

Apocalypse Prevention, Inc.

Demon Pack 01

NAGA

By Dale Amann

JAGUAR WARRIORS

By Steven Markley

HOPKINS

By Steven Lindsey



NAGA

Other Names: Serpents, Snake Men, Darvish

Stereotypes: Humble, Religious, Preachy

Origins

The Naga homeland, Darvish, is covered in water and dotted with thousands of islands and towering citadels rising out of the sea to mark the Naga Kings' territory boundaries. They were once deeply moved by the beauty of their world, urging them to create great works of art and immense shrines to honor the spirits of nature that soon dominated their myriad of islands. Their technology never advanced past the Iron Age even over thousands of years, but there was no need. They had peace and were content with their existence, until a single act destroyed it all.

The two most beautiful sisters were each married to kings on opposite ends of their world, and their vanity knew no bounds. Then they made a dangerous wager with each other. Whichever sister could gather more worshippers of her beauty in a year's time would win control over both kingdoms. Even though founded in sibling rivalry, the bet started simply enough with each queen touring the lands to let the people see their choice. Soon, however, fighting broke out among their followers and armies were soon seen conquering and destroying villages in the name of the beauty of their vain queens. The year ended with no clear winner and a world up in smoke. Smaller kingdoms fought against the queen's armies to avoid being swallowed up, but to no avail. Everyone in Darvish was soon affected. The War of Vanity lasted a thousand years and notions such as beauty, spirits, and love were forgotten completely by the Naga in the end, only to be replaced by war, power, and death. Citadels were turned into fortresses and beautiful islands to battle grounds. The War of Vanity and its roots were forgotten after a few centuries with war being all later generations knew of life.

One enterprising ruler sent his best soldiers to the bottom of the sunken ruins in search of underwater caves that he hoped held riches, resources, or hidden lore. These were never heard from again, as they entered a portal that opened on a mountaintop in China, near a Buddhist Monastery. Believing the Naga to be celestial beings, the monks welcomed them warmly. Confused by this strange world and with no known way for their small numbers to return to Darvish, they decided to stay at the Monastery instead of destroying

the monks. The Naga were instantly entranced with talk of religion and deities, something so forgotten on their world. They refused to believe that they were in any way celestial or divine in nature, and instead took on roles of guardians and protectors of the monasteries in the forest and mountains that surrounded them.

After generations, the Naga grew numerous and began to spread their numbers to other Buddhist temples and monasteries. They eventually found that there were other religions, at first becoming quite confused with conflicting beliefs that were also quite similar. This began a religious quest for Naga throughout the following centuries as they traveled across the globe to learn the tenants of every Earth religion. This quest soon led their descendants to Shinto shrines in Japan, caves and holy places in the Middle East, and churches of Catholics and Baptists. Spreading that quickly through the world led them right into API's sights, but they settled down and became devote followers after finding the one religion that matched their beliefs, so the company had little issue with them. Earth Naga have become a deeply religious people that dedicate their lives to their faith.

Lifestyle

Naga flourished when they came to earth, laying 1-3 eggs after each mating summer season with hatching in the fall. They raise their young in the shadows of churches and other holy places, so they can listen to the ministries that occur within, while they make sure the churches come to no harm from the outside. The quickest way to anger a Naga is to destroy or desecrate a holy building or place. They pass martial arts to their offspring as well, taught to them by the first monks they encountered.

Though they are surrounded by Earth's ever-expanding technology, Naga choose to live simply. They disdain the use of most technology, such as vehicles, cell phones, and computers, as they do not see such things as holy. Another reason is that their pursuit of spirituality all but totally replaces any desire for money. They prefer to work for the spiritual worth it gives them, spending their time preaching to the youth of their community, working with and protecting missionaries, and protecting their community from evil as dictated by their beliefs.

With their reluctance to use technology, they keep in contact with other Naga through old-fashioned letters.

Their fascination with human religion can also cause trouble. It is very easy for young and impressionable Naga to become religious fanatics and the ever growing hotspots where religious wars are still waged have attracted many of them for centuries. They often take the role of a front-line fighter in the conflicts to cleanse the land of heathens, but supernatural intervention in human conflicts also calls Apocalypse Prevention, Inc.

