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The alien Hunter

By David S. Gallant and David Jarvis



The Alien Hunter is a person who has had the wrong kind of alien encounter: a Close Encounter of the Fourth Kind, more commonly called an abduction. The Alien Hunter has been left with a strange implant (and its side effects) and strong feelings of violation.

Unlike the majority of abductees, however, the Alien Hunter takes his experiences and uses them to hunt his abductors, as well as any other extraterrestrial beings he can find. Some Alien Hunters seek to expose the extraterrestrial threat to the world, while others simply want revenge. A few seek to prevent the abduction of others.

Wherever humans are abducted, an intrepid Alien Hunter can often be found. They can be identified by a combination of odd habits, the presence of strange technology, odd-looking injuries, and a clear obsession with aliens.

The fastest routes to the Alien Hunter advanced class are through the Tough and Dedicated base classes, though other paths are possible.

Requirements

To qualify to become an Alien Hunter, a character must fulfill the following criteria.

Starting Occupation: Abductee

Skills: Autohypnosis 6 ranks, Survival 6 ranks

Hit Die: 1d8

Action Points: 6 + one-half character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Alien Hunter's class skills (and the key ability for each skill) are: Autohypnosis (Wis), Craft (chemical, electronic, pharmaceutical) (Int), Escape Artist (Dex), Hide (Dex), Knowledge (current events, popular culture, streetwise, tactics, technology) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Spot (Wis), Survival (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 5 + Intelligence modifier

New Background: Abductee

Abductee

Abductees have been kidnapped by aliens. The abductee receives an implant that modifies his or her body in life-changing ways.

♥ **Prerequisite:** Must have been abducted by aliens.

♥ **Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Autohypnosis, Concentration, Decipher Script, Knowledge (Arcane Lore), Knowledge (Popular Culture), Psycraft.

♥ **Implant:** The abductee receives an implant along with the drawbacks associated with said implant. See the *Implant* section of this PDF for more details.

♥ **Wealth Bonus Increase:** +1.

Alien Hunter Talent

At 1st, 4th, 7th, and 10th level, the Alien Hunter selects a talent from the following trees. No talent can be selected more than once unless expressly indicated.

Alienbane Talent Tree

Many Alien Hunters are consummate extraterrestrial killers. These talents demonstrate their unique methods for taking down alien prey.

Bug-Blaster: The Alien Hunter has more opportunities than most to familiarize himself with alien anatomy. Thus, he better understands their key vulnerabilities. The Alien Hunter chooses an alien species. Attacks against members of that species have a critical threat range that is increased by one step (so a critical threat range of 20 becomes 19-20).

This talent may be selected multiple times. Each time it may apply to a different alien species, or may increase the critical threat range against a chosen species by an additional step.

E.T. Takedown: The Alien Hunter learns to immobilize his prey without killing it. The Alien Hunter chooses an alien species. When scoring a successful critical hit against a member of that species, the Alien Hunter may choose to forgo the additional damage in favor of blowing out his opponents' kneecap. The alien must make a Reflex save (DC 15) or be knocked prone.

This talent may be selected multiple times. Each time it may apply to a different alien species.

Prerequisite: Bug-Blaster

BOOM Headshot!: The Alien Hunter knows just where to strike to kill his prey. The Alien Hunter chooses an alien species. When scoring a successful critical hit against a member of that species, the Alien Hunter may choose to forgo doing additional damage in favor of scoring a head shot. The alien must make an immediate MAS check Fortitude save (DC 15) or be immediately reduced to -1 hit points. This MAS check is made regardless of how much initial damage is done on the attack.

This talent may be selected multiple times. Each time it may apply to a different alien species.

Prerequisite: Bug-Blaster

Paranormal Defense Talent Tree

These talents give the Alien Hunter greater abilities to ward off the more insidious alien offenses, such as their psychic abilities.

Alien-Resistant Mind: Whenever the Alien Hunter fails a saving throw against a mind-influencing effect, he may spend an Action Point to receive a second throw. He must take the results of the second throw.

