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## MONSTER HUNTERS: NPCs

### **Abejide the Servant**

FOE: CULTIST

Occupation: Alessio's Servant  
Culture: African (Nigeria, West Africa)  
Build: ST12, 6' 2", 160#, black, black, 21  
Visual: Wet hair  
Mannerism: Always seeking approval  
Skills: Housekeeping, Thug  
Goals: Become a bokor  
Secrets: Knows what Alessio is  
Friends: Aniweta  
Foes: Witches  
Woes:

Sunday, July 20, 1511: Shot (ball and bolt) by Dean trying to "clean" Constable Alessio Veneziano's house. He was held by Rosso's a few days.

Thursday, July 24, 1511: Returned to [Aniweta](#) for information on Witches.

see NPCx4 for combat stats

## MONSTER HUNTERS: NPCs

### **ALESSIO VENEZIANO**

FOE:	ENEMY (Skin Changer)
Occupation:	a Constable (S.C.)
Culture:	Western
Build:	ST10(25), 5'7", 161#, brown, brown, 25
Visual:	One ear sticks out
Mannerism:	Constantly digressing
Skills:	Smooth Operator, (had Arquebusiers Militia, Italian Fencing School before Skin Changer...)
Goals:	Restore good name
Secrets:	Skin Changer
Friends:	Aniweta--Vodun bokor
Foes:	Witches who know what's up
Woes:	Needs his name cleared

A Smell-7 roll will detect faint odor of skin preservative.

IQ, Body Language, Observation+5 vs. Acting at 18 for friends/  
co-workers to notice something's odd.

## MONSTER HUNTERS: NPCs

### ALFONSO ROSSO

FRIEND: ALLY

Occupation: Nobel eldest son

Culture: Western

Build: ST11, 6'1", 15#, brown, brown, 21

Visual: forded beard

Mannerism: licks lips

Skills:

Goals:

Secrets:

Friends: family--Russo's

Foes:

Woes: worried Antonio and Dean conned his father

Suspicious--he's noticed Dean does not cast a shadow. He wants proof of supernatural or he'll turn Dean into the Church.  
He's coming around.

## MONSTER HUNTERS: NPCs

### **Aniweta the Bokor**

FOE: ROGUE CRUSADER

Occupation: Vodun Bokor

Culture: African (Nigeria, West Africa)

Build: ST13, 6' 7", 211#, black, black, 31

Visual: ribbons in beard

Mannerism: grimaces

Skills: Zombify the Living, Summon In-Betweener

Goals: Foil the Witch Covens plans

Secrets: He brought the suicide feeding Skin Changer, rïa öria, through

Friends: Abejide, (Skin Changer)

Foes: Witches, PCs if they find out

Woes:

Sunday, July 20, 1511: Fled Constable Alessio Veneziano's house

Thursday, July 24, 1511: Exchange to Aniweta for information on Witches

See NPCx4 for combat stats

## MONSTER HUNTERS: NPCs

### **AZAZEL**

FOE:	Dean's ENEMY (-10 pts)
Occupation:	Demon
Culture:	Western
Visual:	Yellow Eyes (various mortal hosts)
Mannerism:	Talks like Jack Nicholson (Shining)
Skills:	
Goals:	Make Dean's life a living hell
Secrets:	
Foes:	
Woes:	

Dean and Azazel have a history.

MONSTER HUNTERS: NPCs

**BORSO + CHOLA DONATO**

FRIEND: ACQUAINTANCE

Occupation: Minstrels

Culture: Western

Build: ST10, 5'8", 141#, red/white, blue, 22

Visual: Dyed Hair--red and white (Tuscany)

Mannerism: "Yeeeeesssss"

Skills: Musical

Goals: Live Well

Secrets:

Friends: most of Florence

Foes:

Woes: want critical acclaim

Tuesday, June 10, 1511: Saw Madelena Rosso with French attaché, Ambroise Amyot before her death (killed by Ambroise in werewolf form).



## MONSTER HUNTERS: NPCs

### **Domenico the Scholar**

FRIEND: ACQUAINTANCE

Occupation: Scholar  
Culture: Western  
Build: ST8, 5'4", 107#, brown, brown, 22  
Visual: chapped lips  
Mannerism: "Saints preserve us!"  
Skills: Scholar of Exotic Sites  
Goals: Discover the nature of mysterious sites  
Secrets: Places of Power; protection from shadowy watchers  
Friends: Lisimba the Cartographer  
Foes: Witches  
Woes: Academics think he's a crank

Wednesday, July 23, 1511: Arrived in Florence and goes to the University seeking assistants. Nobody takes him seriously, but Lisimba decides to introduce him to D&A.