Magic was unknown to them on their home world and many find it a frightening ordeal to learn, usually conflicting with their personal beliefs. This fear dwindles with each generation and is currently at a healthy respect for magic's power. Those few Naga who have learned magic find themselves at odds with Naga leaders, and it is not unheard of for them to be assassinated by their own if they are suspected of wielding the powers of an adept.

Appearance (Fear 15)

Naga stand up to 5 ft. tall with the top half of their body being humanoid and the bottom half that of a snake. They have large scales on their chest and back, smaller ones on their arms and tail, and very fine scales around their joints for maximum flexibility. Though scale coloration varies from Naga to Naga, greens and browns are the most common. Their mouths are full of sharp teeth, their eyes colored gold, and they have simple slits to breathe through instead of a nose. Their tongue is forked and is often seen when they speak, due to their habit of slurring any "s" in a word. Much like cobras, Naga have a hood that will open up during religious fervor or when angered. Their lifespan is roughly the same as humans.

Naga are carnivores, but will only eat animals that do not hold spiritual importance to them. They prefer to make their homes near areas with water, fish being their preferred meat, and they often eat rodents to keep diseases from spreading through their community. They use self-made weaponry, like primitive bows, knives, spears, and clubs crafted from wood, stone, bone, or discarded materials like glass and thin metals. Naga cloth themselves from charities and donation centers, often wearing them thin until they are no longer patchable.

Recruitment

Naga within Apocalypse Prevention, Inc. are often not as religious as others of their race and find that they must become rather open-minded very quickly to the way the company does business. Almost all of Naga magic adepts are found with API, where adepts and demons of all types are eager to bring another into the fold. Their religious studies also are useful within API, helping operatives to understand the area where they are enter-

ing, why they might hide demon fugitives, and work well as ambassadors to other cultures and religions.

Gift - Religious Mind

Naga all start off with a free Skill Specialty in Knowledge (Religion) due to their unique upbringing. They also automatically have the Faith Passion, in addition to the Passion they choose for themselves, because Religion is so entwined with their upbringing. This means they have two ways to gain extra XP.

Gift - Snake Strike

As passed down from their parents, every Naga can perform the Coil and Strike Hard Style Technique found on page 43 of the API corebook. Even if they take no Combat Skill levels, this technique is innate to their race.

Gift – Snake Body

A Naga's snake body gives them certain modifiers unique to their race. It allows them to travel over water and sand surfaces at double their Movement and provides a +2 bonus to all Athletic (Climbing) checks.

Optional Gift – Bipedal (3 BP)

(Speed 6, Stamina 2)

The Naga morphs their snake-like lower body into two legs or vice versa (both ways require Stamina expenditure). This ability is impossible as a child, but becomes available when they reach maturity. This not only allows Naga to mingle easier with humans with healthy use of the Trench Coat rule.

Drawback - Cold-Blooded

Naga are unable to regulate their internal body temperatures, so they often need to sun themselves or be near a heat source throughout the day. This makes them rather difficult to detect with thermal imagers, but they receive double damage from cold sources and suffer a -2 penalty to all checks in temperatures lower than 30 degrees.

Drawback – Cyber-Ban

These demons are not necessarily scared of or against cybernetics, but it goes against everything they hold dear in their culture. Naga will not subject themselves to cybernetic surgery no matter how modern or open-minded they may seem.

JAGUAR WARRIORS

Other Names: Ixchel'aj, Jags, Blood Devils, Hellcats

Stereotypes: Bloodthirsty, Animalistic, Infectious

Origins

The jungles, cities and ruins of Central America hold hidden horrors. The Jaguar Warriors, or Ixchel'aj (ish-shel-yah) once walked openly among Mayans, Aztecs and other cultures of pre-Columbian times. They commanded reverence... and horrifying tithes of blood. The Ixchel'aj heavily influenced Aztec warrior traditions, inspiring warriors to wear cloaks of jaguar hides. They rushed heedlessly into battle for honor and glory, and the most skilled and brutal soldiers would often be reborn as Ixchel'aj after a vicious jaguar attack, known as receiving the Mark. The occasional faithful was also Marked, especially priests and priestesses that performed human sacrifices to the gods (or demon masters, depending on your perspective). Those that survived being Marked would leave their human lives behind and flee into the jungle to live as predators. Death was a far likelier fate, however, and the best candidates to become such a demon typically died in battle long before ever meeting an Ixchel'aj.

