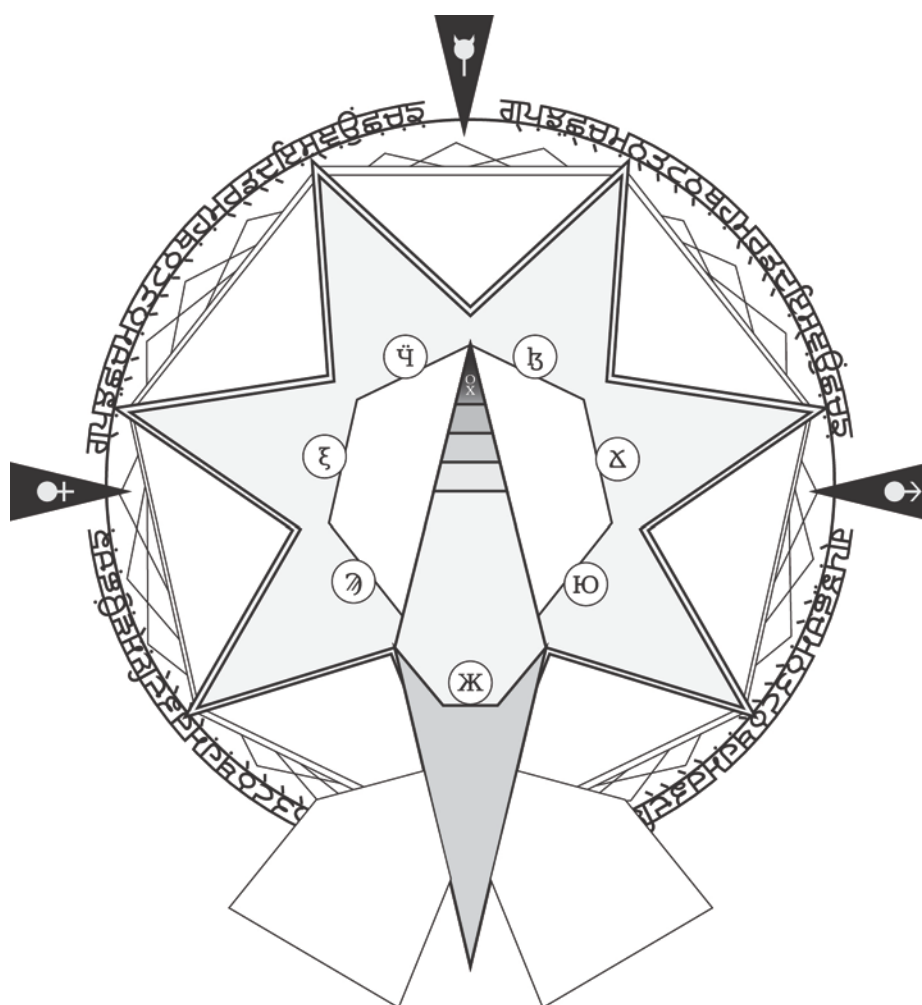




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V 1.03



Players play as characters from present day Earth enchanted with the power of a lesser demon from the depths of a hellish parallel dimension.



Character Sheet

Create your character by following these steps:

- 1) Give your character a name and a profession. Your profession can be anything, so long as you can explain how your character got into that career path. Also, think of your character's background and describe it briefly.
- 2) Pick a Demon to associate your character with. Your DM will tell you what Level he wants you to start at. Write down the Demon's Name and Level in the marked areas in the middle of the Character Sheet. You will determine the abilities associated with your Demonic Path later.
- 3) Distribute points among the 7 Core Attributes. The number of points you are allowed is equal to your Demon Level, plus 20.

Demonic Level	Attribute Points
1	21
2	22
3	23
4	24
13	33

Every Attribute must have at least 1 point in it and no Attribute may have more than 8 points in it.

- Vitality = Defense and Endurance
- Strength = Raw Muscle Power
- Dexterity = Balance and Acrobatics
- Mind = Raw Mental Power
- Charisma = Active Social Abilities and Charm
- Energy = Raw Elemental and Metaphysical Power
- Life = The bond between the body, the soul, and the demonic power within you

4) As an optional part of the system, you may choose up to 4 Assets and 4 Complications. Every Asset you take subtracts one Attribute Point from your Character Glyph, but grants you a powerful Asset to your character. In contrast, every Complication you take adds one Attribute Point to your Character Glyph, but inflicts a serious flaw upon your character. Use these to compliment your character's backstory and personality.

