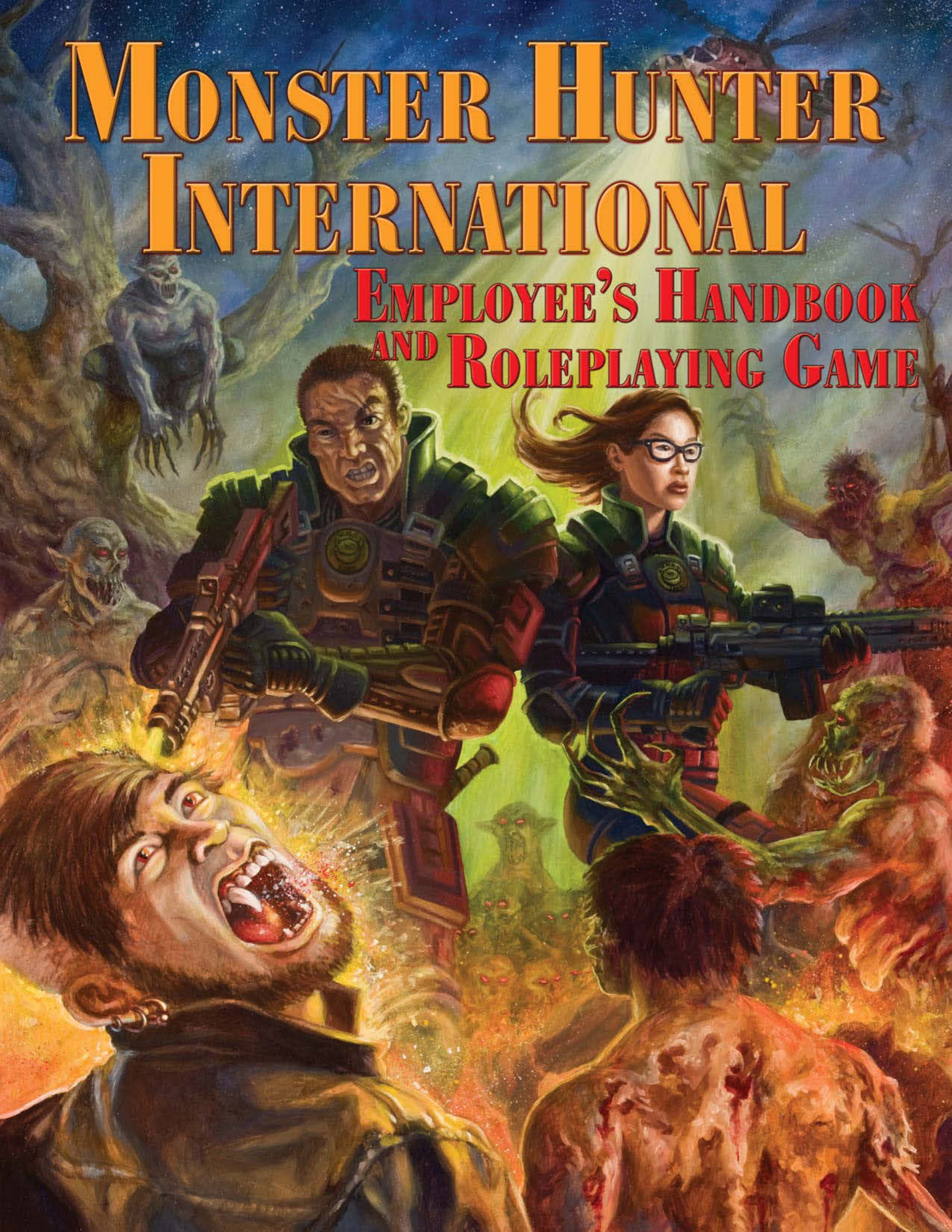


MONSTER HUNTER INTERNATIONAL

EMPLOYEE'S HANDBOOK
AND ROLEPLAYING GAME





MONSTER HUNTER INTERNATIONAL

EMPLOYEE'S HANDBOOK AND ROLEPLAYING GAME

A ROLEPLAYING GAME AND SOURCEBOOK USING THE HERO SYSTEM

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INTRODUCTION

“And you know this... How?”

“It was in the MHI employee handbook[.]”

—Owen Pitt explains something to his brother Mosh in *Monster Hunter Legion*

Welcome to the ultimate career of the twenty-first century: monster hunting! The world may look like a safe, ordinary place to most people, but you know the truth: there are monsters out there. Some of them want to torment you, some of them want to eat you — and some of them have the power to destroy the entire world. And it's people like you who stop them.

The Monster Hunter International Employee's Handbook And Roleplaying Game (or MHI RPG) is your complete guide to the world of MHI. It contains everything you've ever wanted to know about MHI and how it hunts the monsters that threaten humanity. Best of all, it lets you have your own MHI adventures!

This book's divided into three parts. The first part, *Monster Hunter International*, describes MHI in detail. It covers the organization's history, how it does business, how it gets paid through the PUFF system and contract work, how it recruits and trains new Hunters, who it works with (and competes against), and the types of monsters it hunts. Best of all, it includes full profiles of (and character sheets for) key MHI personnel like Earl Harbinger, Owen Pitt, Julie Shackelford, and Milo Anderson. So even for fans who don't want to roleplay in the world of MHI, this section is full of useful information — some of which you can't find anywhere else!

