

Injector

Officer Bradley Says: "Yeah, I've heard those crazy stories to. You hear all kinds of freaky shit from the fuckers out here. They call them "Injectors", but if you ask me I think some goddamn crack hound went cold turkey and screamed out all the shit he started to see in his head and then the story just spread. People say they're like ghosts or something, killed off or overdosed junkies turned all zombie or something like that.

But hey, what do you expect to hear in a place like this? These poor bastards need scary urban legends to keep their minds off the fact that a very real asshole with a sharp blade or a gun can roll up on them at any time and jack them up for a couple of bucks. What? Yeah, sure we have found some bodies like that. We had one vic last fall. He had over thirty needle marks and was all dried up. According to the M.E. his organs showed signs of some weird juiced-up heroin, but most of his blood had been drained. Never found any blood at the scene either. Hey, it's not as weird as it sounds. It was probably some pissed-off drug dealer dishing out some messed-up revenge meant to scare the shit out of the neighborhood. How many bodies like this we've found? Eh, I have to go. I'm on the clock. By the way, we never talked, and a piece of advice: Don't go around asking these kinds of questions to my brothers in blue. Most ain't as accommodating. Frankly, unsolved stuff makes the brass a bit stingy."

The Injector is what I like to call a classic form of twisted. These beings seem to be an incarnation of drug abuse; in particular they embody the desperation of the far-gone junkie and the greed and aggressiveness of the amoral dope dealer. I have never seen one myself but have conducted several interviews with street people and police officers in these areas, and I have also managed to get my hands on several police reports. Then there is the fact that I have performed autopsies on three bodies showing typical signs of being killed by this twisted. The results of all three autopsies led me to the same conclusion: These individuals had fallen victim to an Injector.

This report is not complete, as I have not witnessed this creature myself I am unable to ascertain the degree of accuracy in my findings, but you have to make do with the conclusions I reached using my research and my experience in the field of pathology.

The Injector is driven by an insatiable hunger. It cares for little else. To feed and to stay hidden are the two main urges driving this being. From what I have heard they don't understand any form of human language. However, according to some sources these twisted hunt in packs on occasion. I question this strongly as their gluttony and single-mindedness (if I'm not wrong) speaks against it.

The bodily functions of most twisted defy logic, but most have to obey at least some anatomical laws, alien though they may be. It's my belief that they need to feed, and lack of nutrition will in the end kill the creature. This theory has led me to another one: If this is the case, are these creatures easily spawned but die off shortly if they cannot feed or are they rare, capable of entering a suspended animation of sorts and lie in wait for prey to appear?

(If I remember correctly a tick can lie dormant for fourteen years until a warm-blooded creature appears, at which point it's roused automatically.)

According to descriptions these creatures are roughly the size of a grown man, at least when it comes to length. Their skin is dripping with something that can only be described as perspiration. Usually they lack any bodily hair and their bodies are supposedly extremely thin, bruised and covered by a plethora of infected needle marks. Blackish and hardened veins lie beneath the skin. Their faces have been portrayed as mutilated, putrid and torn. Some have been said to wear rags of clothing, as if they once were humans whose corpses had risen after being left to rot. The only sound they are said to utter is a high-pitched shriek.

From their torsos (often concentrated on the back) arrays of rather large epidermal needles stick-out, like perverse sewing kits. These needles are the creatures' main weaponry and they use them to subdue their prey.

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If my deductions are correct, the Injector hunts down its prey, immobilizes it with the aid of the syringes and then begins to slowly inject the drug in larger doses. When the prey is on the verge of being killed by an overdose the Injector rips open the jugular (or other major artery) and feeds on the drug-tainted blood. This is how they feed, at least that is what I believe.

The drug they use is a strange and effective variety of heroin. This substance takes effect twice as fast, and twice as strongly. The difference is that it takes a much higher dose in order for someone to actually overdose to the point of death. The creature must possess some form of gland, from which it draws this substance into its weapons of choice. On the other hand, who is to say that the syringes aren't an actual part of the Injector, filling up through some impossible way of osmosis?

Injectors can mostly be found in areas where the abuse of hard drugs is fairly common. As they have a tendency to go unnoticed it would stand to reason that they are very well adapted to moving fast and silently or that they possess a form of camouflage. Some twisted serve a greater purpose (or however I should put it) and try to instigate certain events, but the Injector only exists to feed and in doing so, exists to kill. When it comes to killing them I have no idea how to do it. I have never met anyone who fought one of these things and lived.

Typical Scene: The victims are often found in rundown apartments, slummy back alleys or similar areas. There are often signs of a violent struggle. In all likelihood, the victim will be very pale and lie in a small pool of his own blood. Blood spatter will indicate that a major artery has been severed (a high velocity spray pattern), but the spatter (and pooling of blood) is too small. Anyone skilled in crime scene investigation that does a walkthrough will find some inconsistencies fairly quickly. The small amount of blood speaks to that the victim has been killed elsewhere, but as the initial spray is there it's quite clear that the victim indeed was killed at the scene. If the Injector had time to finish there will be no discoloration as a result of gravitational pooling of blood in the body (lividity), which will point to the fact that the victim has been drained of blood.

What people could have heard: Those within earshot would have heard a bloodcurdling barrage of unnatural high-pitched shrieks, followed by the victim's panicked screams for help.