5) Determine your 5 Source Attributes by averaging the neighboring Core Attributes of each one. Always round up.

(Example: If you have 2 Vitality, 5 Strength, and 3 Dexterity; you have 4 Athleticism and 4 Agility)

- Athleticism (Vit & Str)= Application of the Body
- Agility (Str & Dex)= Raw Speed
- Finesse (Dex & Mind)= Focus and Nimbleness
- Perception (Mind & Cha)= Active and Passive Physical Senses
- Aura (Cha & Ene)= Passive Ethereal Senses and Physical Presence

6) Determine your Body and Soul by adding all the Core Attributes that pertain to that side of the

circle. Add Life to both scores.

- Body = Vitality + Strength + Dexterity + Life
- Soul = Mind + Charisma + Energy + Life

7) Determine your Health and Magic by adding Energy, Life, and Soul (for Magic); and Vitality, Life, and Body (for Health). This will be your maximum MP and HP (respectfully). List this number in the Health and Magic areas of your sheet. Write your current HP and MP in the HP and MP sections on your sheet, changing them whenever the points are lost or gained.

8) Determine your Power by averaging your Demonic Level and your Life. Round up. This is used to determine strength of certain Demonic Class Path abilities.

9) Fill in all Tertiary Attributes in the Top Left of your sheet with their indicating Attribute. Speed starts at 20 and gets +5 for every 2 points of Agility you have.

Agility	Speed
1	20
2	25
4	30
6	35
8	40

Defense operates the same way, but with Vitality. Defense starts at 4 and gets +1 for every 2 points of Vitality you have.

Vitality	Defense
1	4
2	5
4	6
6	7
8	8

10) Depending on your profession, you are allowed two Proficiencies. You are also allowed a starting amount of Cash and some equipment. Your DM will pick two skills that your character would attain from following the chosen career path. Your DM will tell you what Attribute your Proficiencies adhere to. Your DM will then assign you a starting amount of Cash and equipment he or she thinks your character would have. This is dependent on your background and your profession.

11) Depending on your Body, Soul, and Demonic Level, you are allowed to take skills from The Three Skill Trees. The Physical Skill Tree grants you skills for the number of points you have for Body. The Metaphysical Tree offers different skills for Soul. The Demonic Tree offers you a choice of skills for each Demonic Level you have, depending on your chosen Demon. Pick these skills before you start.

12) Your character's Alignment can be any adjective that you think describes your character. Pick one that you think suits him or her well. Keep in mind that your DM will have you adhering to this adjective sometimes throughout the story.

Physical and Metaphysical Trees

Depending on your Body and Soul scores, you are allotted a certain number of skills. You might be offered a choice of skills: you may only choose one per rank.

Physical Tree

1- Abundant Plot Points= At the beginning of the game, you start out with 1 additional Plot Point.

Melee Proficiency= +1 to Melee Attack

Ranged Proficiency= +1 to Ranged Attack

2- Armor Proficiency= +1 to Max Dexterity while wearing armor

Nimble= 1's no longer subtract from your successes when Dodging

Sprinter= Can move 3 times your movement speed when running as a full round action

4- Heroic Surge= Once per in-game day, you may attack 1 additional time

Hold Action= Allows the player to "hold" an action instead of using it on their turn. Attack actions held this way increase Attacks of Opportunity by +1 die; Movement actions held increase Dodge by +1 die

Ambidexterity= Characters that wield two weapons, one in each hand, suffer no penalties

6- Cleave= Gain an extra attack action whenever you bring a target down to OHP or less

Firearm Proficiency= Characters firing automatic guns suffer no penalties

Mounted Combat= Characters attacking from moving vehicles, or while driving, suffer no penalties

9- Martial Artist= Unarmed attacks now deal double damage. They also deal lethal damage if you choose. Additionally, you add damage dealt with Martial weapons to your attacks, rather than replace.

Robust= Increase your Maximum HP by your Character's Demon Level

Hair-Trigger= your character may attack twice with semi-automatic firearms using one attack action

12- Plot Armor= At the beginning of a battle, you may spend a Plot Point to recover an amount of HP equal to your character's Demonic Level.

