

SCARECROW

Type: Animate Inanimate

Physique: 3D

Climbing/Jumping 4D

Reflex: 3D+2

Melee Weapons 4D+2, Melee Weapons Parry 4D, Unarmed Combat 4D

Canny: 2D

Evidence Disposal 3D+1, Find 4D, Guerrilla Tactics 4D, Hide/Sneak 5D, Surveillance 4D+1, Tracking 3D+2

Will: 2D+1

Intimidation 5D

Special Abilities/Disadvantages:

Weaponry: Scarecrows generally arm themselves with farming implements such as scythes, sickles, pitchforks, etc...

Heal from death: Scarecrows that are destroyed will eventually recover unless they are burnt to ashes. Fire does double damage to their dry flammable bodies.

Murder of crows: Scarecrows can control up to a dozen crows at a time, usually as spies to keep track of potential victims and pester them.

Story Hooks:

Stalker: Scarecrows feed on the fear they generate. They tend to pick off their victims one at a time, instilling as much terror in them as possible and then concealing the bodies to create fear amongst their friends and family.

Phobia: Scarecrows are deathly afraid of fire, the only thing that can permanently destroy them, and retreat when presented with a large source of it.

Life Points: 34

Survival Points: 0-3 normally

Move: 10

Size: 1.5-2 meters tall

Scarecrows were originally designed to frighten off farmland pests, but often become twisted into a more active role by evil forces. Animate scarecrows stay in their fields during the daylight hours, often using their crows spies to scout for prey. At night they hunt with stealth and cunning, emerging from the shadows for a quick attack before slinking back into the dark, tormenting their victims to gorge themselves on their fear before killing them and hiding their bodies in their lairs, creating more anxiety among loved ones. People who move in next to a farm inhabited by these creatures of pure malice are often the first targets of their wrath.

WHITEFACE

Type: Evil Clown

Physique: 4D

Stamina 6D

Reflex: 4D

Gymnastics 5D, Unarmed Combat 4D+1

Canny: 3D+1

Diversion 4D, Hide/Sneak 3D+2, Stage Magic 4D+2

Will: 3D+2

Acting 4D, Intimidation 4D+2

Special Abilities/Disadvantages:

Distinctive Appearance: Whitefaces have extremely pale bone white skin, except for a blood red coloration on their rather bulbous nose and around their mouths that looks like badly applied make up. They also dress in very garish and brightly colored costumes. From a certain distance they actually look like normal clowns, as long as they don't show off their yellowish shark-like teeth or razor sharp claws (usually hidden by gloves).

Bite/Claws: PHY+1D+1

Story Hooks:

Silent: Whitefaces never speak. The closest they ever come to verbal communication is the hideous laugh they utter when chasing their victims.

Psychotic: Whitefaces are totally insane by human standards, killing innocents for sheer amusement, preferring children, very serious people and those who are afraid of clowns to begin with above all others. They are relentless once they have found a victim and won't stop until it is dead or they are.

Clown: Whitefaces are natural born performers and are constantly acting out humorous scenes for any spectators they can find (humorous at least by their standards). Anyone reacting negatively to the show will instantly arouse the creature's anger.

Life Points: 40

Survival Points: 0-3 normally

Move: 10

Size: 1.5-2 meters tall

Whitefaces resemble clowns only physically, and even then a closer look will reveal that something is quite wrong with them, especially if they give a big toothy smile. The origins of these evil creatures are not well understood : they appear out of nowhere, spreading death, chaos and misery everywhere they go only to disappear abruptly soon after. Some believe they are a kind of personification of hysterical madness and homicidal dementia. They stalk their prey with maniacal glee and chilling brutality.

DRUG FIEND

Type: Human Oddity

Physique: 3D

Stamina (Drugs and Alcohol) 6D

Reflex: 2D+2

Dodge 3D+1, Unarmed Combat 3D+2, Unarmed Combat Parry 3D

Canny: 3D+2

Streetwise 5D, Survival 4D+1, Value 4D+1

Education: 2D

Business (Drug Traffic) 5D+2, Crime 3D+1, Locale 4D, Psychology 3D

Technical: 2D

Chemistry 4D+2

Will: 3D

Bargain 4D

Special Abilities/Disadvantages:

The Man Inside: Drug Fiends can create virtually any kind of drug without a lab or materials by synthesising it inside their own bodies. It can then be vomited out, excreted from the pores of the Fiend's skin or administered through stranger means (see below), unless the creature decides to absorb it himself internally. Anyone taking such a drug will take in anywhere from 2D to 8D of stun and real damage (depending on the drug and dosage), will experience feelings of extreme relaxation and well-being and must make a Heroic Will check or develop an addiction to it.

Immunity: Drug Fiends are immune to the negative effects of any poisons or drugs that enter their system.

Paraphenalia: Drug Fiends can transform parts of their own body into various drug paraphenalia : fingers become hypodermic needles (PHY+1 damage), the stomach becomes a hookah with hoses sprouting from the navel, etc... All transformations take a full round to complete.

Story Hooks:

Dealer: Drug Fiends surround themselves with people addicted to the substances they provide. These hardcore junkies are totally enslaved by the Fiend and will do pretty much anything for it, protecting it from harm and acting as intermediaries to prospective clients.

Life Points: 30

Survival Points: 5-8 normally

Move: 10

Size: 1.5-2 meters tall

Drug Fiends look like normal humans except for the obvious signs of heavy narcotics abuse (paler, bloodshot eyes, low body weight...). Drug Fiends are the end result of a freakish form of evolution where a person with the right kind of genetic instability gains a long term addiction to opiates. The body gradually adapts to the drugs by assimilating them into itself, slowly mutating and gaining abilities undreamt of by regular junk addicts ; Darwin would be shocked.