Blood was central to the werejaguars. Bloody warfare attracted the interests of Ixchel'aj recruits, blood marked their brutal induction into the race, and blood defined their lives forever after. They hunted all manner of beast and demon, but preferred man-flesh. They were said to claim the corrupt and the foolish, but many Jaguar Warriors simply killed whomever they pleased. Those with aspirations founded small cults, led warrior societies, or participated in terrible priestly rites of human sacrifice. They never gathered in great numbers, being territorial and prone to infighting, but the Ixchel'aj were widespread and influential.

Not even the great Jaguar Warriors were strong enough to stop the arriving Conquistadors, especially since they did not effectively fight together. They were hunted as monsters by the horrified Spanish, who saw them as Devil-spawn. The glory of the Ixchel'aj ended and the survivors scattered to the jungles and temple ruins to dwell in the shadows.

Ixchel'aj still stalk the unwary, though only as echoes of the revered blood gods of nights long past. They remain a deadly presence in Central and South America, proud demons that carry divine wrath in their veins.

Lifestyle

A potential Ixchel'aj can come from any background, but life changes dramatically after they receive the Mark. After a near-fatal attack from a jaguar, the Marked begins to experience nightmares, strange urges for blood, and violent outbursts. They crave raw meat and become violently sick if they eat anything else. Paranoia and rage force them to flee cities and wander alone or take to the most forlorn urban territories. Luckily for them, Marked are watched closely by the Ixchel'aj that recruit them. They are inducted into their

new heritage before or shortly after their first change.

Some people, especially those of strong religious convictions or the soft-hearted, do not embrace their new lives as maneating cat-demons. Those that deny the realities of this new existence are quickly killed, their hearts eaten by the shamed werejaguars that Marked them. This is regarded as a bad omen and show of poor judgment. Those that make the adjustment successfully are given a crash course in Ixchel'aj culture by their recruiter and become part of a small circle of loosely-allied Jaguar Warriors. Then they are left alone, typically claiming a small territory of their own within their first year and defend it viciously.

Ixchel'aj choose to Mark strong, competent people that possess qualities befitting the werejaguars. In ages past they were mostly male warriors, with a smattering of the faithful. They are said to be demigods descended from the Mayan jaguar goddess for which the race is named. Modern werejaguars are more diverse. Few chosen to receive the Mark are weak or timid, and none remain that way if they plan on surviving the Mark or their chaotic future. Preferred initiates are physically strong, can handle themselves in a fight, and possess survival skills, social connections, or some other quality that would benefit the race.

Appearance (Fear 0/10)

Werejaguars look like normal humans most of the time, though are overwhelmingly of Central American or South American extraction. They have a feral, dangerous aura about them, with predatory eyes, numerous scars, and a sense of power in their movements. They command at least respect from others, and often fear. Their jaguar forms are large and imposing, but mundane. Wise Jaguar Warriors avoid assuming jaguar form in cities unless absolutely necessary, for obvious reasons. Jaguar Warriors have a human lifespan, but invariably lead violent lives and so often die young.

Legal Status

Ixchel'aj hunt people, either out of preference or from hunger and lack of other options. Humans are the one prey animal not in short supply, after all. This makes them threats under API standards. Not all Jaguar Warriors are cannibals, though. Some vent aggressions against their own or other demons that harm humans. They supplement their diet from butchers or by poaching cattle. Still, the race as a whole has a well-deserved bad reputation, and API agents often carry orders to kill on sight.

Unlike many other demon races, they can also "infect" humans with their curse. Werejaguars do not take up the self-policing banner of the Taylari and many don't under-

stand the difficulties associated with Marking, easily labeling them as Illegal in most cases. They are major threats, because many believe that they need only take a scratch or bite of a human to pass their curse. Were this the case, there would be legions of them, but API does not know this fact.