Seconds after there would have been continuous screaming, followed by a couple of seconds of struggle. Thirty seconds to a minute after that only slight movements and a repetitive wet gurgling sound (if the witness was close enough to hear it) would follow and be ongoing for a minute or two.

Investigation & Analysis: Injectors have DNA, however it's slightly different from the junkie that spawned them, but it's similar enough that it can be mistaken for that of a close relative to the junkie. In any case, the DNA is damaged, as if its been transferred from a dead body that has been decomposing for a month or two.

Injectors have fingerprints and footprints, but their ridges are bizarre and plain wrong, possibly belonging to someone with severe burns. There might be several bite marks on the body, belonging to someone with broken teeth. There are usually four to several dozen needle marks on the body. A thick needle has caused these and it has been driven in with enormous force. The victim has more or less been stabbed with these implements. Some have been forced in with such ferociousness that they have broken off against the bone. Broken needles found in the body are untraceable and further analyses will show that they have been forged using an unknown method.

Pathologists will find that the victim died from acute blood loss and that the artery has been ripped open by broken human teeth. There are slight bruises around the wound that looks very much like a hickey. A tox screen will turn up a very high ratio (almost fatal) of an unfamiliar type of heroin. Further analysis of this substance will show that it's extremely potent, but not as deadly as its mainstream counterpart. Furthermore, the molecular structure will show that it isn't derived from the opium plant; rather it's another biological drug altogether, which is very similar. An expert will soon be frustrated as it can't be traced or replicated.

Attributes (Half-breed)

<i>STR: 6</i>	<i>APP: -</i>	<i>ACU: 4</i>
<i>DEX: 7</i>	<i>INT: 1</i>	<i>RES: 4</i>
<i>REF: 7</i>	<i>STA: 5</i>	<i>DB: 1D4</i>
<i>MOV: 12</i>	<i>ESS: -</i>	<i>HP: 35</i>

Skills

Athletics: 7, Brawl: 5, Geography (slums): 7, Spot: 3, Stealth: 5.

Behavior/Purpose/Origin

These creatures are unbound wretches. They're spawned from the need, pain and suffering of the most downtrodden and broken-down drug addicts. In most cases, these have suffered even more than usual. Only those who die isolated will twist into an Injector. During a twenty-four-hour period their body changes, turning into an unbound monster. In most cases a gateway or a distortion to the Coil has to be close by.

Injectors hide in rundown buildings and in the sewers. They sleep during the day and hunt by night. They survive by injecting their prey with a massive amount of their drug, then feeding on the tainted blood. The victim has to be completely immobilized by the drug before an Injector may derive any nourishment from them. Some hunt in smaller packs, while others do not. It all depends on the access to prey.

Proclivities

Regeneration: 1 hit point per five minutes.

Damage reduction: They reduce all damage taken by 6.

Syringes: Injectors have access to ten to fifteen syringes. These are actually grown from their flesh and filled with a special drug. It usually takes them twenty-four hours to regenerate a full set of new syringes. The creature can use the needles in two ways: for throwing or stabbing. Whenever thrown the syringes only inflict one deadly hit point worth of damage. When used as a melee weapon they cause the creature's damage bonus in deadly damage. In either case, the plunger will automatically push the drug into a victim. The drug has a strength of 6, and right after it has been injected the 1D6 (see p. 102 in the core book) is rolled. The result indicates the negative modifier given to every action (and movement) as long as the drug is in the system. If given enough the victim will be unable to do anything but lie on the ground drooling and motionless. The effects last for about an hour. The syringes dissolve fifteen minutes after they have been detached from the Injectors body (not the needles though).

Wall crawl: They can crawl at full speed on walls and ceilings.

Leap: Injectors are predatory and bestial; this is even evident in their movement patterns. Injectors are capable of leaping about four meters vertically and seven meters diagonally. If they succeed with a brawl attack while leaping at an unsuspecting or undefended foe (back turned as he runs away, unprepared, etc.) the victim will suffer daze for 1D6 rounds because of the impact. This gives the Injector a good opportunity to stab its prey.

Insatiable: There are two common causes of death Injectors suffer. Either they starve to death, or are slain by other dark ones that kill them to keep things under control. An Injector needs to feed at least once per week. If they fail in this they dry up and die. This means that the bodies will pile up pretty quick. They usually hide the dried-up husks of their victims, but the rate at which they kill will inevitably lead to discovery. More organized dark ones understand the danger and hunt them down.

Drain: The bite of an Injector causes their damage bonus in deadly damage. As soon as they have caused at least 4 points of damage in a section they may begin to feed. They are capable of draining one blood point each round.

Chameleon: If moving at half speed or being completely motionless the creature can change its color, tone and surface texture. This makes it extremely hard to spot if it presses

against an object of any kind, especially if it's a bit dark. Using Acuity or Spot to notice it by sight while this power is in use is done with a -4 modifier.

Psyche points: 1D6

Fear: 1D6

Difficulty: +4

Body of Mutilated Woman Found

Yesterday morning the body of a young woman was found severely mutilated. The woman was discovered in a drain pipe in south Durham district here in Tearfall City. The police have not yet made any official comments but reliable sources tell us that it seems likely that the woman has fallen victim to an extremely vicious animal attack of some sort.

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