

The HUNTSMAN

Samuel Holt, Jr. (created using *Realms of Magic*)

Primary Ability	Score
Fighting	Remarkable
Agility	Good
Strength	Good
Endurance	Remarkable
Reason	Good
Intuition	Amazing
Psyche	Excellent

Secondary Ability	Score
Health (base 80)	80
Karma (base 80)	80
Resources (10/wk)	100
Popularity (10)	10

SPELLS

Fear: Amazing (Universal). All targets must make a Psyche feat or flee for at least 3 rounds (they get a Psyche feat each round after that). Any task other than running away has a -2 step penalty.

Illusion: Excellent (Universal). All targets in area must make Psyche feats each round or fall under illusion. Preposterous images may prompt Intuition feats.

Apparition: Excellent (Personal). Become non-corporeal, passing through obstacles and soaking damage. Can walk on air at normal speed.

LIMITS

Karmic Consequence. Loses twice the standard amount of Karma for actions that are “foolish or cowardly.”

Concentrated Fear. While maintaining the Fear spell, the Huntsman cannot attack or cast spells.

Iron Age Only. The “Apparition” spell does not work against materials that post-date about 500 BC (notably steel, plastics, and asphalt).

TALENTS

Zoology of Magic. Gets +1 shift dealing with magic animals.

IMPORTANT PEOPLE

Deirdre Barnes-Holt. Sam's ex-wife: patient but not friendly. An environmental lawyer, ensuring compliance for new construction projects in the City.

"CYBELE." Tutor in "nature magic." Searches New England flea markets for antiques of mystic lore. Regards the Sixth Extinction as a supernatural crisis.

[LOSER SUPERVILLAIN]. A contact from prison and source of "jobs" and underworld connections.

MARY CHU, D.Vet. Childhood friend who became a veterinarian on the Upper West Side. Not above stitching up Sam's magic animals—or Sam himself.

[Street-Level Superhero]. Arrested Sam. Payback's due.

Iron Cross. Extremely powerful eco-fascist Nazi supervillain that Sam snitched on. His recent conviction enabled Sam's early release. Payback's due.

GENERAL DEAL



Sam Holt is trying to save hundreds of millions of lives at risk from climate change. He's concluded that this goal cannot be accomplished through legal action or conventional politics, forcing him to put on a spandex costume and blow stuff up with magic spells. If that makes him a supervillain, he doesn't care.

Sam learned magic from **Cybele**, a Wiccan High Priestess who employed him to gather

and conserve endangered mystical creatures: oracular pigs, chupacabras, talking tigers. Cybele is not militant, but she is deeply worried, and her message to ordinary people isn't getting through. Sam's spells are linked to the apocalyptic Wild Hunt, and he's done waiting around.

Sam's first few missions as **the Huntsman** were skin-of-the-teeth affairs. Looking for muscle, the Huntsman made a fraught alliance with an eco fascist cell. Luckily a superhero

stopped them all. Sam pleaded guilty and cooperated against the superhuman white nationalist leader. Three years later, **Iron Cross** was convicted and Sam's on the street.

Sam has three big problems: (1) he has to rebuild his life as Sam Holt. His wife divorced him and moved on; he can't get an apartment or a real job. (2) Iron Cross's Nazis are looking for him. (3) The Huntsman's mission isn't over yet, he's under constant surveillance, and he simply doesn't have the power to do what needs to be done.