

Rippers – Servants of the Cabal

A Netbook by Pythagoras (<http://www.hardpoints.de>)

Maureo da Fia

Maureo da Fia is a false priest and mercenary servant of the Cabal. Unwilling to risk his life, he likes to pull his strings from the shadows and cause a maximum of fear and terror.

Background and Agenda

Maureo was born as the son of a Portuguese peasant but early on there were rumours that *something from the sea* had impregnated his mother instead. Early on, Maureo was a troublemaker and at the age of 14, he left his parent's home and joined the crew of a sailing ship.

His career from then on included grave robbing, slavery, and murder. Eventually, he kidnapped a Sufi mystic who was also a Ripper and extorted the secrets of Psionics from him. Equipped with those supernatural powers, da Fia became a mercenary for the Cabal.

Today, the alienist-for-hire travels disguised as a Catholic priest. He offers his disruptive talents to those of the Cabal willing to pay him money for what he likes to do anyway – causing fear and terror. His most common routine involves conjuring demons and letting them lose on the general populace.

Personality

Mauro da Fia is a cruel and insane man. While he is generally calm, he is prone to sudden outbursts of anger that seem to come out of nowhere and pass in the same way. The false priest has a definite mean streak and will often go out of his way to inflict harm on others, even if this endangers his goals or his own safety.

Appearance

Maureo is a tall and slender man of Portuguese origin. He has cream-coloured skin

and thick, black hair that he normally wears in a short braid. His differently-coloured eyes of black and green give him a slightly other-worldly appearance. This impression is reinforced by his intense emotionless stare, which is only disturbed by his occasional outbursts of strong emotions.

Typically, Maureo wears a priest's frock, complete with a slightly odd looking crucifix. (A close inspection reveals that the person nailed to the cross has a cloven foot and tiny horns.)

Statistics

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigour d6

Skills: Climbing d10, Fighting d6, Guts d8, Healing d6, Intimidation d8, Knowledge (Demons) d10, Lockpicking d10, Notice d6, Psionics d8, Shooting d6, Stealth d8

Status: 4

Charisma: +0, **Pace:** 6, **Parry:** 5, **Reason:** +0, **Toughness:** 5

Hindrances: Sadist

Edges: Arcane Background (Psionics), Combat Reflexes (+2 to overcome *Shaken*), Nerves of Steel (ignore one level of wound penalty)

Psionics: 10 power points, Boost Trait, Deflection, Telekinesis

Gear:

♥ Ritual Dagger (+1 on any rolls required to conjure demons)

♥ Cursed Crucifix (+3 damage, only heals naturally)

♥ Scroll of Banish Entity¹

¹ Horror GM's Toolkit, pg. 35

Gregor McDunnil

Gregor McDunnil is a highlander who was infected with lycanthropy 15 years ago while traveling alone as a shepherd. He has acted as strongman for the Cabal ever since and has even risen to a commanding rank.

Background and Agenda

It was a fateful night 15 years ago when McDunnil surprised the werewolf Baron von Arnheim during a transformation in the Scottish highlands. Von Arnheim attacked the shepherd and turned him into a werewolf. Faced with the choice between lonely exile and well-rewarded service for the forces of evil, the already-outsider chose the latter path.

Today, Gregor is a lieutenant of von Arnheim's forces. He is often put in charge of lesser undead or acts as an enforcer to keep troublesome allies in line. While he acts completely loyal, McDunnil hopes to eventually replace his master, should he have a weak moment.

Personality

McDunnil was always an outsider and is pretty isolated even among the forces of the Cabal. He does not make friends easily and only the protection of the Baron ensures his position of power. Vengeful and brutal, the highlander is a beast in shape and in character.

Appearance

Gregor McDunnil is a bear of a highlander with a scruffy beard and beady eyes. His kilt is dirty and his appearance generally untidy. His face remotely reminds one of a Bernardino dog.

Statistics

Human Form

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigour d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Shooting d6, Stealth d4

Status: 2

Charisma: -2, **Pace:** 6, **Parry:** 5, **Reason:** +0, **Toughness:** 5

Hindrances: Outsider

Edges: Command (+1 to recover from Shaken within 5"), Natural Leader (give bennies to troops)

Special Abilities:

♥ **Transformation:** McDunnil can transform into his wolfman form when dealt a face card. On a deuce, he transforms back.

Gear: Pistol (12/24/48, 2d6, AP 1), Corpse Dust Snuff (2 doses, heals one wound, no side effects)

Wolfman Form

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigour d6

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d8, Stealth d6, Tracking d4

Pace: 8, **Parry:** 5, **Toughness:** 5

Hindrances: Sadist

Edges:

Special Abilities:

♥ **Improved Frenzy:** 2 attacks per round without penalty.

♥ **Fear+1:** Make a *Guts* check +1 or roll on the fear effect table.

♥ **Weakness (Silver):** +4 damage from silver

♥ **Weakness (Wolfsbane):** -2 to attack somebody carrying wolfsbane.

Gear: Teeth (d10+2), Corpse Dust Snuff (2 doses, heals one wound, no side effects)

Robert Masaaraq

While pretending to be an Inuit harpooner, this tragic creature is a Frankenstein monster that hides its scars under elaborate tattoos. Rejected by all others, it works for the Cabal.

Background and Agenda

Robert was built 30 years ago by a crazed scientist who operated in a secluded place in Northern Canada. The scientist used a lucky find of 5 Inuit that froze to death and threw in parts of aquatic animals for good measure. For ten years, the faithful creature served its master before being sold to Baron von Arnheim.

Ever since, Robert has served as a harpooner on a ship paid for by the Baron, which was on the lookout for giant sea creatures to use as material for the creation of a giant construct monster.

Personality

While being an artificial creature, Masaaraq has the emotions and fragmented memories of a group of Inuit that occasionally give it flashbacks. Anything that reminds it of its past life gives the creature a pause.

Otherwise, Masaaraq is driven by the feeling that it is incomplete and less than human. It is very curious about human customs and biology but can react quite angry when treated as inferior or stupid.

Appearance

Robert looks like an Inuit covered by many scars and tattoos. Due to the complex patterns on his skin, it is difficult to notice that he seems to be assembled from slightly different parts (*Notice*-3). Typically, the sailor wears light clothing but always covers his neck with a big scarf to hide his gills.

The most disturbing aspects of Robert are its eyes. Slightly milky, they seem almost blind and many people at first assume that the creature is blind.

Statistics

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d12, Vigour d8

Skills: Boating d8, Fighting d10, Guts d6, Intimidation d6, Notice d8 (-1 visual), Swimming d10, Throwing d10

Status: 1

Charisma: -2, **Pace:** 5, **Parry:** 7, **Reason:** +0, **Toughness:** 8

Hindrances: Outsider, Poor Eyesight (-1 to visual notice rolls)

Edges: Level headed (act on best of two cards),

Special Abilities:

♥ **Gills:** Can breathe underwater normally

♥ **Natural Armour**+2

♥ **Construct:** +2 to recover from being shaken, no extra damage from called shots, half damage from piercing attacks, immune to poison and disease.

♥ **Shuffling Gait:** Running die is d4.

♥ **Weakness Explosives:** Takes +4 damage from explosives

Gear: 2 silver harpoons (3/6/12, d12+2), 2 cold iron harpoons (3/6/12, d12+2)