



Shadow Hunter

Written by Anthony Uyl,

Additional information and ideas by Steven Dawes

Illustration by Brandon C. Clark

Deep, dark, horrible things exist within the depths of our deepest fears, and *Shadow Hunters* are capable of delving into those depths, finding and feeding off of those fears, inflicting mental traumas and insanity as they feed.

Where they come from is a realm that no mortal mind can ever truly comprehend. No one that has so much as projected itself to this realm has ever come back without some kind of psychological damage. These broken minds ramble and rave of *“shadowy men that stalk their prey to feed on their fears within a realm seemingly made of twilight, but they prefer and long for feeding on the sweeter, more delicious fears of the vulnerable and unsuspecting minds of mankind”*.

Those that know of the Shadow Hunters claim that they’re seen as part of a first wave of a larger invasion plan, taking over entire cities and levels of municipal government for their own use. No one is certain however if a takeover has ever actually happened (most experts agree that it’s never happened nor could). But those that do believe it’s possible all state that if a takeover of this kind has ever happened, or could ever happen, only the Shadow Hunter will ever be seen, carrying out the orders of their masters.

They appear snow white human beings with long fingers with black finger nails, lips and eyes. Their natural look is unnerving to most people. The majority of Parapsychologist’s believe that mankind has a racial memory of them and fears them instinctively. This gut response tends to frighten those who see them, and in some cases they are left shaken and disturbed, repressing their memory of witnessing the Shadow Hunter; those with low mental endurance have proven to be unable to deal with witnessing them, suffering mental stress and anguish at the mere sight of them! Shadow Hunters are always seen wearing dark clothing, commonly seen in black trench coats and some kind of scarf or shawl to cover their face, making them more capable of moving about unnoticed.

People who walk along dark streets alone at night are the preferred victims of the Shadow Hunters. Usually, they are ambushed and fed on multiple times over a matter of days or even weeks. However, they try not to feed off the same person too often, or too soon between feedings, not wanting their prey to go insane too quickly. They know it will happen eventually, but they don’t wish to draw attention to themselves and their hunting grounds by having a large number of people going insane in a geographic area, which draws the attention of paranormal investigators.

Where Shadow Hunters are known to hunt, it is also notable that they prefer to hunt individually rather than as a group. Although they could easily take on larger groups of humans with a concentrated effort, they tend to prefer stealth and sneaking up on their victims rather than doing a full frontal assault. They find this route requires cunning and they enjoy the rush it gives them when they’re able to ambush and feed on the fears of their prey without them even knowing until it’s too late to do anything about it.

This individualism makes them very hard to track down when there are more than one in a given area. They tend to keep to themselves and do not often associate with those of their own kind. However, this does not mean that they intentionally avoid each other. They do keep tabs on other Shadow Hunters who share their hunting grounds, but to meet face to face is a rare event for them and is usually brought on by some formal visit from a greater being from their plane of existence. They also find that when they gather in groups, it makes them all easier targets to be hunted down and destroyed (particular by certain psychics).

An interesting note about Shadow Hunters is that for as individualistic as they are, they will sacrifice themselves to protect other Shadow Hunters. It’s not a concerning loss if one Shadow Hunter

is destroyed. They would rather lose the one than lose an entire group. If a lone Shadow Hunter believes or realizes that its being hunted as part of a group of Hunters and its severely injured or about to be destroyed, to get the investigators/hunters off the trail of the group, it will sacrifice itself willingly, suddenly breaking away from the group, but in a way that's easy for its pursuers to give chase until its destroyed. It's amazing to see how well coordinated they are in such efforts despite the fact they rarely meet in person.

Shadow Hunter – Predator and Lesser Demon

Alignment: Miscreant or Diabolic

Attributes: I.Q. 3D6+4, M.E. 4D6, M.A. 4D6, P.S. 4D6 (supernatural), P.P. 3D6, P.E. 2D6, P.B.: 2D6, Spd: 3D6.

Armor Rating (A.R.): None; but see *Natural Abilities* below. Have to rely on human armor when they can somehow acquire it.

Often times they're given armor by a master or boss that they work for (typically a hard armor vest: A.R. 12, S.D.C. 120).

Hit Points: P.E number +1D6+2 per level.

S.D.C.: 1D6x10.

Discorporation: When slain, the Shadow Hunter disperses in a violent mixture of darkness and shrieking as it's banished to another realm of existence for the next thousand years. Clothes and other personal items are left behind.

Threat Level: x4.

Horror Factor: 12 for an individual hunter, 15 when seen in a group of more than three.