Fights favor the training and numbers of prepared API groups, generally, as the antisocial werejaguars usually hunt and fight alone. However, Ixchel'aj are not above ambushes or tracking down agents individually to kill them. Even so, relations between API and Jaguar Warriors are not always hostile... just usually. Werejaguars have, on occasion, assisted agents with information or muscle, either as mercenaries or when working toward a common goal. None to date have expressed any desire to join the organization, and API has never extended one an invitation. This is unlikely to change in the near future.

Gift – Jaguar Form (Speed 5, Stamina 10)

Jaguar Warriors take the form of a large, powerfully-muscled jaguar with a golden (or near-black) coat adorned with black ringlets. Ixchel'aj assume the same appearance every time they change, but every jaguar form is unique. The Jaguar Warrior can take this form at will and retain it indefinitely, though blending in anywhere but a jungle environment can be a problem. It provides the following bonuses:

- **Combat Bonuses:** +1 Action per Round, +2 bonus to all combat rolls (including initiative), +2 Base damage (+3 (L) to Bite and Claw Actions), and +6 Health. They can employ Large Cat maneuvers.

- **Feline Grace:** +4 bonus to the following checks: Climbing, Intimidation, Jumping, Stealth and Survival. An Ixchel'aj in this shape can jump twice the normal distance and climb anything softer than stone at normal movement (see pgs. 35). This form can also run quickly for short bursts, providing a +5 Movement bonus.

- **Animal Form:** They can't speak or use items/tools.

Gift – Half-Jaguar Form (Optional-3 BP, Fear 17) (Speed 5, Stamina 3 per round)

This densely muscled form blends the power and advantages of the human and feline forms. The Warrior grows in size and stands upright on their hind legs. The half-jaguar shape possesses all the advantages of the jaguar form, along with the ability to use weapons and tools and speak haltingly. Jaguar Warriors can take this form at will and remain in it until they fall asleep, knocked unconscious, or are reduced to Stamina 0.

Gift – Path of Blood

As per Path Access Gift for the Path of Blood. Jaguar Warriors possess a spiritual affinity for blood, thirsting for it and retaining their ancestors' magic. Blood and flesh are inextricably linked for these hunters, meaning they must taste the flesh and blood as Sacrifices of using this Path of Magic, instead of just blood. It is unclear if Jaguar Warriors adapted Taylari magic for their own use or if their arts evolved independently, but the jaguars use the language and trappings of ancient Mesoamerica while the vampires' sorcery is more

universal.

Gift – Marking

Ixchel'aj can only increase their numbers through Marking humans (only humans). Jaguar Warriors can produce children through conventional (sexual) means, but they are always normal humans. Marking involves biting and clawing the subject with the willful intent to create a new Jaguar Warrior, so there are no accidental infections. The more severe the wounds, the likelier it is the Mark will "take." Relatives of Ixchel'aj (for example, their children) have a slightly better chance of surviving the Mark and adapting to their new lives. Once successfully Marked, they become Jaguar Warriors with the appropriate capabilities and qualities: Gifts, the ability to shapeshift, etc. within 24 hours, but must learn to access them. This learning process takes about a month, though the learning curve is longer for some.

The werejaguar that grants this curse pays a heavy price... they "lose the jaguar" temporarily and can no longer shapeshift for a lunar month. During this time the Ixchel'aj is little more than a human and is quite vulnerable to attacks by enemies. If the Jaguar Warrior Marks an unwilling or unsuitable victim, they lose the jaguar forever, until they reclaim it by killing the failed recruit and devouring their heart. A gruesome task and one made all the more difficult since the Marking Jaguar Warrior no longer has her powers. Jaguar Warriors do not Mark recklessly, and they make damned certain their victims are worth the sacrifice before they grant that blessing.

Drawback – Bloodlust

Ixchel'aj are creatures possessed by great hunger. An active demon must eat a number of pounds of raw meat per day equal to her VIG. One with an inactive lifestyle (doesn't shapeshift or hunt much) can subsist on half this amount. Failure to eat the required amount of meat imposes a cumulative -2 penalty to IQ and INS checks (maximum penalty -10) and inflicts 5 (L) each day, as starvation ravages the monster's body and mind. During this time Ixchel'aj are even more prone to violent outbursts and uncontrollable rages, and nearby human prey are in heat danger. Once the Jaguar Warrior catches up on their diet, the penalties disappear and the damage is healed normally. Gorging on up to five days' of meat at a time is possible.