Plot Pace= At the beginning of a battle, you may spend a Plot Point to have your Initiative roll be judged at a Difficulty of 5, not 7.

Combat Sophistication= If the Melee weapon you are using is not a 'Heavy' weapon, you may choose to use Agility instead of Athleticism to calculate your Melee Attack roll.

16- Double Physical Attack= your character may attack twice with unarmed attacks, improvised weapons, melee weapons, or non-firearm ranged weapons using one attack action

Ballistic Concentration= your character may attack twice with burst-fire and automatic firearms using one attack action

Precise= Proficiencies listed on your sheet that pertain to Physical Attributes grant +2 dice, not +1.

20- Extreme Effort= All 10's made on non-combat rolls pertaining to any Core or Source Attribute on the Physical Side of the Character Glyph get two bonus dice, not one.

Masterful Swordsman= 1's no longer subtract from your successes when making Melee Attacks

Masterful Marksman= 1's no longer subtract from your successes when Ranged Attacks

25- Demonic Limit Break Alpha= If your Demon is a WrathBeast, Erinyes, Marilith, or Succubus, you may take this to attain one extra ability from your Demonic Path Tree. This may only be an ability you haven't already taken from a Level and Path you are permitted.

Combat Mastery= All 10's made on combat rolls pertaining to any Core or Source Attribute on the Physical Side of the Character Glyph get an additional bonus die.

30- Defying Laws of Physics= Once per session, you may automatically succeed a roll that calls upon one of your Physical Attributes, regardless of the circumstances. Roll 1 die to determine how many successes you attain. You may reroll if you spend a Plot Point.

Metaphysical Tree

1- Versatile Plot Points= If you choose to, when you use a Plot Point before any non-combat roll, you may lower the Difficulty of the roll by 1 instead of adding a die to the roll. This can only be done once.

Magic Proficiency= +1 to Magic Attacks

Demonic Proficiency= +1 to Power

2- Knowledgeable= +1 to Mind checks that pertain to recalling Knowledge

Magical Potency= Increase your Maximum MP by your Character's Demon Level

Heightened Senses= Difficulty of Perception Rolls that don't pertain to magically altered circumstances are lowered by 1

4- Diplomat= +1 to Charisma rolls whenever your character is telling the truth

Snake Tongue= +1 to Charisma rolls whenever your character is telling a lie

Risk-Taker= +1 to Charisma rolls whenever your character is trying to gamble or haggle

6- Magical Off-Hand= Characters may also attack with a physical weapon in their off-hand during their attack action when they choose to cast a spell.

Demonic Attunement= +1 to Aura rolls that pertain to magically altered circumstances

Powerful Presence= +1 to Aura rolls that don't pertain to magically altered circumstances

9- Magical Dodge= Difficulty of Dodging incoming Magic Attacks is lowered by 1

Magical Accuracy= Difficulty of Dodging imposed on your character's targets for his/her Magic Attacks is increased by 1

Strong Mind= +1 to Sanity

12- Plot Power= At the beginning of a battle, you may spend a Plot Point to recover an amount of MP equal to your character's Demonic Level.

Railroading= If you choose to use a Plot Point to reroll a roll and you do not like the outcome, you may spend another Plot Point to reroll a third time.

Magical Emotion= If a spell or ability you are using required a Magic Attack roll, you may choose to use Charisma instead of Energy to calculate your Magic Attack roll.

16- Double Magic Attack= your character may cast two spells using one attack action. Both spells' MP Cost must be paid for.

Energy Reserve= once per in-game day, your character may cast a spell for no cost: 0 MP.

Savant= Proficiencies listed on your sheet that pertain to Metaphysical Attributes grant +2 dice, not +1.

20- Otherworldly Effort= All 10's made on non-combat rolls pertaining to any Metaphysical Attributes get two bonus dice, not one.

Masterful Spell Caster= 1's no longer subtract from your successes when making Magic Attacks

Overcome Disadvantage= whenever you are disadvantaged, only 1's will subtract from your successes, nothing else.

25- Demonic Limit Break Beta= If your Demon is a Banshee, Warlock, Demilich, Planar Devil, or Gremlin, you may take this to attain one extra ability from your Demonic Path Tree. This may only be an ability you haven't already taken from a Level and Path you are permitted.

