

Bicho-papão

Vá Bicho-papão, vá embora - acima deste teto - deixe o menino dormir - uma soneca repousante

Go Bicho-papão, go away - above this roof - let the boy sleep - a restful nap.

-Traditional Portuguese Nursery Rhyme

Quote: You stole your brother's Easter Basket. You made him cry. You stole all of his chocolate and made him cry. Now I will steal you and make you cry....

Old Portuguese Legends tell how they would sneak into a house, transforming into whatever animal they needed, and place plump little sinners into their bag to take to their hellish lair where they would boil the bastards and lick the fat as it melted off. The legends aren't that far off from the truth. The Bicho-papão is a dark Encantare (Fae), whose Iberian name directly translates to Boogey-man. They are Pagão (Unseelie), especially so, and dark enough to be considered Thallain by those outsiders who know of the Thallain. They do have big duffel-bags for stuffing naughty children and they do shape-shift into animals.

This shapeshifting and hunger for sinning children mark them as beastly, which manifests in their appearance. They are marked by their animal forms even in Mortal Mien, and they cannot gain Xarma (Glamour) from anything save those chubby childing reprobates. Some posit that this stems from the Lord, and that the Bicho-papão are ultimately unwitting agents of the Holy Mother Church. Yet such mindless navel-gazing from the Beato (Seelie) leaves a bitter taste in the Bicho-papão's mouth.

This Panelinho (Kith) has a Pagão (Unseelie) streak that can make even the staunchest of Diabólico (Infernal) take pause. They are bitter, angry, Othered, and Nigh- Iratxoax (Adhene) in this Alien otherness. They are forever set apart from the other Encantare. Despite their differences, the two courts of the Encantare, both Pagão and Beato have a compact of civility. Yet the Bicho-papão have no part in this compact and are forever apart. Ultimately, they make do as best they can considering the hate stacked against them from all sides. But don't worry, they do quite well in these modern nights, which are full of stout little bastards waiting to have their fat licked...

Appearance: There is little difference in the Disfraz (Mien) of the Bicho-papão. Both are pale with thick dark hair, and both have smatterings of animal attributes (see Frailties). The Disfraz Grilhões (Mortal Mien) is decidedly beast-like, even if they can hide their animal attributes. Teeth are always snaggly hair a little straggly, and eyes a little too wild. Note that this doesn't mark them as ugly by any means, just other. The Disfraz Xarma (Fae Mien) is the same, save that their fairy form has the large red eyes of their favorite beast, and never seem to blink. In all forms, they favor dark clothing, lots of layers (usually a hood or such) and always have a big dark burlap sack handy.

Lifestyle: Lifestyle is a tricky word when it comes to the happenings of the Bicho-papão. They skulk and they chitter in dark alleyways and they snatch up wicked little children to dump into their gunnysack. That is usually all that they have to offer the Dreaming of Iberia. The

ANIMALS FORMS - FORMAS DE ANIMAIS

The list of animals presented here, is far from complete, though the animals chosen to tend to fall into categories of native Iberian Fauna. Storytellers and players are encouraged to dream up more. (To purchase a new form costs the same as a new art)

➤ **Bull:** Str+5, Sta+3, Dex-1: Horn Gore for Str+4 Damage

➤ **Donkey:** Str +4, Sta +2, Dex +2: Run at 2x Running Speed, Kick for Str +4 damage

➤ **Giant Caterpillar** (the size of a small dog): Str -1, Sta -2, Dex +2: Grappling causes the target to take their own Str in damage as the tiny pokey hairs burrow into the skin. Remaining still in this form causes the Caterpillar to appear nigh invisible (Per Roll diff 9 to notice).

➤ **Goat:** Sta +3, Dex +1: Headbutt for Str +2 Damage

➤ **Lynx:** Str-1, Sta+1, Dex+4: Athletics +3 (for climbing and leaping) and claw/rake for Str+3 damage

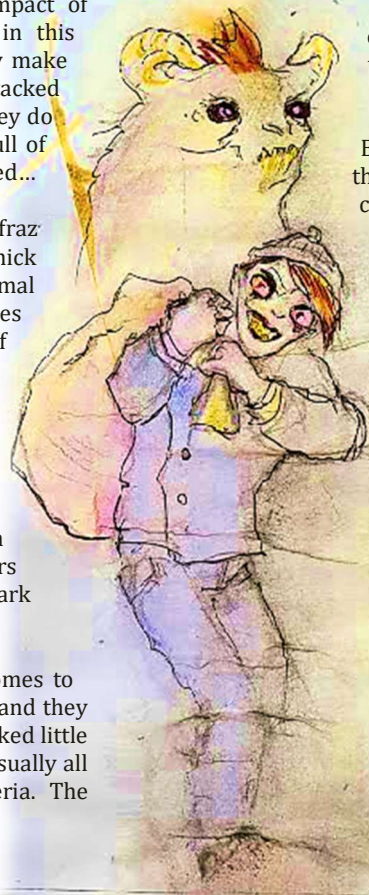
➤ **Raven:** Str-2, Sta -3, Dex +5: Fly at twice running Speed

➤ **Scorpion Swarm:** Str 0, Sta 0, Dex 9 (As long as one Scorpion makes it away, only chimerical damage is dealt) Sting for 3 dice of damage per round.

➤ **Sturgeon:** Str+1, Sta+1, Dex +2: Swim at 5 times running speed (Only really applicable in water, but both fresh and salt water)

➤ **Wharf Rat:** Str -3, Sta -2, Dex +3: Stealth +4 and can squeeze through any crack he can fit head through.