Stay Out Of My Brain!: Many alien species are psionically-gifted, able to pierce the thoughts of others. Alien Hunters know this fact all too well and devise a number of methods to counteract this alien power. There are four different ways to achieve this, using four different skills. An Alien Hunter can either devise a chemical (Craft [chemical]), build a device (Craft [electronic]), formulate a drug (Craft [pharmaceutical]), or train his mind (Autohypnosis). When selecting this talent, the Alien Hunter chooses one of these methods.

Chemical examples include a gel rubbed into the hair or an aerosol spray applied all over the body. Devices include the ubiquitous "tin foil hat" or small emitters carried in a pocket. Drugs could be inhaled, ingested, or applied to the epidermis. Mental training might represent achieving a Zen-like blank mind, or simply reciting annoying advertising jingles.

Each day the Alien Hunter wishes to use this protection, he must make a skill check (he may take 10 but not 20 on this check). Whenever a mind-influencing effect targets the Alien Hunter, the effect (or the originator of the effect) must make a caster or manifester check.

Table 1: The Alien Hunter

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+1	Alien Hunter Talent	+1	+1
2nd	+1	+2	+0	+2	Target Alien Species +2	+2	+1
3rd	+2	+2	+1	+2	Bonus Feat	+2	+1
4th	+3	+2	+1	+2	Alien Hunter Talent	+3	+2
5th	+3	+3	+1	+3	Target Alien Species +4	+3	+2
6th	+4	+3	+2	+3	Bonus Feat	+3	+2
7th	+5	+4	+2	+4	Alien Hunter Talent	+4	+3
8th	+6/+1	+4	+2	+4	Target Alien Species +6	+4	+3
9th	+6/+1	+4	+3	+4	Bonus Feat	+5	+3
10th	+7/+2	+5	+3	+5	Alien Hunter Talent	+5	+4

This roll must beat the skill check result for the Alien Hunter's protection in order to affect him.

This talent may be selected multiple times. Each time, the Alien Hunter chooses a different method of protection.

Prerequisite: Alien-Resistant Mind

Sense Target Species: Partly due to the Alien Hunter's close encounter with aliens, and partly due to his mental training, he gains the ability to detect the presence of his chosen target species. To do so, he must enter a hypnotic trance by making an Autohypnosis check as a full-round action (and spending an Action Point).

For as long as he remains in this trance, he may detect members of his target alien species within a 60ft radius. He will know the number of members of that species within the radius, as well as the general emotional state of each one.

Members of the target species may try to resist this ability by making a level check (1d20 + level); those who successfully resist are undetectable to the Alien Hunter. This trance may be maintained indefinitely but ends if the Alien Hunter is seriously distracted or damaged. This talent may be selected multiple times. Each time, the radius of this ability increases by 60ft.

Prerequisite: Alien-Resistant Mind, Target Alien Species

Alien Weapon Resistance: Having been on the receiving end of alien weapons before, the Alien Hunter can toughen himself against further damage. The Alien Hunter may choose one type of alien weapon he has sustained damage from before. He gains Damage Resistance against the type of weapon equal to his Constitution modifier (minimum 1).

This talent may be selected multiple times. Each time, the Alien Hunter may gain Damage Resistance against a new type of weapon, or he may increase one of his existing weapon resistances by an amount equal to his Constitution modifier (minimum 1).

Target Alien Species

At 2nd level, an Alien Hunter selects an alien species as his "target species." The Alien Hunter must have previously encountered at least one member of the target species to select it (this includes his abduction). The Alien Hunter gains a +2 bonus on Bluff, Intimidate, Listen, Sense Motive, Spot, and Survival checks when using these skills against members of the target species.

Likewise, he gets a +2 bonus on weapon damage rolls against such creatures. As a free action, an Alien Hunter may spend an action point to change his target species. Changing an alien species is permanent, but can change again provided the Alien Hunter meets the afore-mentioned requirements. At 5th level, the skill and weapon damage bonuses increase to +4. At 8th level, these bonuses increase to +6.

