bring its attention to them, and they make a concerted effort to keep their children away from the characters. A Gather Information check (DC 16) allows a character to come upon an odd bit of information; some in the village believe that the evil is related to the orphan girl, Tuli. This rumor might be a simple case of small town prejudice directed toward someone who is seen as strange, but it has been noted that most of the children in the village have been directed not to play with Tuli and that all six of the dead children were among those who broke that rule.





If the party decides to search for Tuli, they will make little progress as the child is excellent at keeping out of sight. When it seems like they are ready to give up, read this:

As you stand there, looking about, trying to figure out how to make any headway, a Psst! catches your ear. You turn to see a pale face with large, dark eyes peering around the corner of one house. A girl—at least you think it's a girl, licks her thin lips and whispers to you. "Do you like games? I like to play games. Let's play. If you win, I'll tell you a secret no one else knows."

With that, the strange child darts off.

If they give chase, they'll need to make an Endurance or Acrobatics check (DC 10) to determine whether they actually catch the girl or not.

If they succeed, read this:

The girl squeaks as you latch onto her bony arm, and giggles as you haul her around to face you. She wears a frayed shift and goes barefoot, with short black hair that looks raggedly cut. You can't tell whether the stains on it are ink, earth, or...perhaps even dried blood.

If they fail, read this:

You falter to a stop, realizing you'll never catch the little sprite. She runs like the Devil himself, and she obviously knows the village and all its hiding spots far better than you newcomers.

As you catch your breath, though, she suddenly pops up beside you, laughing and pointing.

"I win," she cries. "I always win. But always winning is boring, so maybe I'll give you another chance tomorrow."

If asked her name, she says it's Tuli. Her parents were farmers who lived a few miles off, but were both killed when they got caught in a blizzard last winter. Since then, she's lived in town and nearby woods, a wild child with few friends.

"But I made a new friend," she says. "The maid in the mirror. And she taught me so many fun games, I had to share them with all the other kids."

Tuli will delight in telling the players about the many games she's played, and she'll confirm that the dead children were among those she'd persuaded to play with her. If the players try to accuse Tuli of getting the other children killed, she'll look confused. "Killed? Dead? No, no. They just lost. Always winners and losers. Not my fault if the other kids don't obey the rules."

If the players try to convince Tuli to play the game with them, she'll refuse, saying they're too old. And ugly.

She may tag along with the party for a bit, but if the characters try to return to the church, or someone mentions Gilbert, she'll look terrified and try to bolt. Players must make a grapple check against her Escape Artist check (+6) stop her from escaping. If they fail, she'll run off and not be seen until later.



Bloody Reflections I

If the players return to Gilbert and tell him what Tuli has said, he will react thusly:

Gilbert's features pinch into a quick twist of rage before he composes himself. Then he sighs and lowers his head. "Wretched child," he mutters. "Even God himself might find it difficult to love such a creature, who brings nothing but despair and death wherever she goes. There are rumors that she even caused the death of her parents, but none were able to prove it. A pity you weren't able to bring her to me. No doubt the demon has had its clutches in her for a while. I might've been able to drive off its influence and spare her soul judgment."

Then move on to the explanation and preparations as stated below. If the players force Tuli to come with them to the church: Gilbert greets you at the main door of the sanctuary. His eyes widen when he sees the squirming girl in your grasp. He steps towards you, fingers flexing as if wishing to throttle her. Then he regains his composure and smoothes down his robe.

"I should've guessed. I've long sensed a darkness to her, beyond her usual odd behaviors and interactions with the other children. I've warned parents to not allow their children to play with her, but those apparently went unheeded. Nevertheless, the damage is done, and all we can do is preserve the safety of those who've survived so far."

When the players describe Tuli's "friend" to Gilbert, he will look surprised.

"I've actually heard of such a creature, though only in drunken tales. Bloody Mary, they call her. A vile spirit that haunts reflections and appears in mirrors. She is summoned by staring into a mirror in a dark room and repeating her name thrice." His shoulders slump. "Sadly, that is the extent of my knowledge, and I doubt any of my texts would specify how to defeat such a demon. Though perhaps it has something to do with the mirror itself?"