A Jaguar Warrior that kills a human and devours the heart can ignore their cravings for a lunar month. In this light, the wicked predations of these legendary demons make much more sense.

Drawback – Obsidian

Werejaguars suffer double damage from obsidian (volcanic glass) and even a flake of it in their skin causes agony and prevents them from shapeshifting or healing. This is rarely a concern due to the scarcity of such weapons in the modern age, and few know of this vulnerability. However, a well-educated hunter that is able to craft obsidian blades, spear points, or arrowheads has a stark advantage on an unprepared Jaguar Warrior.

HOPKINS

Other Names: Hoppers, Grays, Mutes
Stereotypes: Quiet, Enigmas, Curious

Origins

The origin of the Hopkins is unknown. Even amongst the Hopkins there is much debate on the truth. The most common belief is that several millennia ago, the Hopkins lived in a now lost dimension, feeding upon the energy given off by their solar systems star. The Hopkins lived solitary existences with little to no interaction between each other, the energies of the star giving them all the sustenance they needed to live. The entire surface of the dimension was covered in Hopkins, living like humanoid plant-like parasites.

Then without warning their dimension destabilized. The stars began to grow and spewed forth solar flare after solar flare of pure energy that bombarded the demons, killing many of them. Others within their population had a separate and more enjoyable side-effect, absorbing the mass amounts of energy that caused them to slide between dimensions. Those Hopkins that escaped death awoke in planes of existence unknown to them, bouncing between worlds until they ran out of energy. Some of them appeared on Earth.

First contact between Earth and Hopkins is often debated and believed to be lost in history. Many new files seem to pop up in API cabinets that were somehow overlooked in the past. However, due to the unique situations Hopkins have appeared on Earth, they have often been hard for API to contain or hide from the public media. Apocalypse Prevention, Inc. has yet to find a way to detect a Hopkin's dimensional slide, as it leaves no mystical vibrations to be traced like other dimensional rifts. Their first sightings caused stories of alien contact, like those in Roswell or the Hopkinsville Goblin (the story that gave this curious race their name).

The first thing noticed when a Hopkin arrive on Earth is that the energy of the sun gives good sustenance, but doesn't "taste" right. These different energies given off by Earth's sun instilled many Hopkins with a new sense of wanderlust. Could this be why humans are such an unstoppable and creative force?

Lifestyle

For millennia Hopkins lived in a state much like

a flower. They rarely (if ever) moved except ebbing along with their dimension's small currents of energy and survived on simple solar energy. Their society was only as large as the Hopkins within line of sight. Hopkins communicate through fluctuations in their bio-electric system, but on their home world this was used only to convey base emotions and never developed into a complex language.

A Hopkin new to Earth is quick to notice Earth's many curiosities. The new energies of the world are too enticing and interesting for a Hopkin to ignore. It begins to travel and explore the new environment. However, not understanding societies of other races or society much in general, a Hopkin will often venture amongst humans not expecting the responses they get: often fear, anger and outright hostility. Emotions are not yet intuitive to Hopkins and they usually completely misunderstand even the simplest... happy and sad.

Hopkins who have come to Earth to stay, have often fought off the sense of wanderlust enough to stay in an area where they can survive off the natural energies. Some are now learning the ways of Earth, while others have been hiding on Earth for hundreds if not thousands of years. However, their discovery often leads to their sad death and tabloid magazine tales of an alien encounter.