Energy Mastery= All 10's made on combat rolls pertaining to any Core or Source Attribute on the Metaphysical Side of the Character Glyph get an additional bonus die.

30- Defying Laws of Metaphysics= Once per session, you may automatically succeed a roll that calls upon one of your Metaphysical Attributes, regardless of the circumstances. Roll 1 die to determine how many successes you attain. You may reroll if you spend a Plot Point.

Assets and Complications

These are an optional part of your Character Sheet. If you wish, you may take up to 4 Assets and up to 4 Complications. Each Asset you take costs you one of your Attribute Points, and each Complication you take grants you an additional Attribute Point. You may only gain or lose Attribute points when you are creating a character. Sometimes, throughout a campaign, your DM will inflict an Asset or Complication upon your character. This will not alter your Attribute Scores.

=== Assets ===	
Name	Description
Beautiful Presence	Your character has always been very beautiful. When you make a Charisma roll towards a target that is attracted to your character's gender that does not have to do with intimidation, all 10's rolled get an additional bonus die. This cannot be taken if you already have 'Ugly as Sin' as an Asset.
Motivating Presence	Your character has a natural aura of leadership about him/her that causes your allies to strive for greatness. Whenever you, or allies that can see you, wish to aid another with a roll, their provided bonus is multiplied by 2.
Friends in High Places	Your character knows someone in a high-standing position of power in this country. You may call upon him or her at any time, once per in-game day, for the cost of a Plot Point.
Friends in Low Places	Your character knows someone in a somewhat illegal position of power in this country. You may call upon him or her at any time, once per in-game day, for the cost of a Plot Point.
Creative	Your character has a creative imagination and a personality to match. When rolling a Charisma roll to entertain or perform for someone else, all 10's rolled get an additional bonus die.
Eidetic Memory	Your character remembers everything in excruciatingly accurate detail without much effort. You automatically pass all Mind rolls made towards remembering something. The DM will recall the information for you and present it to you.
Low Profile	Your character is not easily recognized by others; either you blend in very well, or you're just naturally inconspicuous. The Difficulty for being recognized by someone is always 10.
Well Renown	Your character is easily recognized by others in a good way; you are probably famous to some degree. This could probably be used to your advantage if someone really enjoys... whatever it is you are famous for. The extent of your fame is judged by the DM at the beginning of the campaign, depending on how you want this Asset to affect your character.
Wealthy	Your character was either born into a large sum of cash, or acquired it recently. Regardless, your character is allowed to withdraw a certain amount of money every in-game day from a non-disclosed bank account without consequence, for the cost of a Plot Point. If you take this at the beginning of the campaign, your character starts off with much more money than normal.
Business Owner	Your character has a high ranking professional position in a company; so high, that people consider him to be an owner of the business. You can use the company's assets in any way you see fit, for the cost of a Plot Point (these will be determined by the DM). However, you must approve your actions with a co-owner or a representative board, depending on the actions you are about to take.
Heir	Your character is the heir to a seat of importance, one worth noting in your formal title when announced to others. With this position, you might be able to use it to gain influence in certain formal occasions. However, this position

	might convey certain obligations to retain the title.
Badge of Honor	Whether your character fought in a famous battle or performed admirably while serving in the police force, your character carries a noteworthy accomplishment. Talking about your participation in the event could probably sway the minds of people who were affected by it. The number of people this event affects and the way it affects them depend on the event and the DM.
Ranking Officer	Your character is a high ranking officer in the army. He or she is probably a Captain who can pull some strings if need be. This might come in handy, if applied correctly.
Healthy	Your character has always been someone who isn't easily taken down, be that by way of sickness or wounds. With this Asset, you may increase your Health by 50%.
Physical Assets	Your character owns a lot of stuff. This can be in the form of real estate, vehicles, jewelry, artifacts, artwork, relics, or curios of value. You may pick what you'd like to own, but your DM will decide exactly what you have.
Point Taken	Your character seems to have this ability to succeed when s/he really really... really... shouldn't. I mean... really... With this Asset, you automatically gain a Plot Point at the beginning of every session. You also start off with one additional Plot Point.