Gilbert will suggest returning to the scene of the latest death-the blacksmith's house, and seeing if they can repeat the conjuring and destroy the creature, or at least banish it. He would try the ceremony at the church, but he doubts it would respond to summons on holy ground, nor does he keep any mirrors on the grounds, being a bit expensive for his simple lifestyle.

Night has fallen by this time. Gilbert suggests it is the perfect opportunity to bring out the creature, but also offers the party a place to sleep if they wish to wait until the morning. The sooner Bloody Mary is dealt with, the safer everyone can sleep. Wouldn't it be a tragedy to rest and wake, finding another died while they could've prevented it?

Whether the players choose to act immediately or rest, when they set out Gilbert offers to find Tuli and keep her contained. She obviously has a connection to the spirit and her presence could strengthen it, or she might interfere and help it escape. Tuli is obviously fearful of being with Gilbert, but he won't relent on this.



Bloody Reflections II

If the party returns to the blacksmith's house-which sits next to the forge-the blacksmith will greet them at his front door, quite unhappy to see them. When the situation is explained though, he will be all too eager to help the party destroy the demon that killed his daughter. If the hunters decide to perform the ritual elsewhere, the scene plays out in much the same way.

Brendul ducks over into his forge and returns carrying a massive hammer. He admits you into his small house. A frail-looking woman sits at a makeshift table and remains expressionless as you file through the main room. The boy from before curls at by her feet like a pup, endlessly shivering and murmuring to himself. A dozen lit candles keep the darkness at bay as the blacksmith shoves into the main bedroom. The bed there doesn't look slept in anytime recently, and you spot a few dark stains that remind you a little girl died violently there not long ago.

Brendul waits until everyone is inside, and then shuts the door, sealing you all in. "So...how does this work?"

Once any candles or lanterns are extinguished, any party member can perform the requisite chant of Bloody Mary three times while staring into the mirror. Once this is done, read the following:

A foul light flickers in the depths of the mirror, illuminating the room in shades of violet and crimson. A figure suddenly lurches into sight-you see glowing red eyes, a bloodstained dress, bony, crooked limbs that end in black claws. With a gurgles of wicked delight, it reaches for you all, talons poised to plunge into your eyes.

Brendul roars and lunges forward, grabbing the extended arm and hauling the creature out of the mirror, fully into the room. It blinks crimson eyes, as if astonished anyone could touch it. Then his hammer descends on the mirror, smashing the thin metal beyond repair.



Bloody Mary

XP 1,200

CE Small outsider

(chaotic, demon, evil, extraplanar)

Init +1; **Senses** darkvision 60 ft;

Perception +10

Defense

AC 18, **Touch** 12, **flat footed** 17

(+1 **Dex**, +6 **Natural**, +1 **size**)

hp 42 (5d8+15 plus 5)

Fort +6, **Ref** +2, **Will** +6

Defensive Abilities slippery

DR 5 cold iron/good Immune

electricity and poison; **Resist** cold 10, fire 10

Offense

Speed 30

Melee 2 claws +6 (1d6+3) or 4 tendrils (30 ft. reach)

+5 touch (grab), pull (tendrils, 5 feet)_

Special Attacks pull (grabbed creature, 5 ft.)

Space 5ft.; **Reach** 5

Statistics

Str 17, **Dex** 12, **Con** 17, **Int** 12, **Wis** 14, **Cha** 16

Base Attack +3 **CMB** 6 (+10 grapple); **CMD** 18

Feats Great Fortitude, Toughness, Weapon Focus (tendrils)_

Skills **Climb** +11, **Escape Artist** +21, **Intimidate** +11, **Perception** +10, **Stealth** +9; **Racial Modifier** +15 **Escape Artist**

Languages telepathy (30 ft.)

SQ slippery, mirror movement



Special Attacks

Pull (Ex): Bloody Mary can make a free combat maneuver check against any target grabbed by her tendrils. If successful, this check pulls the grabbed creature 5 ft. closer. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Special Qualities

Slippery (Ex): Bloody Mary is difficult to grapple or snare due to the constant flow of blood across her small body. Webs, magic or otherwise, do not affect Bloody Mary. Against most other forms of confinement Bloody Mary gains a +15 racial bonus to **Escape Artist** checks.

