

# Rippers – Professional Edges & Powers

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

## Vampire Slayer

Vampire Slayers train at confronting vampires but their powers might also come in handy when fighting other creatures.

### Apprentice Slayer

**Requirements:** Agility d8+, Notice d6+, Guts d6+

The character gains +2 on all opposed Spirit checks and Spirit-based skill checks made against Vampires. Also, there is a bonus of +2 to avoid infection when bitten.

### Master Slayer

**Requirements:** Apprentice Slayer, Veteran

The character is well-trained in the art of fighting with a wooden stake. He gains +1 on all Fighting and damage rolls with a wooden stake and can throw it as a weapon with a range of 7/14/21.

### Vampire Slayer Arcane Powers

Vampire slayers who have an arcane background in magic or miracles can learn the following powers.

#### Wood Explosion

**Rank:** Seasoned

**Power Points:** 3

**Range:** 20

**Duration:** Instantaneous

This spell creates a medium burst template of exploding wooden fragments. It deals 2d6 damage to all inside that do not make an *Agility* check. At least 1 pound of wood must be available. If it is lying on the floor, the explosion is centred on it, however, it may be thrown as part of the spell (with Throwing skill and a range of 7/14/21).

#### Sunlight Aura

**Rank:** Seasoned

**Power Points:** 1

**Range:** self

**Duration:** 5 rounds (1/round)

This spell creates a small burst template of sunlight centred on the caster. The effect moves around with the caster.

## Werewolf Hunter

Werewolf hunters are experts at battling all kinds of shape changers.

### Apprentice Hunter

**Requirements:** Agility d8+, Fighting d8+

An apprentice hunter is immune against the abilities *Go for the Throat* and *Howl*. Also, with a successful *Smarts* roll, the hunter can discern one weakness of a shape changer. (The latter effect stacks with the *Peasant Lore* edge.)

### Master Hunter

**Requirements:** Apprentice Hunter, Veteran

When a master hunter witnesses a transformation of a shape changer he makes an *Agility* check. If successful, the hunter may make an immediate attack on the creature. For this purpose casting a spell that either affects the shape changer or the caster is considered an attack.

### Werewolf Hunter Arcane Powers

Those who have an arcane background in magic or miracles can learn the following powers.

#### Quicksilver Burst

**Rank:** Seasoned

**Power Points:** 5

**Range:** 20

**Duration:** Instantaneous

This spell creates a medium burst template of liquid silver droplets. It deals 2d6 damage to all inside that do not make an *Agility*

check and that are allergic to silver. Other creatures are unaffected.

### **Force Change**

**Rank:** Seasoned

**Power Points:** 4

**Range:** sight

**Duration:** Instantaneous

The caster can force a single shape changer to revert to human form. The target makes an opposed spirit roll to the caster's Spell-casting roll. If successful the target does not change.

## Malleus Maleficarum

You are an expert at fighting spellcasters of all kind.

### Malleus Apprentice

**Requirements:** Spirit d8+, Arcane Resistance

The cost of casting spells against you is increased by 1. Also, upkeep is increased by 1. This applies to friendly as well as hostile spells.

### Malleus Master

**Requirements:** Malleus Apprentice, Veteran

Spells cast against you never profit from a raise. This ability affects hostile and friendly spells.

### Power Sink

**Requirements:** Wild Card, Malleus Master, Veteran

On an Ace, you make a spirit check. One enemy spellcaster within line of sight loses that amount of power points immediately.

## Mentalist

The psionic powers are little understood but are the most scientific form of magic. The following special powers have been discovered by mentalists all over the world.

### **Soul Sight**

**Rank:** Novice

**Power Points:** 3

**Range:** Smarts x 2

**Duration:** 5 rounds (1/round)

The caster is aware of the number of living beings in range. On a raise, he even knows the exact location and can track them while they are in range, even if there is no line of sight. A raise also gives an impression of the general mood and health of the beings.

### **Electromagnetic Aura**

**Rank:** Seasoned

**Power Points:** 3

**Range:** self

**Duration:** 2 rounds (1/round)

You are surrounded by an aura of blue-white electromagnetic energy. Everybody attacking you unarmed or with metallic weapons suffers 1d10 damage (AP 2). Also, you can substitute the d10 for your unarmed damage.

### **Life Force Transfer**

**Rank:** Veteran

**Power Points:** 5

**Range:** Touch

**Duration:** Instantaneous

You can transfer the wounds of others to yourself. On a success, you remove one wound from your target and add one yourself. Each raise allows the transfer of another wound.

### **Trance of Numbness**

**Rank:** Seasoned

**Power Points:** 3

**Range:** Self

**Duration:** 3 rounds (1/round)

On a success, you gain the *Brawny* edge for the duration of the spell and you can ignore the effects of 1 wound. On a raise, you can ignore any wound penalties.