

# San Telmo



**There are three kinds of men.**

**The one that learns by reading. The few who learn by observation.**

**The rest of them have to pee on the electric fence for themselves.**

**- Will Rogers**

**Quote:** So I break into the Cathedral, swing from the rafters, say an Ave, light a candle, steal some holy water, over-power the priests, steal a kiss from a nun, make a break for it, and then make it back here. What about after lunch?

Also known as Mangalyo, Santilmu, and about a hundred other epithets (Mostly they make up for themselves) the Santelmo's name comes from the pseudonym of Ball-Lightning - St. Elmo's fire. Much like the Saint, this Kapatiran (Kith) is reverent and Kind. Much like the Ball Lightning, they are unpredictable, brash, and faster than mortal comprehension.

Unlike the other Will-O-the-Wispesque Fae creatures scattered across the globe, the Santelmos feel they have a divine purpose. Steeping their Fae social mores in Catholic Dogma, the Kapatiran acts as courier Saints and church ninjas for hire.

Filching Holy Relics for the down and out local village parsonage? Check. Delivering messages of love to the Shadowlands? Check. Fighting Devil-worshipping vampires with sweet Escrima moves? Booyah! The Santelmo have no shortage of pious ventures to fill their days.

**Appearance:** In all faces, the Santelmo are wide-eyed and twitchy little boogers. The Rupa Diwata (Mortal Mien) boasts the wiry frame of a runner, the grace of a dancer and the rakish good looks of an inveterate lover. Big eyes (often of an unnatural color) and devil-may-care grins allow them leeway into the graces of the opposite sex. In Rupa Bassit (Fae Mien), the frame remains the same, but their skin has taken on a bluish-white hue that seems to glow with a slight luminosity. Their eyes, hair, and mouth glow the brightest however, and a Santelmo trying to hide becomes a lesson in futility. But then again, what Santelmo would want to hide their awesomeness?

**Lifestyle:** As stated above, the Santelmo have no shortage of adventures to keep them busy. In their mundane life as well as their Fae, they need excitement and daring escapades to stay their easily accrued boredom. Many an Aswang elder has simply made-up long journeys for young Santelmos to undertake, simply for the sake of keeping them from underfoot and out of hair.

*Baguhan Santelmo* are annoyingly chipper little monsters. They throw themselves into whatever tasks they are given and do so with an eagerness that borders on frenzy. While this might seem like a good thing at first glance, they finish such tasks surprisingly early, and hurry back for another time and time again. However, there are only so many jobs to do, and the young Santelmo's boredom often gets the best of them. There is nothing worse than a bored Santelmo.

*Ligaw Santelmo* embrace their roles in Aswang society. Especially the ones they have made up for themselves. They go through titles like some people go through underwear. Saint-Samurai, Papal-Avenger, Religioso-runner for the common-Man, the list goes on and on. While it is easy to poke fun, they do accomplish a lot. If any of the Aswang (Filipino Supernatural Creature) needs something done immediately, there is no better Kapatiran to go to.

*Matanda Santelmo* haven't slowed down. They are the same now as they were then. Maybe a bit more common sense or intellectual faculty...maybe not.

**Glamour Ways:** Santelmo garner Kahali-Halina from aiding wayward mortals in grave distress, like the saints they emulate. Sometimes in might be volunteering in simple soup kitchens, but they prefer saving a hot young virgin from renegade werewolves... Santelmo prefer the latter.

**Unleashing:** Anting-Anting cast by Santelmo are accompanied by flashes of white-light, the pops and snaps of static, and the malingering whiff or ozone on the air.

**Affinity:** Actor

**Birthrights:**

**Ball of Light (Bola Ng Liwanag):** The Santelmo can transmogrify into aluminous ball of bluish-white light, about the size of a basketball, and analogous to a fubar.