## MONSTER HUNTERS: NPCs

### Father **FRANSESCO**

FRIEND: ALLY

Occupation: Priest at Dome Church

Culture: Western

Build: ST11, 5'9", 176#, brown, green, 23

Visual: rotten teeth

Mannerism: blinks a lot

Skills: Church

Goals: protect his flock

Secrets: does not approve of all leadership

Friends: local church, Dean and Antonio

Foes:

Woes: worried he isn't adequate to protect his flock  
from the evils of Florence

D&A asked him about Cicilia--suicide victim--+Agostino Bellini. He believes they are trying to help. He received a Ag bullet from them. He allows D&A access to holy water.

He *Blessed* Antonio's weapons

MONSTER HUNTERS: NPCs

**FIorentino Rosso**

FRIEND: PATRON

Occupation: Nobel

Culture: Western

Build: ST10, 5'6", 136#, blonde, blue 40

Visual: beaked nose

Mannerism: points

Skills:

Goals: avenge daughter's murder

Secrets:

Friends: Piero Donato (advisor), family (Alfonso b1490, Belloza b1494, Domenico b1499), Motumbu (Nigerian servant)

Foes:

Woes: mourning death of daughter

Tuesday, June 10, 1511: Madelena (daughter) killed by Werewolf, the French Ambroise Amyot

## MONSTER HUNTERS: NPCs

### **Gasparo the Witch** (see GCS)

MOSTER: WITCH

Occupation: Iron Worker's Guild

Culture: Western

Build: ST10, 5' 7", 139#, brown, brown, 40

Visual: no ear lobes

Mannerism: loud talker

Skills: Path of Magic, Fencing

Goals: investigate D&A; ley lines

Secrets: Witch

Friends: Wife Gemma and children, Coven, Pierandrea Bellini (brother of Witch Agosstino #1)

Foes: Watu, Vampires

Woes: D&A and Watu may know too much

Friday, July 25, 1511: Had D&A locked up in his house. He and his family planned to torture them to death to find out what they knew about ley lines and the coven. During the escape attempt, D&A best several cultists and thugs. Gasparo used a charm that summoned (by allowing possession) his demon lord Azazel. Azazel made a deal with Dean: D&A would be allowed to escape, but Dean owes Azazel a favor.

## MONSTER HUNTERS: NPCs

### **Gemma the Witch**

MOSTER: WITCH

Occupation: Wife of

Culture: Western

Build: ST8, 5' 6", 117#, brown, green, 35

Visual: pointy nose

Mannerism: works iron into conversation

Skills: Path of Mind magic, Forgery

Goals: investigate D&A; ley lines

Secrets: Witch

Friends: Husband Gasparo, Coven, Pierandrea Bellini  
(brother of Witch Agosstino #1)

Foes: Watu

Woes: D&A and Watu may know too much

Thursday, July 24, 1511: D&A intrust her with Agostino Billini's Grimoire (Necronomicon fragment in Greek), Sorabella's (#1) Africa Map, and Aniweta's (zombie) powder & potion.

MHs later recover a forged Grimoire (and trigger fire Glyph) from Gemma's residence.

## MONSTER HUNTERS: NPCs

### **GOLDEN EAGLE**

FOE: SKIN CHANGER--DAY SKIN

Occupation: observe next victim

Culture: animal

Visual: 7' 2" wingspan, 33" long, 12.7#, female

Mannerism: observes, doesn't eat/sleep

Skills: flight, telescopic vision

Goals: find next victim

Secrets: actually a Skin Changer

Foes: Witches, PCs if they find out

Woes:

Nest is east of plains in woodlands. Use to overfly Alessio Veneziano house (skin victim) on way from city.

## MONSTER HUNTERS: NPCs

### **Ghelarducci (Mea's Father)**

FRIEND:	FATHER OF LOVE INTEREST
Occupation:	Subsistence farmer
Culture:	Western
Build:	ST12, 6'0", 166#, brown, brown, 44
Visual:	Rough, unshaven
Mannerism:	talks/complains too much
Skills:	farming
Goals:	have enough to eat
Secrets:	he's useless
Friends:	Ghelarducci family
Foes:	neighbors who want his land
Woes:	worried he'll get kicked off his land

Want's Dean to marry [Mea](#), his daughter. He met Dean and Antonio when they were asking about anything unusual in the area (i.e. the Amyot open grave).

## MONSTER HUNTERS: NPCs

### **Leonardo the Constable**

FOE:	RIVAL
Occupation:	Constable
Culture:	Western
Build:	ST9, 5'5", 136#, brown, brown, 23
Visual:	Cauliflower ear
Mannerism:	Slams open hand down
Skills:	Italian Fighting School
Goals:	Earn respect of town
Secrets:	
Foes:	
Woes:	Small man complex

D&A were snooping around about Cicilia Bellini (#1) suicide, but Rizzo must admit they helped Nezetta Sorabella (#2).

Sunday, July 20, 1511: D&A took him to Constable Alessio Veneziano house--S.C. skins, vodun lab, and Agostino (husband of Cicilia) Billini's grimoire. He is suspicious of Dean's lack of shadow, but Alfonso Rosso talked him down.