Bonus Feat

At 3rd, 6th, and 9th level, the Alien Hunter gains a bonus feat. This feat must be selected from the following list, and the Alien Hunter must meet any prerequisites.

Alertness, Alien Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Dodge, Great Fortitude, Iron Will, Low Profile, Stealthy, Track, Weapon Focus.

Alien Abductions

The following is reprinted from Alien Invasion, a modern sourcebook for running campaigns involving extraterrestrials.

When people are abducted by aliens, they are sometimes "tagged" with implants, otherwise known as Biological Monitoring and Control Devices (BMCDs). These implants are tubes or spheres inserted inside the body of an abductee.



Their purpose is unknown, although many believe them to be body monitors allowing the subject to be located at any time.

The wounds inflicted on recipients of implants can take a variety of shapes, including a scoop mark, a tiny puncture, or a straight cut. Punctures are often in a line or pattern. Often, implants are penetrated through the nasal wall.

Implants are usually three millimeters wide and powered by the nervous system. A thin membrane composed of hemosiderin, keratin and proteinaceous

coagulum often covers them. These chemicals are usually found on the surface of thin skin, hair, and nails of humans. Implants can be found on the head, genitals, arms, legs, and even inside the brain by inserting a probe through the right nostril. An abductee typically has one implement, but those unfortunates who suffer multiple abductions can have even more (see the Abductee background for more information).

More interesting is that the implants do not create internal infections. Implants become bright under ultraviolet rays, even if still inside a body (Treat Injury, DC 25, to detect one). Although many of these implants provide strange new powers for the recipients, they come with a price. Roll on the below table to determine the side effect of having an alien implant.

