

Zaroff

Impudite Captain of the Infernal Armies

Demon of the Most Dangerous Game

Corporeal Forces: 4 Strength: 8 Agility: 8

Ethereal Forces: 4 Intelligence: 6 Precision: 10

Celestial Forces: 5 Will: 10 Perception: 10

Word Forces: 3

Vessel: older human male/4, +1 Charisma

Skills: Climbing/1, Dodge/3, Fighting/6, Move Silently/3, Ranged Weapon (rifle/6, pistol/3), Savoir-Faire/2, Small Weapon/4 (Knife), Tactics/3, Tracking/6

Songs: Attraction (Celestial/6), Charm (Ethereal/2, Celestial/2), Healing (Corporeal/1), Might (Corporeal/3), Shields (Corporeal/1, Ethereal/2, Celestial/2), Tongues (Corporeal/3, Ethereal/4)

Attunements: Impudite of the War, Lilim of the War, Art of Combat, State of Ophis, Humanity, Captain of the Infernal Armies, Demon of the Most Dangerous Game

Demon of the Most Dangerous Game: Zaroff may designate any one human as his quarry (cost: 2 Essence). Until such time as either the human dies, or the demon goes into Trauma, Zaroff does not generate disturbance by injuring or killing his quarry in a fair fight (expenditure of Essence and/or using Songs will still cause disturbance). Only one quarry may be so designated at any given time.

Rites: Kill a designated quarry in a fair fight.

Zaroff is actually fairly well disposed towards God, for a demon. No matter what current differences of opinion might exist between his fellows and Him, the creation of humanity was a wonderful idea. No other corporeal animal could *begin* to provide as much sport.

Not that the Knight goes hunting every day. He's long since gotten past that point. Tracking and killing random humans is pitifully easy: so few are properly trained for the

chase. It's such a waste, but the Impudite isn't really complaining. He much prefers quality to quantity, anyway.

There *are* rules. Heaven is (temporarily, to be sure) in a position to graphically show their displeasure at too exuberant or indiscreet a kill, so Zaroff must stalk. He finds that pleasurable. The angels' pets are usually off limits as well: this is annoying but acceptable, for now. Frankly, Soldiers of God don't make good sport, anyway. They've got too many ludicrous morals and ethics preventing them from embracing the purity of survival. There are plenty of targets that are not so encumbered, and they usually instinctively know how to respond properly.

Finally, the most important thing of all is that the prey should have a chance to *win*. Zaroff (much like his Prince, really) is obsessed with proving that he deserves his victories. Not being Baal, though, the Impudite recognizes that he is not perfect. He will not always be on top of his game. The prey may show unexpected skill or initiative, or simply get lucky. Zaroff wouldn't have it any other way: danger gives the game spice. If his quarry manages to kill the Impudite, well... Baal would probably like to recruit this fellow anyway. Some former quarry, flushed with victory, has later sought out Zaroff again to play the game again. The Impudite never loses twice.

Zaroff is never without a target, as both Baal and his ally Asmodeus both make sure he always has someone to hunt down. Inconvenient humans that need to be scared to death before they're sent to Hell are always around: Renegade Hellsworn alone would keep the Impudite busy until Armageddon. His usual *modus operandi* is to make his presence and intent quite clear beforehand, usually with a casual demonstration of supernatural abilities to drive home the point that his quarry is being hunted by an actual demon. Traditionally, Zaroff always gives his quarry at least two days to prepare and/or flee.

After that, the hunt begins. Sometimes the chase encompasses continents: sometimes the hunter and his prey never leave the neighborhood. Zaroff prefers to keep the use of Songs or Attunements down to the minimum (although the Impudite likes using his Humanity Attunement, just for that added touch of spice) needed to properly track his quarry. Anyone that assists the quarry is likewise at risk of death, but only for as long as they are actively interfering. The final battle is usually quite epic... and from Zaroff's point of view, quite enjoyable.

The Impudite's relationship with the Other Side is *complex*. Zaroff doesn't particularly care about the War, and he's certainly not interested in foiling angelic projects (if he sees one, and Baal thinks to ask, Zaroff will tell him about it: otherwise, it's beneath his notice). Also, his usual prey

is typically the sort of human that angels would (quietly) like to weed out of the gene pool. However, wise members of the Host recognize that the demon's polite and suave exterior hides a callousness and bloodlust that would impress a Shedite. He cannot be trusted.

But, if the circumstances are right, and you've got enough levels of deniability in place, well, he can be *used*...

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