Demon Form

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Devil | PR+2 | RS+0 | RW+2 | RS+3 | CW+3 |
| Imp | CP+2 | RS+3 | PR+0 | CS+3 | CP+2 |
| Titan | MP+4 | MT+3 | PR+2 | RT+0 | CP+1 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Brimstone | M | M | 20 | -- | -- | 2 red | 8 | * Teleport 15 * Leave toxic cloud at the location you leave * Enemies in the cloud are Choking (Toughness, Power) | * Burn -1 / x3 / -- / 10P * Move / x3 / +1B / 10P * Save DL +2 / x3 / +1B / 10P |
| Demon Claws | Amt | A | 20 | -- | 0 | 1 tgt | 5 | * 2d8 + Muscle physical damage * Target is Cursed (Power) | * Accuracy +2 / x2 / +0B / 10P * Bleed +1 / x3 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Pierce +1 / x3 / +0B / 10P |
| Fear | Arz | A | 20 | 20 | 0 | 1 tgt | 8 | * Target flees until he saves, or leaves the line of sight of the caster (Power, Charisma) | * Cursed – As long as the target has Fear, he is also Cursed / x1 / +1B/ 10P * Range +4 / x3 / -- / 6P * Save DL +2 / x3 / +1B / 10P * Terror – The power does 1d6 penetrating psychic damage, and 1/round as long as the target is Feared / x1 / +1B / 10P |
| Feeds on Fear | Trait | N | 10 | -- | -- | Self | 0 | * Each round you have someone feared you heal 1 hit point | * None |
| Fight with Wild Abandon | T | N | 10 | -- | -- | Self | 0 | * You take -1 to all defenses * You get +2 to damage | * None |
| Forked Tongue | T | N | 10 | -- | -- | Self | 0 | * You are proficient in Deception * Deception +4 | * None |
| Offensive Stance | V | T | 10 | -- | -- | Self | 0 | * You get +1 to hit and +2 damage but take -1 to all defenses | * None |
| Prehensile Tail | U | N | 10 | -- | -- | Self | 0 | * You have a tail that can be used as an extra limb | * Spiked Tail – Your tail is capable of attacking, giving you Fast(3) when using melee / x1 / +1B / 20P |
| Scales | R | N | 20 | -- | -- | Self | 0 | * Armor 3/3/0 | * Armor / x3 / +0B / 10P * Chaotic – Anyone who hits you takes Curse(3) / x1 / +1B / 20P * Fortified – Armor 1/1/2 / x1 / +0B / 20P * Infernal – Anyone who hits you takes Ignite(3) / x1 / +1B / 20P * Proc +1 / x2 / +0B / 10P |
| Sulfurous Blood | A+ | + | 20 | -- | -- | Self | 1 | * Adds Ignite(3) to attacks | * None |
| Stealthy | T | N | 10 | -- | -- | Self |  | * You get a +4 to all sneak checks | * None |
| Strong Jaw | V | C | 20 | -- | -- | -- | E | * Once per combat, when hit by an attack (but before damage is rolled), you can spend one energy to ignore the effects of that attack | * None |
| Tank | T | N | 20 | -- | -- | Self | 0 | * Hit Points +4 | * More Hits – Hits +4 / x3 / +0B / 20P |
| True Form | B | T | 30 | -- | -- | Self | M2 | * Transform into greater demon * Melee gains Reach(3) * Melee gains Bleed(3) * Armor 2/2/2 * +1 Mental Saves * Resist Fire(1) * Resist Magic(1) * -1 move * -1 defense |  |
| Undying | B | C | 20 | -- | -- | Self | E | * 4d6 Self Heal * Occurs the round after defeated * Once per battle * You revive only if you are healed back to positive |  |
| Wings | M | M | 20 | -- | -- | Self | 1 | * Flight 12 * +1 defense | * Burn -1 / x3 / +0B / 10P * Move / x3 / +1B / 10P |