Diagram of Female Areas Examined

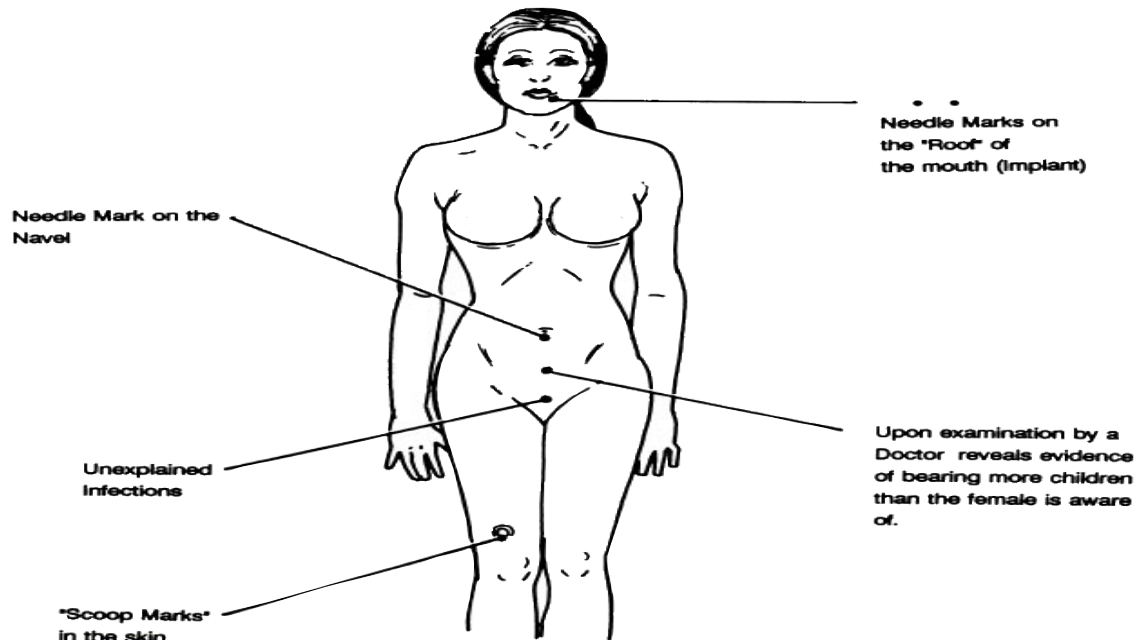


Table: Side effects

d% Roll	Side Effect
01–08	Nighttime Blindness: You suffer a 20% miss chance on all attacks in shadowy or dark areas.
09–17	Nail Growth: Your nails grow constantly, causing a –2 penalty on Dexterity-based skill checks unless you spend one round clipping them. Approximately 1 minute later, they begin growing again and must be clipped to not incur the penalty.
18–25	Salt Dependence: You suffer 1d4 points of Constitution damage per day if you do not consume four ounces of salt.
26–50	Teeth Grinding: You grind your teeth at night, causing constant headaches. You suffer a –1 penalty on attack rolls, saving throws, ability checks, and skill checks.
51–59	Nightmares: You suffer from repeated nightmares about your abduction. On a failed Will save (DC 10), you can only sleep for minutes at a time and are considered Fatigued for that day.
60–64	Abnormal Growth: You undergo a growth spurt that stretches muscles and bones, such that you move at half speed.
85–00	Severe Allergies: You are severely allergic to a substance that you encounter every day. Make a Fortitude save (DC 10) each day. If you fail, you suffer 1d4 points of Constitution damage, lapsing into a coma if the score drops to 0.

In addition, all implants allow the aliens who implanted the device to keep track of the abductee, mentally his or her relative positions and general condition. The alien is aware of direction and distance to the abductees and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. The distance between the abductee and the alien does not affect the implant's range as long as they are on the same plane of existence. If an abductee leaves the plane or dies, the implant's status effect ceases to function.

Removing an alien implant requires a successful Treat Injury check. A character with the Cybernetic Surgery feat suffers no penalty on the check. Removing an alien implant without proper surgery causes lasting physical trauma to the patient's body, dealing 1d4 points of permanent Constitution damage.

Only living creatures can have alien implants. In addition, a living creature can have a maximum number of alien implants equal to 1 + the creature's Constitution modifier (minimum 0).

A creature may have more alien implants installed on its body than it can bear. However, the creature gains 1 negative level per alien implant that exceeds its maximum allowed. For each negative level, the creature takes a -1 penalty on all skill checks and ability checks, attack rolls, and saving throws, and loses one effective level or Hit Die whenever level is used in a die roll or calculation. Further, a character with psionic powers loses the ability to manifest one power of the highest level she can manifest (player's choice), while a character with spellcasting ability loses the ability to cast one spell of the highest level he can cast. This loss persists until the negative level is removed. Negative levels caused by having too many alien implants remain until the offending implants are removed.

Table: Implants

d% Roll	Implant
01-25	Skill Implant: This small brain implant enables its recipient to perform a specific skill more adroitly. The PC gains a +2 competence bonus on checks made with one class skill of his choice. Different skills require different implants, and a skill implant cannot be modified to grant a bonus to another skill. A PC may have multiple skill implants, but each is considered a separate alien implant.
26-35	Anti-Stun Implant: This implant, embedded near the spine, shields the recipient's nervous system against stunning attacks. The PC cannot be stunned.
36-50	Feat Implant: Thanks to a chip implanted in the recipient's brain or a series of implants wired to the recipient's nervous system, the recipient gains special knowledge or some extraordinary ability. The feat implant gives the PC a feat. He or she must meet all of the feat's prerequisites to gain its benefits. If the feat implant is destroyed, the granted feat is lost as well. A feat implant cannot duplicate a metamagic or psionic feat.
51-65	Initiative Implant: The initiative implant consists of a series of wires threaded around the recipient's spinal cord and attached to the recipient's nervous system. The implant stimulates faster response times. The PC gains a +2 equipment bonus on initiative checks.
66-80	Mindscreen Implant: A small implant in the recipient's brain protects him against mental attacks. The PC gains a +2 equipment bonus on saving throws against mind-affecting attacks.
81-90	Rage Implant: This brain implant dramatically increases the amount of adrenaline and testosterone the recipient's body produces, temporarily boosting his strength and durability. The PC can activate the implant as a free action once per day. Upon doing so, he or she temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to Defense. The increase in Constitution increases his or her hit points by 2 per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal. While raging, the recipient cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Drive, Escape Artist, Intimidate, Pilot, or Ride), the Concentration skill, any abilities that require patience and concentration (including spellcasting and manifesting psionic powers), or any items that must be activated to function. The rage lasts for a number of rounds equal to 3 + the (newly acquired) Constitution modifier. The PC may prematurely end this rage. At the end of the rage, he or she loses the rage modifiers and restrictions and become fatigued for the remaining duration of the current encounter.
91-00	Psi Implant: This brain implant stimulates neuron activity in underdeveloped regions of the recipient's brain, unlocking latent psionic abilities. The PC gains the Wild Talent feat.