Mirror Movement (Su): Bloody Mary may teleport between reflections, instantly moving from one reflective surface to another, as long as both are within line of sight. The surface can be of any material, the still waters of a pool, a mirror, or the shine from a pair of eyeglasses. She may also attack from these surfaces, but is limited to who she can engage in melee to only a single target directly in front of the reflective surface.

Peace for the Dead

Once Bloody Mary is vanquished, the group can rest at the blacksmith's if desired. Andre will have recovered from his overwhelming terror, but will only mumble thanks to the party if pressed by his father. The mother will remain rather catatonic from her loss. The blacksmith will gift the party with a small gold ring, which he made himself and intended to give to his daughter on her future wedding day. If this is refused, he will tell the party that any repairs of their gear is free of charge, indefinitely.

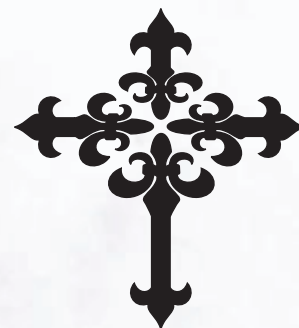
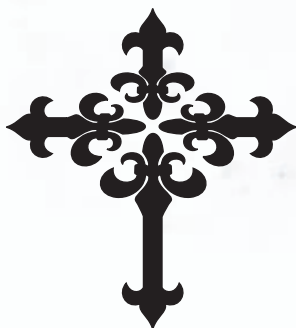
The party can then return triumphant to the church. However, they won't find Gilbert or Tuli in the main sanctuary. Searching the grounds, they can eventually open the parish door and see this scene:

Gilbert crouches over Tuli's body, her skin even paler than before. His black robe pools around him. He lifts his head on your entry, peeling back his lips to reveal sharp fangs. Blood slathers his lips and cheeks, and he licks much of it off with an unnaturally long tongue. A moan escapes him.

You realize that you never once saw him standing in direct sunlight, nor did he ever have any cross or other holy symbol on his person. Nor did the chapel itself give any evidence of being anything more than a normal building with the surface trappings of a church.

"She ruined everything," he says. "For years, I kept things at peace here. I protected my flock, and they unknowingly fed me in return. A sip here, a suckle there." He absently strokes Tuli's cheek, her eyes staring at you, unblinking. "And then she had to ruin it all. She had to bring her demon here. To draw attention. I couldn't feed, everyone was on the guard at all times, always suspicious. I nearly starved. Barely stayed in control long enough. But you...you've restored things. If you leave me in peace, I swear no one will die at my hands. They are my sheep, and I am their shepherd. If not..." He rises and flexes arms that swell with strength. "Then I must ensure none ever know the truth."

The players have the chance to walk away, leaving the village under the vampire's control. Should any make the slightest threatening move or statement, though, Gilbert will launch into an attack, screeching, hands turning to claws and fangs extended.



Gilbert

CR 4

XP 1200

LE Medium undead (augmented humanoid)

Init +1; **Senses** darkvision 60 ft.;

Perception +11

Defense

AC 15, **Touch** 11, **flat footed** 14

(+1 **Dexterity**, +4 **natural**)

hp 26 (4d8+8); **fast healing** 2

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2; **DR** 5/magic; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses resurrection vulnerability, vampire weaknesses

Offense

Speed 30 ft.

Melee **slams** +4 (1d4+1 plus energy drain)

Special Attacks **blood drain**, **dominate** (DC 14), **energy drain** (1 level, DC 14)