## MONSTER HUNTERS: NPCs

### Leonello the Armorer

FOE: ACQUAINTANCE

Occupation: Inventor/Iron Worker's Guild

Culture: Western

Build: ST10, 5'7", 148#, brown, brown, 18

Visual: Eye patch

Mannerism: Patronizing

Skills: Gadgeteer [B57, B473], Engineer-12, Smith-12

Goals: Gain a good reputation

Secrets:

Foes:

Woes: New to Florence, poor

Saturday, July 19, 1511: knives: Complexity--simple (-6),  
Concept--pistol crossbow (+2).

Saturday, July 19, 1511: Testable Theory

Wednesday, July 23, 1511: Prototype #1 :(

Thursday, July 24, 1511: Prototype #2 :(

Friday, July 25, 1511: Prototype #3 :) \$375, Bugs (on skill-5)--2  
major, 4 minor

## MONSTER HUNTERS: NPCs

### **Lisimba the Cartographer**

FRIEND: CONTACT

Occupation: University Cartographer  
Culture: Egyptian  
Build: ST11, 5'9", 143#, black, brown, 23  
Visual: Purple beard  
Mannerism: plays with reservoir + nib pen (rare)  
Skills: Cartography, Geography, Egyptian  
Goals: Map the coastline of the Africa  
Secrets:  
Friends: peers  
Foes: rivals  
Woes: want recognition to support goal

Thursday, July 17, 1511: D&A show him the Africa (Ley Line) map. Lisimaba is intrigued, but knows little

Monday, July 21, 1511: D&A show him Bellini grimoire (Necronomicon fragment in Greek). He sends them to Giotto Bianchi who lost sanity reading it.

## MONSTER HUNTERS: NPCs

### MEA GHELARDUCCI

FRIEND: LOVE INTEREST

Occupation: Poor  
Culture: Western  
Build: ST8, 5'5", 109#, brown, blue 19  
Visual: short eyebrows, beautiful +4/+2  
Mannerism: squints  
Skills: homemaker  
Goals: marry above her status -1  
Secrets: no dowry  
Friends: Ghelarducci family  
Foes: wealthy catty competition  
Woes: wants out of the house

Went on a date with Dean. (Dean was wondering if the family knew anything about the Amyot werewolf who they buried near their house, but turned up missing.)

## MONSTER HUNTERS: NPCs

### **Motumbo**

FRIEND: CONTACT

Occupation: Servant  
Culture: African--Nigerian  
Build: ST9, 5.5", 136#, brown, brown, 23  
Visual: Stretched earlobes  
Mannerism: Respectful, quiet  
Skills: Nigerian underworld contacts  
Goals: Assimilate  
Secrets:  
Friends: Rosso family (owners)  
Foes:  
Woes:

Tuesday, June 10, 1511: Madelena Rosso killed by Werewolf, the French Ambroise Amyot

Monday, July 21, 1511: Set up meeting of D&A with Aniweta: Abejide was traded from information on Witches.

## MONSTER HUNTERS: NPCs

### **PIERANDREA d'ESTA**

FRIEND:	ACQUAINTANCE
Occupation:	Wine distributor
Culture:	Western
Build:	ST12, 5'11", 169#, blond, blue, 24
Visual:	cupped ears
Mannerism:	works his wine into conversation
Skills:	diplomacy, merchant, carousing
Goals:	get his own vineyard
Secrets:	
Friends:	regulars at The Club & The Prayer
Foes:	competitors
Woes:	more suited to physical pursuits

D&A asked him about the giant bird that tried to make off with a baby and survived being shot with a ball.

## MONSTER HUNTERS: NPCs

### **PIERO DONATO**

FRIEND: ACQUAINTANCE

Occupation: Advisor

Culture: Western

Build: ST10, 6'0", 151#, brown, blue, 30

Visual: Eyes too far apart

Mannerism: Rolls lg. Florin between fingers

Skills:

Goals:

Secrets:

Friends: advisor to Fiorentino Rosso

Foes:

Woes: protect Fiorentino from himself

Is above common "superstitions".

## MONSTER HUNTERS: NPCs

### **SKIN CHANGER**

**rĩa öriã (Igbo (Nigerian) for “fall ill”)**

MOSTER:	SKIN CHANGER (FREE SPIRIT)
Occupation:	Skin Changer (constable Alessio Veneziano)
Culture:	In-Between
Visual:	exposed glistening muscle: -5 F.C.
Mannerism:	adopt mannerisms as needed
Skills:	see NPC combat card
Goals:	cause suicides
Secrets:	skins--Constable Veneziano, golden eagle, #1 Agostino Bellini, #2 Sorabella Guido
Friends:	Aniweta, Abejide
Foes:	Witches
Woes:	Uncontrollable Appetite-12

When not “feeding”, i.e. driving someone to commit suicide, this Skin Changer will be wearing golden eagle skin to observe its next victim. It is in hiding with Aniweta, the Vodun bokor that called him to our side.