Sample Alien Hunters

ROB MCTAGGART

Male Human Tough Hero 3 / Alien Hunter 5

Medium-sized humanoid

Init +1; **Senses** Listen +8, Spot +8, Night-Vision Goggles

Languages English

Defense 19, touch 16, flat-footed 18; Cold Resistance

(+0 size, +1 Dex, +5 class, +3 equipment)

hp 64 (8 HD); **Mas** 16

Fort +8, Ref +3, Will +5

Action Points 16

Speed 30 ft. (6 squares)

Melee knife +5 (1d6/19-20 piercing)

Ranged TEC-9 +6 (2d6 ballistic) or Psiblaster (special)

Space 5 ft. by 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +5

Atk Options Bug-Blaster (Reptoids), BOOM Headshot! (Reptoids), Target Alien Species +4

Abilities Str 10, Dex 13, Con 16, Int 12, Wis 13, Cha 11

AL Joanna Eurik, revenge against Reptoids; Rep +3

Feats Advanced Firearms Proficiency, Alertness, Alien Weapons Proficiency, Armor Proficiency (light), Confident, Personal Firearms Proficiency, Simple Weapons Proficiency

Skills Autohypnosis +13, Climb +5, Drive +4, Gamble +3, Hide +8, Intimidate +5, Knowledge (Popular Culture) +5, Listen +8, Move Silently +8, Spot +8, Survival +12

Talents (Tough Hero) Remain Conscious, Cold Resistance

Talents (Alien Hunter) Target Alien Species +4, Bug-Blaster (Reptoids), BOOM Headshot! (Reptoids)

Occupation: Abductee (Autohypnosis, Knowledge [Popular Culture])

Possessions Undercover vest, knife, TEC-9, Gray Psiblaster, night-vision goggles, three 12oz. flasks containing salt

Abductee Implant Initiative Implant

Drawback Salt Dependence

On a cold October night in 2001, two different people awoke among a strange wreckage with no memory of who they were. They were both naked and covered in odd scars, all of which were surgically-inflicted. Their hair had been shaved; the scarring was worst upon their heads. The man and woman searched their surroundings for some indication of their identities or situation, finding a number of mangled bodies very different from their own: large-headed gray beings and bipedal reptilians. Finally stumbling upon their personal effects, they discovered their names: Joanna Eurik and Robert McTaggart. Grabbing what they could salvage from the destruction, they fled into the wilderness.

As their memories slowly began to return, they discovered they each knew how to survive in the wild. Still unable to recall anything about themselves, they searched for more beings like themselves. They eventually found their way into a small town. Upon seeing civilization, both remembered what they were: human.

A little research provided answers to their identities. Rob McTaggart was a zoologist who hosted a wilderness television show in the late nineties. He had disappeared in 1998 and was presumed dead. Joanna Eurik was a former member of San Francisco's S.W.A.T. Unit. She was missing, presumed dead of suicide, as of January 2000. Realizing that their loved ones had probably all moved on, and they had no more memories of them anyways, the pair decided not to return to their old lives and remain together.

Over the next year, Joanna and Rob discovered as much as they could about the fateful night they awoke. They learned about the Grays, Reptoids, UFOs, and a number of conspiracies. Among their shocking revelations was that they were missing key parts of their brain matter; this accounted for their partial memory loss.