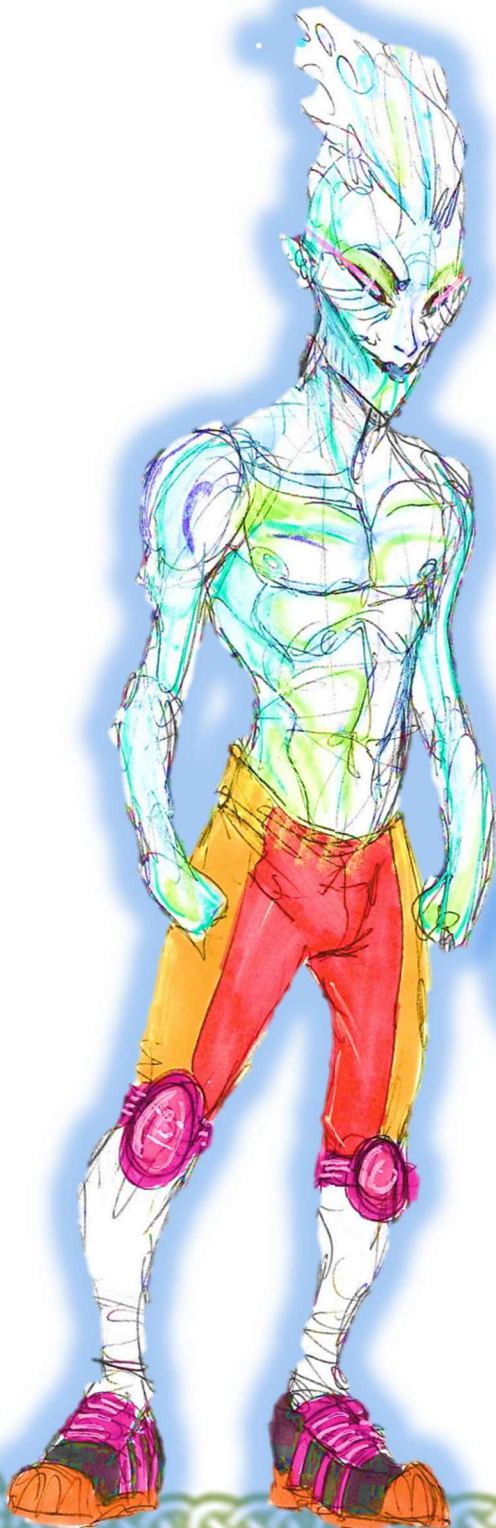
It costs one Kahali-Halina to make this change, but it lasts until the Santelmo wants to change back. For every dot in Dexterity possessed, the Santelmo can take that many actions per round. It also travels at a speed of 10 times his dexterity rating in meters a turn. The ball is incorporeal and cannot be touched, although neither can it touch anybody else. Nor can it wield objects, or pick anything up, but it can pass through solid walls (though not cold iron or Jade) and cast Anting-Anting as usual (though bunks might prove difficult).

In addition it should be mentioned, that while this Kapatiran bears the name of a Saint, the balls of light don't do any more damage to infernal creatures susceptible to Holy trappings. (Although a Santelmo just might possess the True-Faith rating if Storyteller deems it appropriate).



### Frailties:

**Blatant (Halata):** The Santelmo are loud, cocky, bothersome, flashy, and just this side of obnoxious. They are also completely incapable of being stealthy. While they may scream *Ninja* as they run across the room, many fail to realize that screaming that you're a ninja sort of misses the point. Any rolls involving stealth (or simply being quiet) are always at a +3 difficulty for the Santelmo. Many rely on their speed alone, hoping to be too quick to perceive. It's not the same as being a Ninja, but almost.



**Bagwis Jack, Santelmo Church Ninja, slows down just enough to let you know what's up...**

**Duende:** \*yawn\* House-Goblins? I'm sorry, I thought we were talking about something fun. No, wait. What color are they wearing? Black? Yes!

**Kapre:** Oh my GAWD! Ask them to do a Fast-ball special, like in the comics. They throw you and then you curl up like a cannonball and BLAM! Boot to the head!

**Nuno:** I get it, they have important paperwork and stuff. But they also need to relax more and hang out with the fun-guys. Like me. I'm fun.

**Siyokoy:** Creepy swamp and river witches. Hot? Oh hells yeah, they're crazy cute. But they're also creepy swamp and river witches.

**Tikbalang:** They're like the bad boys of our group, tough and gruff loners. They are also supposed to be the bad guys. So that's a thing. I think that team-ups with them are great though, it's a lot of fun.

**Tamawo:** Our kings and queens for a reason. I'm not sure what that reason is, but they're our kings and queens, so there's something to be said...

**Wakwak:** So we all need supervillains right? Well than, there you go.