Demon Summoner

Special Mechanics

* Pit Call – If this effect procs, roll a random status to apply to the victim. There is no initial saving throw to avoid this status. The victim must be impacted by the status for one combat round. Afterwards, any status with an ongoing save gives saving throws normally. All statuses test against Power for their saving throws. Statuses without ongoing saves end as they usually do.
* Summon – This powerset can summon a number of demons. Demons last until killed, or until they unleash their third attack. No more than one of each type of demon can be on the battlefield at the same time.

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Command | At- | A | 20 | 8 | 0 | 3 rad | 8 | * Follow a simple command (Charisma+2, Power+2) * Works automatically on non-combatants and lasts the entire scene * Combatants get an ongoing save as normal | * Radius +1 / x2 / +1B / 10P * Range +2 / x3 / +0B / 6P * Save DL +2 / x3 / +1B / 10P |
| Fog of Hell | U | T | 20 | 0 | -- | 5 rad | 4 | * Creates an obscuring mist around the caster * All missile attacks through the cloud take a -2 penalty * All search checks through the cloud take a -4 penalty * Enemies in the cloud suffer Pit Call(2) each round * Caster is immune to penalties | * Proc +1 / x3 / +1B / 20P |
| Hell Demon | U | A | 20 | 10 | -- | 1 demon | 6 | * Summons a Hell Demon that lasts for 3 attacks * Each round, Hell Demon can move 6 hexes and fire a blast at a random target within 20 hexes * Attacks with Shoot-2 and does 3d6 energy (fire) damage and Ignite(3) * Any attack that does 10 or more damage will destroy Hell Demon |  |
| Iron Demon | U | A | 20 | 10 | -- | 1 demon | 6 | * Summons an Iron Demon that lasts for 3 attacks * Iron Demon gives all adjacent allies 1/1/1 armor * Once each round, Iron Demon can move up to 6 hexes and attack the closest target with a whip attack * Attacks with Strike-2 and does 3d6 physical damage with Knock(3) * Any attack that does 10 or more damage will destroy Iron Demon |  |
| Obsidian Demon | U | A | 20 | 10 | -- | 1 demon | 6 | * Summons an Obsidian Demon that lasts for 3 attacks * Once each round, Obsidian Demon can move up to 6 hexes and attack a random target within 10 hexes * Attacks with Shoot-2 and does 4/4/0 & 4d6 entangle * Any attack that does 10 or more damage will destroy Obsidian Demon |  |
| Power of the Pit | Atz | A | 20 | 3/ | 0 | 3 rad | 6 | * 1d6 + Power psychic damage * Pit Call(3) | * Dmg Die / x2 / +1B / 10P \*\*\* * Proc +1 / x3 / +1B / 20P |
| Protection Pact | D | C | 20 | -- | -- | Self | 2 | * You may force any of your adjacent demons to take an attack instead of you * The demon loses its next action * The first 10 points of damage will destroy the demon * You take the rest of the damage |  |
| Servitor | U | N | 20 | -- | -- | 1 tgt | M | * You can summon a small servitor demon to serve you * The demon is a non-combatant, but will perform all sorts of minor tasks for you * The demon can fly, turn invisible and is cunning and stealthy, making it a great spy |  |
| Soul Scent | T | N | 10 | -- | -- | Self | 0 | * Can track by scent with a +4 to any skill tests * Scent becomes a targeting sense and you can effectively “see” enemy combatants by their smell up to 6 hexes away |  |

Pit Call

|  |  |
| --- | --- |
| D12 | Status |
| 1 | Blind |
| 2 | Bleed |
| 3 | Chill |
| 4 | Choke |
| 5 | Cripple |
| 6 | Curse |
| 7 | Daze |
| 8 | Enrage |
| 9 | Ignite |
| 10 | Impair |
| 11 | Slow |
| 12 | Winded |