Furthermore, they learned that they and other abductees were being harvested for brain matter to be used in strange new alien technologies. Rob had one such device in his possession: a weapon he had grabbed during their "rude awakening."

JOANNA EURIK

Female Human Dedicated Hero 3 / Alien Hunter 5

Medium-sized humanoid

Init +1; **Senses** Listen +3, Spot +3, Night-Vision Goggles

Languages English

Defense 22, touch 16, flat-footed 21; Alien-Resistant Mind, Stay Out Of My Brain! (Autohypnosis)

(+0 size, +1 Dex, +5 class, +6 equipment)

hp 42 (8 HD); **Mas** 13

Fort +6, Ref +3, Will +8

Action Points 16

Speed 25 ft. (5 squares)

Melee knife +6 (1d6+1/19-20 piercing)

Ranged MP5K +7 (2d6 ballistic)

Space 5 ft. by 5 ft.; **Reach** 5 ft.

Base Atk +5; Grp +6

Atk Options Rage

Abilities Str 13, Dex 12, Con 13, Int 10, Wis 16, Cha 11

AL Rob McTaggart, revenge against Reptoids; Rep +3

Feats Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Burst Fire, Personal Firearms Proficiency, Simple Weapons Proficiency, Weapon Focus (MP5K)

Skills Autohypnosis +15, Craft (chemical) +2, Craft (electronic) +2, Craft (pharmaceutical) +8, Decipher Script +5, Hide +8, Knowledge (Technology) +4, Move Silently +8, Sense Motive +6, Survival +11, Treat Injury +13

Talents (Dedicated Hero) Healing Knack, Healing Touch 1

Talents (Alien Hunter) Alien-Resistant Mind, Stay Out Of My Brain! (Autohypnosis)

Occupation: Abductee (Autohypnosis, Knowledge Decipher Script)

Possessions Tactical vest, knife, MP5K, night-vision goggles, one 12oz. flask containing salt

Abductee Implant Rage Implant

Drawback Nightmares

Once Rob had mastered its operation, he dubbed it the “Psiblaster” (much to Joanna’s chagrin).

The couple have cut a swath of alien destruction through half of the southern United States, attacking Reptoid abduction parties and installations wherever they may be found. Rob and Joanna have gained a measure of infamy in certain conspiracy circles and among “*those in the know*.”

The PCs may be able to contact the pair for help in tracking down aliens. Conversely, if the PCs are seen to be assisting extraterrestrials, they might find themselves hunted by this dangerous duo.

Gray Psiblaster

This weapon’s alien design is obvious as soon as one sees it. The Psiblaster roughly resembles a rifle, but it is constructed of curved metal parts with no seams. It appears to be made from a single piece of alien alloy. It contains living human brain matter connected to a series of psi-amplifying crystals; it does not consume ammunition and appears able to operate indefinitely.

The weapon appears to work by will alone; aiming the weapon at an enemy within 100ft and thinking of one of the weapon’s two known attack modes causes it to fire. It does not emit any light or projectile, yet it somehow “strikes” victims with either Telekinetic or Telepathic force. Firing the weapon is an attack-equivalent action (that requires no attack roll). Once fired, the weapon requires 2 full rounds to recharge.

Telekinetic: this mode delivers a blast of psychic force that affects the victim’s entire body. Victims must make a Reflex save (DC = 13 + the wielder’s base attack bonus) or take 2d6 bludgeoning damage. They are also flung backward 20ft and knocked prone.

Telepathic: this mode temporarily shuts down the victim’s mind. Victims must make a Will save (DC = 13 + the wielder’s base attack bonus) or be stunned for 1d6 rounds.

It is possible that the weapon contains more, undiscovered modes of attack. Further research into the Gray Psiblaster might prove fruitful. This weapon requires the Alien Weapons Proficiency feat to be used proficiently; wielders without this feat have the save DCs for this weapon’s attacks reduced by 4.

Size: Medium

Weight: 6 lb.

Purchase DC: 25

Restriction: Black Program (+11)

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