Statistics

Str 12, **Dex** 12, **Con** --, **Int** 11, **Wis** 13, **Cha** 15

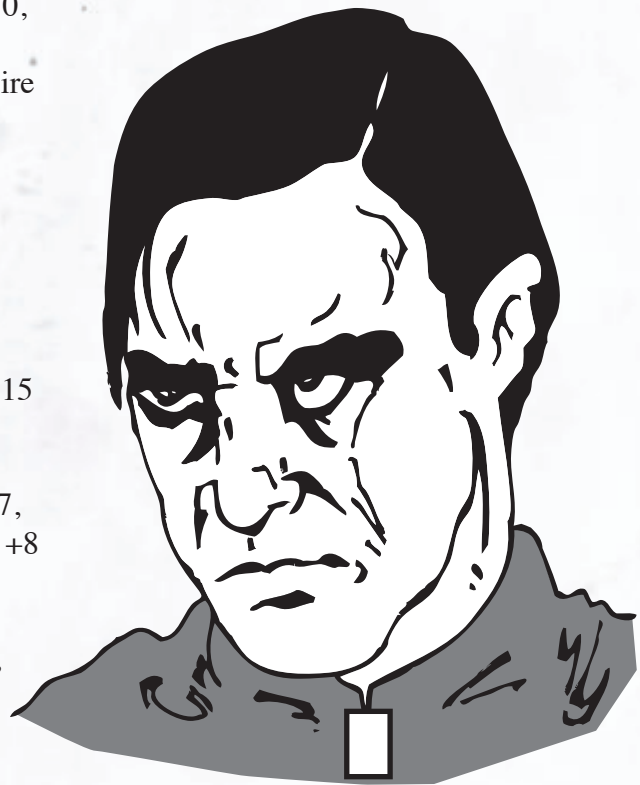
Base Attack +3; **CMB** +4; **CMD** 15

Feats **Blind-Fight**, **Skill Focus** [Perception]

Skills **Intimidate** +2, **Knowledge** (religion) +7, **Perception** +11, **Stealth** +16; **Racial Modifier** +8 **Stealth**

Languages native language only

SQ **change shape**, **gaseous form**, **shadowless**, **spider climb**



Special Attacks

Blood Drain (Su): A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Children of the Night (Su): Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su): A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate (Su): A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Energy Drain (Su): A creature hit by a vampire's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Special Qualities

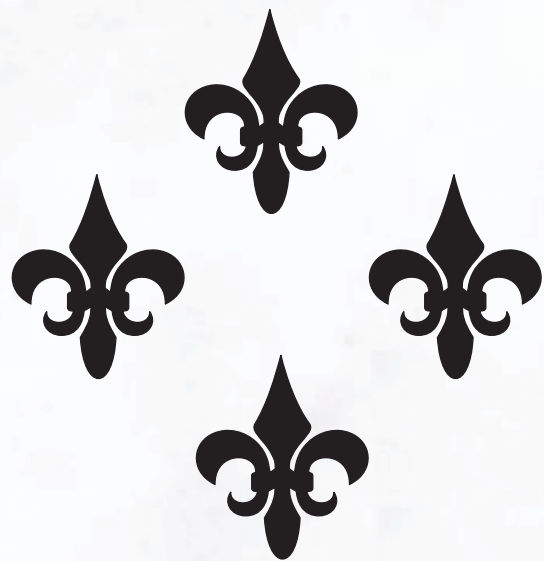
Change Shape (Su): A vampire can use change shape to assume the form of a dire bat or wolf, as beast shape II.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex): A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex): A vampire can climb sheer surfaces as though under the effects of a spider climb spell.

Sunlight Resistance (Su): This ability provides a vampire a measure of resistance against sunlight. On the second and all later rounds of exposure to direct sunlight, the vampire takes damage equal to one-third of its maximum hit points and is destroyed if this brings it to 0 hit points. The vampire is staggered on any round it is exposed to direct sunlight.



Weaknesses

Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire at bay takes a standard action. After 1 round, a vampire can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Vampires cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay vampires.

Gilbert is of a lineage that is particularly tolerant of sunlight. On the second and all later rounds of exposure to direct sunlight, this vampire takes damage equal to one-third of its maximum hit points and is destroyed if this brings it to 0 hit points. The vampire is staggered on any round it is exposed to direct sunlight.

Each round of immersion in running water inflicts damage on a vampire equal to one-third of its maximum hit points—a vampire reduced to 0 hit points in this manner is destroyed.

Driving a piercing weapon through a helpless vampire's heart instantly slays it (this is a full-round action).

Conclusion

Once Gilbert is revealed and either left to his devices or defeated, the players can take several paths out of this adventure. They can return to the village and try to let the townsfolk know how they've been deceived. The villagers will most likely doubt this tale and think the players have waylaid their priest for their own profit, unless the players salvage and produce some vampiric remain to prove their tale.

The players can also simply leave as quietly and quickly as they came, hoping the village survives on its own, and that no more wickedness waits to prey on it.

As a follow up to the adventure, the party may attempt to track down the vampire who turned Gilbert. His books and meager personal possessions may lead some clues about this other vampire. Gathering information about Gilbert and his life before coming to the village might also prove fruitful.



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