

FREEDOM SQUADRON

MONSTER HUNTER

The world has always been a strange and dangerous place, though most humans have no idea just how strange or dangerous. There are many things that lurk in the shadows and go bump in the night—frightening cryptids, cunning vampires, vicious werewolves, and countless forms of the living dead among them. Fortunately, there have always been those willing to take up arms and defend their families and neighbors against these threats; those that survive become true experts in the hunting and dispatching of these supernatural predators. Interestingly, as VENOM has been exposed to the world, so too has the mysterious world of the supernatural. Hex and Shadowstaff work to make alliances with vampire clans and werewolf packs, and Professor Mortis finds ever more twisted ways to employ necromancy to fill out VENOM's ranks. Freedom Squadron now actively recruits Monster Hunters to help combat these forces.

Hero's Journey (Two Rolls)

A Monster Hunter recruited to Freedom Squadron already comes with some solid skills and training suitable to the special operations profile of all Commandos. They can benefit from some straightforward military instruction and some of the other training opportunities the force provides. One of their rolls must be on one of the following charts: Close Quarters Combat, Infantry, Physical Training, Search & Rescue, or Special Operations. The other roll may be on any chart they qualify for (an indication of how Monster Hunters can come from just about any background).

Monster Hunter Abilities and Bonuses

Part scholar, part survivalist, and all-warrior, the Monster Hunter has all the raw ingredients to serve alongside Freedom Squadron specialists. They might, however, need a bit more discipline and experience working in a team.

- **Kill or Be Killed:** Hunting monsters rarely results in a negotiated peace. Monster Hunters begin with Fighting and Shooting at d6. They also start with one Combat Edge of their choice.
- **Know the Lore:** Monster Hunters don't survive long if they don't learn about what they hunt. They start with a d6 in Occult and two Focuses from the Monster Lore list.
- **Specialized Techniques:** A Monster Hunter is particularly skilled in combat against supernatural entities. They gain a +1 to all attack rolls against supernatural entities and are -1 to be hit by such beings. The attack bonus stacks with the bonus from Monster Lore Focuses.
- **Survivors:** Monster Hunters live between the cracks and off the grid when hunting predators that have preyed on humanity across the centuries. They start with a d6 in Healing, Streetwise, and Survival.