The second part, *The HERO System*, provides the nuts and bolts of the roleplaying game (and explains what an “RPG” is, in case you've never played one before). First, it goes into the basics of character creation: how you get started; the standard abilities your character gets for being an MHI employee (and for his race, if he's an orc, elf, or other “monster”); and so on. Next it delves into the elements of the *HERO System* and shows you what they do and how many Character Points they cost to buy for your character. These include: Characteristics (abilities common to all characters, like Strength, Dexterity, and Speed); Skills (learned abilities, like how to work with electronics, shoot a gun, or be sneaky); Perks and Talents (special resource or abilities characters may possess, like having lots of money or a photographic memory); Powers (abilities beyond what

normal humans can commonly do, typically used to create spells or monsters' powers); and Complications (hindrances, restrictions, and disadvantages a character has to cope with during his adventuring career, like having an arch-nemesis or a phobia).

The next section of the character creation rules covers equipment. It includes extensive information about firearms in the *HERO System* (so you can equip your character with just the right weapon, then trick it out for maximum effectiveness); body armor; and many other types of gear. After that comes the Magic section, which explains how magic works in the world of MHI and how your character can cast Spells.

The next part of the rules deals with combat and adventuring. This section tells you how characters take action in dangerous situations, how to attack and kill an enemy, what happens when you get hurt in the process; and much more.

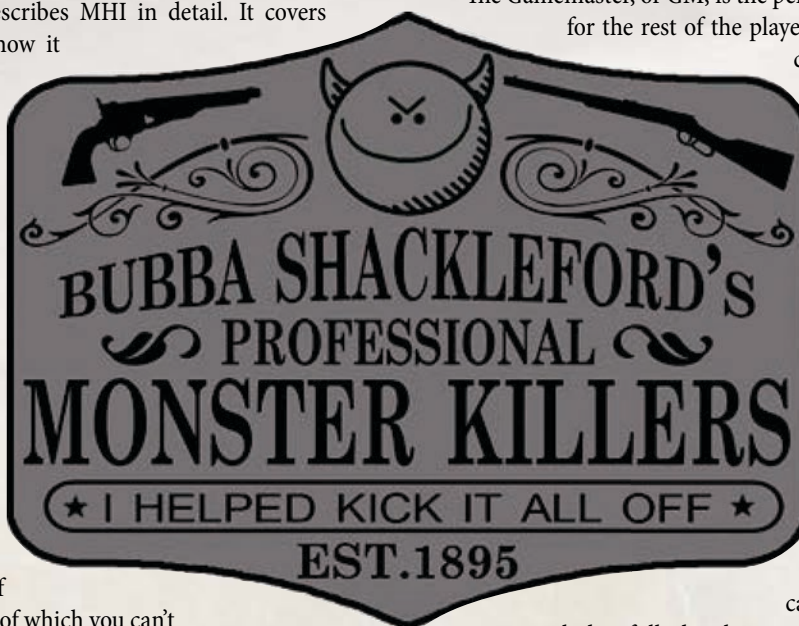
The third part of the book is called *The Gamemaster's Vault*, and like the first part it's also important not only for gamers, but for MHI fans who simply want to learn more about the world of MHI.

The Gamemaster, or GM, is the person who creates an adventure for the rest of the players to participate in with their

characters, and who uses the rules to determine what happens when the players tell him what their characters do in the game. As such, he needs to know a lot more about the world than the players do, and this part of the book is where he can find that information. Besides some general advice on running an MHI RPG game — including campaigns that don't follow the usual model, like the MCB campaign or the all-orc campaign — the GM's Vault

includes full details on the many enemies opposing MHI: the Monster Control Bureau; Special Task Force Unicorn; villains like Lord Machado, Koriniha, and Lucinda Hood; and many more. Last but certainly not least, it has full character sheets for many different types of monsters the GM can pit against the Player Characters. Best of all, the GM's Vault covers the secrets of the world of MHI — information about what's really going on behind the scenes that hasn't even been revealed in the novels yet! If you want to know what's occurring in the shadows, this is where you can find out.

So what are you waiting for? It's time to get out there and have some fun killing monsters!



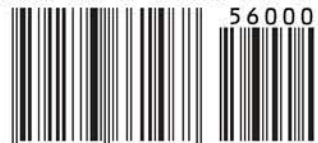
EVIL LOOMS. COWBOY UP. KILL IT. GET PAID.

That's the official mission statement of Monster Hunter International, the world's most successful professional monster-hunting organization. Now you can join the ranks of MHI and get paid to fight monsters! *The Monster Hunter International Employee's Handbook And Roleplaying Game* contains everything you've ever wanted to know about MHI and its world. It includes a complete roleplaying game using the award-winning *HERO System* rules so you and your friends can have hours of monster hunting fun!

The MHIEHRPG includes:

- a description of MHI, from its history and resources to the people who make it such a unique and successful organization
- character sheets for members of MHI (such as Owen Pitt, Julie Shackleford, and Earl Harbinger), their allies (like Agents Myers and Franks of the Monster Control Bureau), and their main enemies (Martin and Lucinda Hood, Lord Machado, and many more)
- character sheets for monsters that exist in the world of MHI, ranging from werewolves, vampires, and zombies to truly strange creatures like Humboldt Folk, luskas, and lindwyrms
- the complete *HERO System* basic rules, with expanded rules for gunfights, magic, and other action common to MHI adventures
- original MHI fiction from Larry Correia, author of the bestselling MHI novels!

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