Size: 5-6 feet.

Weight: 120-180 lbs.

Average Life Span: Unknown.

P.P.E.: P.E attribute plus 3D6.

Natural Abilities: All physical damage against a Shadow Hunter only does ½ damage. This makes them a lot more durable than expected. Fortunately, they possess a weakness to direct light sources that does full damage directly to their hit points (see *Vulnerabilities* below).

The Shadow Hunter can, at will, meld with shadows in the surrounding area, giving off very few signs of his presence. While hiding in shadows, the Shadow Hunter has a Natural Concealment of 70%.

They also need to feed off the fears of other living creatures to survive. While they can feed off of the abstract, base fears of animals, they prefer the more complex, more intriguing, and more fulfilling fears of mankind. In order to do this they use their psychic powers to delve deep into the victim's psyche and pull out their deepest darkest dreams, before their very eyes. One minute the victim is going about their daily routine, the next they are suddenly and unexpectedly living their greatest fears and nightmares in vivid detail!

The victim is allowed to save vs. psionics to prevent the invasion. Failing to save against such a deep, personal and traumatic invasion of the mind requires the victim to make a save vs. insanity (as everyone's fears are as strange as varied as the next, make a roll on the Random Insanity table on page 152). This inflicted insanity is only temporary (1D4 days), but can cause the victim serious trauma if left untreated (based on their M.E. attribute). Continued feedings of a Shadow Stalker over time can cause the victim to go permanently insane (10% chance after the second feeding and goes up an additional 5% for each additional feeding).

Shadow Hunters are also able to see in complete darkness without any restriction in range. If they could see that far naturally, they can see that far in the dark.

Vulnerabilities: Aiming direct light at a Shadow Hunter, such as direct light from laser pointers, penlights, flashlights, spotlights, and the like on their direct skin can literally burn them to death! Any "directed" sources of light hitting their skin does damage directly to their Hit Points!

Small sources of light (laser pointers, pen lights) do 1D4 per action.

Common sources of lights like flashlights, head lights, do 1D6 per action.

Large light sources like search lights do 2D6 damage to their Hit Points per action!

Roll to hit as normal. Note: Normal sources of light such as street lights, street signs, moonlight or even sunlight have no effect. Same goes for hand held items like lanterns, flares and flash grenades.

They are visibly uncomfortable in the presence of these light sources and will avoid them, but they do no harm. The light has to be “directed” or “focuses”, and the intention of ‘aiming’ the light source must be involved (they will not be hurt by crossing the headlights of a car unless the driver is aiming them at it). It’s as if the intention of using the light source against a Shadow Hunter is as important as the light source itself.

R.C.C. Skills or Equivalents: Disguise 60%, Impersonation 50%, Pick Locks 50%, Concealment (not in shadows) 50%, Palming 60%, W.P. Knife, W.P. Handguns.

Equivalent Level of Experience: 1D4+1.

Attacks per Melee: Equivalent to Hand to Hand: Expert.

Damage: As per Supernatural P.S. rating. Usually armed with a knife (1D6 S.D.C. damage) and/or medium caliber pistol (4D6 S.D.C. damage).

R.C.C. Bonuses (in addition to attribute bonuses): +2 to attack, +5 to parry and dodge when in darkness (only +2 to all combat rolls in a normally lit environment). No bonuses in brightly lit areas.

Magic: None.

Psionics: Are considered major psychics requiring a 10 or higher to save vs. psionic attack and have some psychic abilities to accompany their already potent power described in their natural abilities.

L.S.P.: M.E.+4D6. **Powers:** Bio-Regeneration (Self; 6), Detect Psionics (6), Alter Aura (2), Ectoplasm (6 or 12), Mind Block (4), Telekinesis (varies), Telekinetic Leap (8), Telekinetic Punch (6), Mask I.S.P. & Psionics (5), Mask P.P.E. (4), Mind Bolt (varies), Sixth Sense (2), Telepathy (4), Thought-Reading (10).

Enemies: All mortal beings it comes across. They feel no need to ever ally with mortals, only seeing them as a food source.

Allies: They sometimes make alliances with demons and other dark beings to further their own agendas. They are very careful about the deals they make, often going over specific details before making any deals or agreements with any supernatural being. They are always very cautious about details, making sure that they will not fall victim to any loopholes in whatever deals they make.

Habitat: Live mostly in apartments or other standard housing. They try to blend in to the masses as much as possible making it easier to hunt and feed. They rarely stand out in society with their living conditions and try to blend in as much as possible.