

SHADOW SCAR

Captain Hrymr



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The Ghost Ship

Among the many people of interest that can be found in Steel Court there is one that has truly caught the Shadow Agency's attention in recent months. This interest derives from the strange stories that swirl around them.

British sailors on the North Sea tell stories about a scourge from below the waves. They say that late at night, when the moon is high in the sky and land is far from sight you might see the water begin to churn miles from your ship. Naturally, you check through your telescope only to see a massive shape emerge from the black ocean. Covered with sharp scales like the claws of some giant beast and crowned with a jagged tower the black creature erupts from the sea. Before you know it there's a terrible explosion from below you and your ship starts to list. As your cannons dip below the surface and the hull starts to fill with water the dark ship creeps closer.

A single figure steps out from the tower of the ship. In the moonlight you can see him, a towering man covered in ancient armor and swathed in a long leather cloak. In his hand he holds a massive gun axe which he holds high in the air. At his command a horde of monstrous men pour out of the tower, swarming onto your damaged ship. The next moment your ship descends into chaos. The last thing you see before everything goes black is one of the horrible giants descending on you with a cold steel axe.

Captain Hrymr

Asgeir Haugen is a sailor from Trondheim, Norway who served in the Norwegian navy during the Saint-Barthélemy affair in the Caribbean. There he crossed blades with pirates and French sailors at the young age of 22. His notable feat was his duel against the feared French pirate Dubecille who helmed a ship named "The Revenge." Asgeir defeated Dubecille but was gravely injured in the duel. Asgeir would recover weeks later only to return to the seas as a captain in the navy of the Scandinavian Alliance. Over the course of the next several years, Captain Haugen would go on numerous expeditions and naval missions in the name of Norway and the rest of the Alliance. That is until 3 years ago when the daring captain disappeared. The last known sighting of Haugen was in October of 1864 when he was seen by his crew drinking at a pub in Stavanger. The crew said they saw him leave the pub and they never saw him again.

In truth, Captain Haugen made a decision that day to go through with a plan he had been working on for the last 5 years. With the British dominating the planet and beginning to threaten the Scandinavian Alliance, The Norwegian government decided to do something drastic. They summoned Aesgeir and offered him a position outside of the official naval forces. Over 5 years the best and brightest engineers in Norway had created a vessel designed specifically to hunt British ships. This vessel, dubbed the Naglfar, is a tremendous submersible loaded with the most state of the art technology. The government's plan was to have Captain Haugen take on the guise of a mythical figure known as Hrymr and begin

preying on British Ships in the North sea, thus thinning out the threat to the Scandinavian Alliance without the need for open war. In Norse mythology Hrymr was a harbinger of the end time. A giant sailor who ferried the jötnar (the giants) to the field of Vígríðr where they would battle against the Æsir (the gods) in the apocalyptic Ragnarök. Captain Haugen and his new crew would don the theatrical armor of Norse vikings and perform raids of British ships in the night, pretending to be the infamous captain and his crew of giant warriors.

The Naglfar

The Naglfar is the most advanced submarine in the world. Designed by Norwegian inventor Emil Solberg and based on Narcís Monturiol's Ictineo II and the Naglfar is a completely self-contained vessel powered by a powerful steam engine. The submersible is 250ft in length and covered with large, sharp scales designed to resemble the claws of a massive beast. It can hold 32 crew members and can dive to 100ft below the surface, putting it far ahead of any submersible currently built. Most notable in the Naglfar are its weapon systems. The Naglfar is among the first marine vessels to be outfitted with torpedoes which is used to disable ships from below the surface. The combination of these factors creates a vessel which can appear from the deep ocean, strike a ship with nearly unseen weapons, raid the ship and then disappear back into the water as the ship sinks into the briny deep.

The Naglfar is a state of the art water vehicle covered with armored scales. It has 100 points of Vitality, 5 points of armor, and a speed of 80ft. The Naglfar is fitted with two torpedo tubes with 24 torpedoes. By taking an Action, a character can make a Marksmanship Check to fire one of these torpedoes to a point within 100ft forcing all characters or vehicles within 25ft to make an Opposed Athletics or Maneuver Check or take 20 Points of Damage.

Working with the Agency

We've started to reach out to Captain Haugen regarding supporting his efforts but more footwork is necessary. Haugen is, rightfully, concerned about his secrecy and the security of his mission. To get the Captain to work with us we will have to prove we can be a beneficial ally. We must also decide whether we will be revealing the Veil War to the infamous Captain Hrymr. This would be a great risk. He could go back to his government and reveal what he learned. Luckily, it is unlikely that they would believe him.

We have an opportunity, however. The British have been tracking Haugen's movements and cross referencing his attacks. They have tracked him to the Shetland Islands near Scotland. The Shetland islands are a haven for pirates thanks to their scattered lands and many hidden sea coves. They'll be sending a small force to try to lure him out and this might be our chance to earn his trust.

Name Captain Hrymr

Type

Mundane

Threat Ranking



Information

Captain Hrymr is a legendary figure who operates in the North Sea under the auspices of the Scandinavian Alliance. He appears as a deadly mythical figure, piloting a vessel from the depth of hell. Captain Hrymr, originally known as Captain Aesgeir Haugen, is a stern, implacable man with a great deal of loyalty to the Scandinavian Alliance and a hatred for the British.

Special Senses

None

Armor

3

Vitality

20

Ki Reserve

0

Speed

30ft

Mind



Awareness



Disguise



Engineering



Knowledge



Marksmanship



Medicine



Body



Athletics



Endurance



Maneuvering



Melee



Stealth



Strength



Spirit



Artistry



Insight



Focus



Manipulation



Performance



Resistance



Weaponry

Name

Damage

Range

Traits

Axe Rifle
with 24
Bullets

4
Damage

Melee
Range

Alternate Form
(Rifle), Heavy
Strike, Rending,
Two-Handed



Quirks

Armor Trained

Captain Hrymr takes no penalties from wearing heavy armor.

Emotional Control

Captain Hrymr is immune to Advanced Mental Conditions.

Highly Maneuverable

Captain Hrymr are not required to spend 10ft of movement for every 5ft you move when climbing or swimming.

Night Vision

Dim Light doesn't Obscure Captain Hrymr's vision, and Total Darkness Obscures his vision rather than causing him to suffer the Blinded Condition.

Terrifying Presence

Captain Hrymr can take the Threaten Social Action at the beginning of each of his turns without taking an Action.