➤ **WhipSnake:** Str-3, Sta-2, Dex +4: Athletics +2 (for climbing/swimming). Stealth +3 and bite for str +1 Damage



extremely Pagão courts of other lands (what the other Lands may call the Shadow Courts) may hire them out to snatch up certain individuals. Sometimes an overly beneficent Beato individual will try to win one over in the pursuit of goodness. Nothing decent comes from either of these happenstances.

Pouce (Perturbed) Bicho-papão aren't horrible in that they are mean or vindictive. They don't throw tantrums or break their toys. What they do is stare, not at people, but through them. As if that person they were staring through was simply a meal waiting to happen.

Vigariste (Prowler) Bicho-papão keep far away from as much of mortal life as possible. It is simpler that way.

Idose (Miser) Bicho-papão have set themselves up far away from the hubbub of courtly intrigue. When the Uglier side of Encantare society needs them (and they always do), they'll be around.

Glamour Ways: Bicho-papão can only refuel Xarma in the tearful fears of guilty children. (See *Frailty Below*).

Unleashing: Bicho-papão Unleashings are heavy with a wash of hot fetid air across the scene which reeks of old meat and burning hair. There is the scratch of burlap against the skin of all onlookers, and a heavy feeling of claustrophobia that sits crippling on the chest, there are few who feel such Unleashings and come back the same from it.

Affinity: Actor

Birthrights (Endowments):

Big Shadow Beasts (*Grandes Bestas Sombra*): Shapeshifters with few equals, the Bicho-papão have certain animal forms that they turn to when on the prowl. For hunting, for Xarma, or escaping the notice of the damned Beato, the number of animal forms is based on their age. Pouce get 2 animal forms, Vigariste get 3 and Idose 4. Most start with a fight and a flight form and gather more with age. It costs a point of Xarma to shift form, which will last until it is dismissed.

Big Shadow Monster (*Grande Monstro Sombra*): Aside from their animal forms, the Bicho-papão can also adopt a huge monster form, an amalgamation of all animal forms they are already adopt and then some. The monster is large and shadowy, with glowing red eyes, but is ultimately different in appearance for each Bicho-papão. The mechanical perks of the monster form are derived from the animal attributes of their other forms. The highest stats are added to the base stats, and with none of the drawbacks of said animal forms.

The form can only be maintained for a limited time. After a point of Xarma is spent, the Bicho-papão rolls willpower, difficulty of the local Banality rating. The number of successes is the number of turns the form is maintained. It can be prolonged by spending another point of Xarma (each point spent thusly prolongs the form by 3 turns). Hopefully, there is a scared little bastardo around to ensure steady influx of Xarma.

In addition to the above stats, anybody that feels guilty and witnesses this form must roll their own willpower, difficulty of 7, or be frozen with fear for a turn. What guilt means, of course, is up for discussion (See *Frailty Below*).

Frailties (*Vulnerabilities*):

Slipping Mask (*Máscara de Deslizamento*): The Bicho-papão are forever marked not just as Thallain but bordering on Iratxoax (Adhene). This otherness is made manifest in even their Disfraz Grilhões. Each of the Panelinho have some of their animal attributes visible at all times – *the teeth of a black wolf, the eyes of a cow, the tiny horns of a goat, feathers of a raven*- for every animal form they wield, there are that many indications to their Fae identity. This also adds to difficulty in all social rolls with everyone not Bicho-papão. To begin with, Pouce have a + 2 difficulty to all social rolls, Vigariste have a + 3 difficulty and Idose + 4. For every additional animal form, add one to the difficulty.

Only the Guilty (*Somente o Culpado*): In a rather vague interpretation of the word, only Xarma derived from the fear felt by guilty youth can nourish this dark Encantare. For instance, if a child gets to be too old (usually mid to late teens) they don't seem to care anymore, which renders them worthless. If they are young enough, and feel no remorse about their sins, then the little sociopaths fulfill no Xarmic needs. Perhaps this is why the Bicho-papão are so unremittingly Pagão, as the fearful remorse of a little Beato child, those saintly few who know what they did, tastes all the sweeter.

Ermenegildo slinks about in the shadows, whispering and muttering to himself about the Encantare...

Cuegle: If only I had that kind of power, I could get away with a helluva lot more.

Jentilak: They had the right idea. Get scared of the church. Run. Don't look back. Chuck rocks at anyone who comes close.

Malinos: All cooped up in that house up on the hill, as big and lonely as a church. And them, the smallest little church mouse in the whole of it. They can pretend to a family as much as they want. It's useless.

Mouros: Shiny and glittery and as ineffective as a shiny glittery piece of tin-foil. Let them to their little hobbies. It means absolutely nothing in the long-run.

Musgosu: There are more powers at work than the Beato-Pagão checker-board bull-shit. Older powers, meaner powers. hungrier powers. Understand that and you'll understand why I keep away from the Musgosu.

Trasgu: Yes, they are goblins. No we aren't related. If they could figure out what it means to be to be a Goblin, we might consider them at least friends. Until then, forget about them. They aren't important.

Ventolines: They are one bad day away from being us.

Xana: All that prettiness doesn't throw me off your trail. I see how hungry you are, whether or not you want to admit it.

Dip: Great, they can do a dog. Or they are a dog. Doesn't matter. They are chum. Fish-food, fed to dark devil things living in the oceans of our minds. They won't last. Still, I hate it how much we have in common.

Spriggans: Amateurs.

Beasties: Who?

Bodachs: Who?

