

Rippers

1092

Bone Horror (Demon)

Encased in an armored sheath of fitted bones, these demons are Hell's shock troops. Bone horrors are fierce warriors dedicated to the cause of evil, often summoned by the Cabal to hunt down and destroy troublesome Rippers.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d12, Intimidation d8, Notice d6, Stealth d6, Taunt d10

Pace: 6; **Parry:** 8; **Toughness:** 9 (2)

Special Abilities:

- **Armor +2:** These horrors are covered with a tough, bony exoskeleton.
- **Bone Storm:** Once per day, a bone horror can invoke a whirling maelstrom of jagged bones to slash everyone in a Medium Burst Template for 3d6 damage, at a range of Smarts x2.
- **Claws:** Str+d8.
- **Combat Reflexes:** Bone horrors add +2 to Spirit rolls to recover from being Shaken.
- **Fear (-2):** Anyone who sees a Bone Horror must make a Fear check at -2.
- **Immunity (Fire):** Bone horrors take no damage from fire.
- **Improved Frenzy:** Bone horrors can make two Fighting attacks each round at no penalty.
- **Weakness (Cold Iron):** These demons take +4 damage from cold iron weapons.
- **Weakness (Holy Symbol):** Bone horrors suffer a -2 penalty to Fighting attacks against anyone brandishing a holy symbol.



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