

Powers: Dual Natured, Enhanced Senses (Low-Light Vision), Innate Spell (Lightning Bolt), Natural Weapon (Bite/Claw: DV 5P, AP 0), Weather Control (Electrical Storms)

Vampire

Vampires are humans infected with HMHVV. Vampires prey on sentient beings, absorbing the life essence of their victims along with the victim's blood. More conscientious than other infected metahumans, vampires are able to restrain their hunger. Some vampires refuse to drain from an unwilling subject, while others revel in their role as predators and killers. Vampires become sick within the hour if they consume anything but blood, and they have particularly bad reactions to alcohol (treat as *Nausea*, p. 245).



Many vampires display magical ability, and the transformation sometimes unlocks hidden magical potential. Such vampires are capable of learning and using magic just like a human. Vampire sorcerers are most likely the source of some legendary vampiric powers, such as the ability to change into animals or to mesmerize victims.

Natural Habitat: Habitated areas worldwide.

B A R S C I L W EDG ESS M Init IP
3 5 5 3 5 4 3 4 3 2D6-1 3 9 2

Movement: 10/25

Skills: Infiltration 3, Perception 3, Shadowing 4, Unarmed Combat 3

Powers: Enhanced Senses (Hearing, Smell, Thermographic Vision), Essence Drain, Immunity (Age, Pathogens, Toxins), Infection, Mist Form, Natural Weapon (Bite: DV 2P, AP 0, -1 Reach), Regeneration, Sapience.

Weaknesses: Allergy (Sunlight, Moderate), Allergy (Wood, Severe), Dietary Requirement (Blood), Essence Loss

Notes: Some vampires may have the Adept, Magician, or Mystic Adept qualities. Vampires have less buoyancy than metahumans (-4 dice pool modifier to all swimming-related tests). Vampires also have an additional weakness of Induced Dormancy (Lack of Air). If a vampire is cut off from air for more than (Essence) minutes, it falls unconscious indefinitely. However, if the vampire is again exposed to air, it regains consciousness within a minute.

Wendigo

A wendigo is an ork infected with HMHVV. It appears as a white-furred humanoid standing about 2.3 meters tall. The nails of its hands have hardened into claw-like weapons, and the canine teeth are very pronounced on both the lower and upper jaws.

Wendigos feed on the flesh of humans and metahumans, from which they also derive psychic sustenance. Typically they induce victims to participate in a cannibalistic feast. This

creates an apparent psychological dependence in the victim, who then helps the wendigo in spreading its habit, thus creating a secret society of cannibals. The members of the groups are unaware that they ultimately will become meals for the wendigo, which seems to prefer the Essence of such corrupted spirits.



Wendigos are all Awakened and use their magical skills to enhance their hunting. Some wendigos use illusion magic to disguise themselves and walk unseen among their prey.

Natural Habitat: Forested and urban areas worldwide.

B A R S C I L W EDG ESS M Init IP
6 2 3 5 4 3 3 3 3 2D6-1 3 6 2

Movement: 10/25

Skills: Assensing 2, Astral Combat 2, Conjuring group 2, Infiltration 3, Intimidation 3, Perception 3, Sorcery group 3, Unarmed Combat 4

Powers: Enhanced Senses (Hearing, Low-Light Vision, Smell, Visual Acuity), Essence Drain, Fear, Immunity (Age, Pathogens, Poison), Infection, Influence, Natural Weapon (Bite/Claw: DV 5P, AP 0), Regeneration

Weaknesses: Allergy (Ferrous Metals, Moderate), Allergy (Sunlight, Moderate), Dietary Requirement (Metahuman Flesh), Essence Loss

Notes: All wendigo have the Magician quality (p. 79).

SPIRITS

Spirits are sentient denizens of the astral plane. The spirits described below may be summoned by magicians (see *Conjuring*, p. 176). The Physical attributes listed below are used when a spirit Materializes in the physical plane; the minimum attribute is always 1. On the astral plane, spirits use Force for all attributes.

In addition to their standard Powers, each spirit also has one Optional Power for every 3 full points of Force. A magician selects what Optional Power(s) he wishes a summoned spirit to possess as he summons it. The Optional Powers possessed by a spirit may not be changed later.

Spirit skills: A spirit's skills are equal to its Force rating.

Spirits of Air

B A R S C I L W EDG ESS M Init IP
F-2 F+3 Fx4 F-3 F F F F F F F Fx5 2

Astral INIT/IP: F x 2, 3

Movement: 15/75 (flight)

Skills: Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat

Powers: Accident, Astral Form, Concealment, Confusion, Engulf, Materialization,

