

Monster Hunters

Suggested use:

These are tables for generating a veteran monster hunter to serve as ally, foe, or foil to your PCs.

d10 The monster hunter is...

1. A Warrior.
2. A priest or agent of the church.
3. A Scholar.
4. A landless noble.
5. A knight errant.
6. A sailor.
7. A femme fatale.
8. A mentor to others.
9. A repentant monster.
10. A polymorphed creature in disguise.

d10 The monster hunter fights by...

1. Traditional methods. Stakes, silver arrows, and blessed swords.
2. Setting an elaborate trap for their prey.
3. Raising a posse of townsfolk and teaching them how to kill.
4. Beating the monster to death with their bare hands.
5. Killing the monster from ambush.
6. Riding out and meeting the monster one on one.
7. Tracking and killing the monster with a team of hand picked allies.
8. Casting a spell or ritual.
9. Invoking the aid of the gods.
10. Leaping in without a plan

d10 The monster hunter is wielding...

1. A sword.
2. A wand.
3. An axe.
4. A spell.
5. A mace.
6. A dagger.
7. A bow.
8. An exotic weapon from a faraway land.
9. A legendary artifact.
10. A strange weapon of their own design.

d10 The monster hunter appears...

1. Well prepared. Plate armor, potions, and stakes.
2. Dressed for a visit to a noble patron.
3. Dressed casually in the custom of the region.
4. Wearing exotic war paints.
5. Wearing trophies from their prior kills.
6. Noble of bearing and well dressed.
7. Fanatical, carrying many religious ornaments and trinkets.
8. Unsavory, and probably carrying hidden weapons.
9. Disguised with a fake mustache.
10. Unkempt and tired from a battle.

d10 The monster hunter's personality is...

1. Grim.
2. Chipper.
3. Charming.
4. Mercurial.
5. All business.

6. Thoughtful.
7. Fanatical.
8. Absent minded.
9. Patient
10. Impulsive.

d10 The monster hunter's backer is...

1. No one, they work for themselves.
2. A Church.
3. A secret order.
4. A thieves guild stamping out competition.
5. A public guild of mercenaries.
6. A noble family.
7. A god or demon.
8. A wizard's cabal collecting monster body parts.
9. A city or town.
10. A rival monster.

d10 The hunter's relationship with their backer is...

1. They are a member.
2. Rebellious.
3. Businesslike.
4. Getting along well.
5. Preparing for imminent betrayal.
6. Already betrayed.
7. Well paid and content.
8. Neutral.
9. Secret.
10. Brand new.

d10 The hunter hunts because...

1. They are well paid.
2. They are in it for the glory.
3. It's an outlet for psychotic desires.
4. They crave vengeance for the monster's past deeds.
5. The monster is a threat to a business associate.
6. The monster is a rival moving in on their turf and the monster hunter is a creature in disguise.
7. An ancient artifact compels them.
8. A curse from the gods compels them.
9. A town or church threatened by the monster hired them.
10. It's a speculative venture.

d10 The hunter hunts only...

1. One type of monster
2. A specific monster who did them wrong long ago.
3. Any kind of monster for the right payment.
4. Wizards and necromancers.
5. Monsters that threaten the defenseless.
6. Monsters near their home base.
7. Sea monsters.
8. In one kind of terrain.
9. Only single giant monsters.
10. Only hordes of smaller monsters.

d10 The monster hunter's reputation is...

1. Good, they help those in need.
2. Mercenary, they help those who can pay.
3. Unsavory, they are dangerous to have around.
4. Skilled and experienced. They know their business.
5. Lucky. By the grace of the gods they are somehow still alive.
6. Capable, but brash and foolhardy.
7. Enigmatic.
8. Responsible for clearing up a major problem.
9. Responsible for causing a major problem.
10. Brand new to their trade.