Appearance (Fear 14)

Hopkins look exactly like the "Grey" aliens of pop culture and tabloid recognition, causing many first-timers to think they are visitors from space rather than demons from another dimension. They are humanoid in appearance with over-sized heads and large round black eyes, standing on average about 5 ft. tall. Their physique lacks muscle and their skin ranges from a light grey to a dark grey-green. Their arms are the same length as their legs, giving them a "lanky" appearance. For each day that a Hopkin does not release their inner energy in an EMP pulse, they gain a brighter aura around them. Hopkins do not use their legs for locomotion, instead levitating a foot or two off the ground at all times. Hopkins are asexual and have no body hair, nose, mouth, or vocal chords of any

kind. Hopkins within the company are occasionally mistaken for Changelings in their natural form, which has led to rumors of possibly shared lineage. They are thought to be immortal and there are no cases of Hopkins breeding with each. Some demonologists theorize that they can only be born in their homeworld, probably birthed of energy itself.

Recruitment

Apocalypse Prevention, Inc. spent years trying to communicate with a live Hopkin and finally achieved that goal on August 21st of 1955. A young agent that regularly investigated reports of paranormal activity in a Kentucky API cell caught sight of an object in the sky floating toward a farmhouse in the distance. After several hours and calling in a backup team, API was able to capture their first live Hopkin, much to the Board of Directors' pleasure. This captured Hopkin was named One, as their kind seems to like the sound of numbers as names. Other API Hopkins have continued this tradition and also go by the numerical value assigned to the order in which they were found by the company.

One still works with API today as a scientist dealing with bio-electromagnetism and other research into connecting biology and energy. Using an EEG to rate One's energy output and American Sign Language, communication was established quickly and dealings have gone very smooth since. One has claimed that he slid through a number of dimensions before appearing on Earth, where the atmosphere and energy fluctuations from the sun halted his dimensional shifting.

Apocalypse Prevention, Inc. now has several Hopkins working under their employment around the globe, the latest being a kind-hearted Forty-Two. Hopkins are quick to learn sign language and use it to communicate with other races, since they do not speak. API deems them especially useful in the study of sciences, the Path of Portals, and their unique EMP abilities. If given a mission in the field, Hopkins often make use of Image Emitters (See page 53 of API corebook), to hide their true appearance. They are seldom assigned to squads with cyborgs, as their very presence has proven capable of disabling their implants and compromising their missions.

Gift- Electromagnetic Pulse

(Speed 6, Stamina 2/10, Damage Varies)

Once per day a Hopkin naturally releases an EMP pulse in a 20 foot radius as part of its digestive system. This pulse does an amount of EMP Damage equal to 2 (L) +1 (L) per Stamina spent in the burst

past the base 2 points. If used more than once per day, this base Stamina cost is raised to 10 points. This damage is compared to the Durability of every electronic item in the radius, even cybernetics. Everyday a Hopkin goes without letting out an EMP pulse causes them to gain a bright white or yellow aura around them, giving them a -3 penalty to all Stealth checks until they release the energy. The longer they go the brighter the aura becomes. If a Hopkin goes a full week without releasing energy, they gain the chance of sliding to another random dimension. This is determined with a daily Moderate (20) check made with 1d20, plus a +1 bonus per day over a week that has passed. Success means the Hopkin slides to a dimension of the GM's touch. If they are in physical contact with another when this slide occurs, the target comes along for the ride. After a Hopkin releases their EMP, they also temporarily lose their Levitation Gift for one hour.

Gift- Levitation

They usually levitate instead of walking or running, using the energy built up within them for locomotion. They can hover at their normal Movement value, but lose this ability for one hour after they release an EMP burst. Due to their weak leg muscles, their Movement is halved (rounded down) if walking or running. They only have 25% of their Movement if they are swimming.

Drawback- Frail and Quiet

Hopkins muscular systems are very underdeveloped compared to most races. Therefore, they have the Weak Attribute Drawback for POW. They also suffer a -5 Health and Stamina penalty after calculating their values during character creation. Hopkins also have no vocal chords and cannot communicate via spoken language, but they can understand any language normally and use sign language.

Drawback- Vulnerable to Energy

While Hopkins sustain themselves on a steady diet of energy, they cannot handle large directed amounts or huge fluctuations in the normal environment. Blasts of energy (i.e. microwaves, x-rays, magic, lasers, etc.) inflict double damage and they suffer a -5 penalty to checks against electrocution (page 77 of API corebook). At the GM's discretion, they may also need to make a Tough (30) VIG + Fortitude check to stay conscious for large environmental changes such as walking into a nuclear power plant facility.