

# KAPRE



**"I'm a simple man. All I want is enough sleep for two normal men, enough whiskey for three, and enough women for four." – Joel Rosenberg**

**Quote:** San Miguel? Don't mind if I do...

There are many negative characteristics that paint the Aswang (Filipino Supernatural Entities) as so sinister. They are blood-thirsty and deceitful jungle monsters that take what they want when they want. Yet one Kapatiran (Kith) of the Aswang turns these features around and represents the dynamically gregarious side of the Filipino Dreaming. The Kapre traditionally hang out in the tops of trees, snatching up pretty girls, and breathing out their magic smoke to waylay passersby. There is a bit more truth in this than most realize.

The Kapre are a laid-back Kapatiran that boast a strong desire for a relaxing Filipino lifestyle. They enjoy simple and rustic pleasures: good drink, good smoke, long naps and the attention of a pretty girl. Even if passions should run high and fisticuffs ensue, the Kapre are as quick to throw a punchline as they are a punch. They are witty, jovial, and above all fun. Even the females of the Kapatiran (called Bati-bats) prefer dirty good-times down home over the hustle and bustle of large urban sprawls. The Kapre celebrate this pastoral and epicurean existence in a way few other Aswang can appreciate.

With all this comes a grand bravado that endears the Kapre to both mortal and fellow Aswang. The Kapre revel in this bravado. Some outsiders may mistake their bravado as boorishness or ill-earned superiority. Yet the opposite is true, and the Kapre have a keen sense of self-deprecating humor. They will laugh at themselves as easily as they laugh at an enemy; a joke is a joke, no matter where it comes from. Big in body, voice, and personality, the Kapre are genial giants in every sense of the word.

**Appearance:** In both Rupa (Mien) the Kapre appear as largish Filipino/as with thick limbs, thick features, thick beards, and a thick cigar poking out from between thick teeth. The Females of the species appear similar (sometimes minus the stache). The Rupa Bassit (Mortal Mien) are upwards of 2 and ½ meters, just by themselves. They are big-boned folks, and don't have nothing to prove to nobody. In Rupa Diwata (Fae Mien), they are even larger, upwards to 4 meters sometimes, with long dexterous fingers and toes both, all the better for climbing and snatching. They have flashing eyes and equally bright smiles. Yet both the smiling eyes and the smile itself have a slight unsettling effect to those not used to it. If anything, the Kapre appear manic, a mania that can prove infectious to those who enjoy their company.

**Lifestyle:** Kapre hold a special place among the Aswang. They serve as stewards and caretakers, the voice of integrity, if not decency, among the more infamously insincere Kapatirans such as Tikbalangs, and WakWaks. Many a Tamawo will seek out the Kapre for their sound advice. Advice that a Kapre is sure benefits the needs of mortals over those of the Aswang every

**ABANO: 3 point Treasure (1 Point treasure for Kapre).**

The Abano is a magic cigar. It has oily dark smoke that is so heavy it drifts down instead of up, and covers the ground like a cold brownish grey fog. It is sometimes wielded by the worst of the Unsavory Aswang, but mostly by the Kapre. The Smoke of the Abano acts as a sort of truth-serum, allowing the blower to draw out certain facts that the target may have otherwise be too shy to admit. "Go ahead, sister, tell me what you want, what you really, really want? It costs a point of Glamour spent, a good puff of the pipe, and then a thick blow of that acrid smoke right in the victim's face. The difficulty of willpower rolls to resist speaking their minds and biting their tongues is raised by 1. Aside from this, (and the usual Birthright of the Kapre), the Abano can also prevent tracking. The Abano makes a gross-smelling smokescreen. It smells oily and dark, and attempts to follow someone through the smoke of an Abano have their difficulty raised by 2, even if they have enhanced senses. If a Kapre uses an Abano, then the difficulty is raised by 3.

time. Marinating quiet hearths in the many small villages scattered across the Philippines, a Kapre is never too far away.

*Baguhan Kapre* are incorrigible rascals. They love to tell dirty jokes and relish in the shocked reactions they get from their fellow Childing Aswang. (Truth tell, however, that most of the other Childing Aswang are far worse in behavior). Kapre at this age however need learn that they have a bit more strength and must play easy or else hurt their friends.

*Ligaw Kapre* have the whole realm out there. Many take this opportunity to go explore the world at large. They quickly realize that their home base of operations really is the best bet.

*Matanda Kapre* have done it all and seen it all and have plenty of tee-shirts as proof. They have get-togethers every weekend for mortal and fellow Aswang both, and it is the rare creature that doesn't have a great time at these fiestas.

**Glamour Ways:** Kapre gain Kahali-Halina from celebrations and get-togethers, especially when those festivities incorporate traditional Filipino motifs. Old men drinking Red Horse beer, and singing old love-songs, or youngsters performing the "Tinikling" stick-dance at parties, these merriments fuel the Kapre's magicks.

**Unleashing:** Anting-Anting cast by the Kapre are accompanied by Whispering rustles of forest foliage that can be heard throughout the scene. The shadows darken and lengthen, and a thick acrid cigar smoke covers the area. The smell and sight of this smoke can even obscure the most heightened of senses.

**Affinity:** Scene.

## Birthrights

**Giant's Strength (*Lakas de Dambuhala*):** A Kapre is in all sense of the word, a Monster. A nice one to be sure, but still a big beast of a monster. Upon Character Creation, they receive two free dots in all physical attributes: Dexterity, Strength, and Stamina.

**Hysterics (*Pagka-isteriko*):** A Kapre can cause a victim to succumb to incoherent ramblings and insane actions. The victim will giggle, run around in circles, or act like an infant. It varies from victim to victim, but the end result is much the same. The Kapre must spend a point of Kahali-Halina glamour, breathe out a long jet of cigar smoke on their victim (which serves as a bunk) and then roll Manipulation + Occult at a difficulty of the target's banality rating. The target will lose one willpower for every success on the roll and will caper about like a jack-ass. This effect lasts for the remainder of the scene.

## Frailties

**My favorite Sins (*Paborito ko Sala*):** Every Kapre has certain vices that he must indulge. Heavy drinking, cigar smoking, gambling, petty-theft, too much of the nookie... Whatever the vice, a Kapre must choose one that he constantly struggles with. When confronted with this chosen sin, he must roll a willpower difficulty 8 to abstain.

**Inside Out (*Baligtad*):** If anyone should turn one of their articles of clothing inside out, then they will be invisible to the Kapre. No roll that the Kapre can make will allow him to spot the wily creature that flips his shirt thusly.

**Deep Darna Acavedo, Batibat and whiskey drinking champion - has something nice to say about her fellow Aswang.**

**Duende:** Wonderfully creepy little hobbits with nasty little mouths full of the most wonderful curse words. Still, they uphold a very important role by maintaining our past. None of the others could do it so well.

**Nuno:** Mind your pints, take off your hat, say thank you. Creepy, but in an important way.

**Santelmo:** I dated one once. Fast is right.

**Siyokoy:** Do you know how I said that the Nuno were creepy? They are, but the Siyokoy are twice as creepy. There is a reason why we stay close to the town.

**Tikbalang:** Don't let them kid you. Yes they're immoral and vicious horse-headed demons from hell. But they also have hearts of gold. Nah, not really. They're fuckin' evil.

**Tamawo:** Remember that movie about the glittery Vampires from a few years back? Did anybody else think it? Be honest now...

**Wakwak:** I know that the Aswang come in all types and shapes and colors and so on, but these guys... I mean come on. There's bad, like Tikbalang bad, and then there's WakWak... on par with the worst kind of monsters imaginable... No matter how much I try, I can't trust them.