=== Complications ===	
Name	Description
Ugly as Sin	Your character has always been very ugly. When you make a Charisma roll towards any target that does not have to do with intimidation, you no longer gain any bonus dice from rolling 10's. This cannot be taken if you already have 'Beautiful Presence' as an Asset.
Blind	Your character was either born blind or blinded by an accident. All Perception rolls made that require sight automatically fail. This does not include magical sight.
Deaf	Your character was either born deaf or deafened by an accident. All Perception rolls made that require hearing automatically fail. This does not include magical sound.
Infamous	Your character is hated by a certain type of people; you've probably ticked them off in your past or they were raised to hate you. These specified people will always be aligned against you and will sometimes engage in actions that will harm you. The frequency of you encountering these people depends on your DM and the nature of your character.
Amorous	Your character either falls in love very easily, or has a poor ability to keep his/her head out of the gutter. Your character must make a Sanity roll (Difficulty 4+strikes) when interacting with characters s/he is attracted to. On a fail, your character must make attempts to charm the character, and cannot engage in hostile actions towards the character.
Anger Management	There is something that instantly enrages your character. Your character must make a Sanity roll (Difficulty 4+strikes) when noticing this element that angers your character. On a fail, your must make attempts to harm or destroy the imposing element, whatever that may be.
Skeleton in the Closet	There is something your character hides from others... and for good reason. If the others knew this... something about your character's life would be permanently changed. Your DM will need to hear what your character's secret

	is and will determine what will happen if the secret is revealed. If the secret is too easily hidden, it may not be eligible.
Bad Luck	Sometimes... your character just has a very bad day. If your DM desires, s/he can make you re-roll or deny you the ability to use Plot Points during a certain encounter or battle.
Broke	Money is a problem for your character. S/he might be indebted to someone, or s/he simply might not have any! Your character starts the game with no money and hardly any financial assets.
Dweeb	Your character suffers from a serious problem: s/he is a dweeb! Lack of muscles has always been a problem for your character. Whenever you make a Strength roll, you no longer gain any bonus dice from rolling 10's. Additionally, you suffer a permanent -1 penalty to your Athleticism.
Klutz	Your character suffers from a serious problem: s/he is a klutz! Lack of hand-eye coordination has always been a problem for your character. Whenever you make a Dexterity roll, you no longer gain any bonus dice from rolling 10's. Additionally, you suffer a permanent -1 penalty to your Finesse.
Overweight	Your character finds him/herself quoting a particular South Park character very often. Acceleration and deceleration has always been a problem for your character. Whenever you make an Agility roll, you no longer gain any bonus dice from rolling 10's. Additionally, you suffer a permanent -5ft. penalty to your Speed.
Addiction	There is a substance that your character has made him/herself addicted to. Your character must make a Sanity roll (Difficulty 4+strikes) every time s/he wakes from sleep. You can ignore this roll if you used the substance your character is addicted to the previous day. However, if you don't, on a fail, your character must make attempts to obtain the substance.
Kleptomaniac	Your character sees everything not tied down as his/hers, and everything tied down in need of a crowbar-related alteration. Your character must make a Sanity roll (Difficulty 4+strikes) every time s/he wakes from sleep. You can ignore this roll if you have stolen something of significance the previous day. However, if you don't, on a fail, your character must make attempts to steal something of significance.
Fear	Your character has a prominent fear: one that s/he has trouble getting over. It could be caused by a traumatic event, or PTSD, or simply for reasons unknown. Your character must make a Sanity roll (Difficulty 4+strikes) every time s/he sees the object or element that causes fear, and make every attempt to distance him/herself from it on a failure.
Vain	You probably think this complication is about you... The words 'Narcissism' and 'Selfish' and 'Asshole' are all compliments in your character's mind. Your character has trouble outside of the spotlight. This alters certain social interaction in ways that can cause your character to act up towards allies and enemies alike, especially when status symbols are involved.
Allergy	Your character is allergic to a common substance. When exposed to this substance, your character must pass a Vitality roll (Difficulty 7). On a fail, your character starts having an allergic reaction, paralyzing your character and dealing 1 damage every 10 seconds until cured of symptoms.
Loose Screw	There's something a little insane about your character: most people agree that s/he isn't completely together upstairs. At your DM's discretion, your character will be forced to behave in an unnerving manner if you fail a Sanity roll (Difficulty 4+strikes).

Prone to Madness	Your character somehow has a weakened willpower. Your character undergoes madness with five strikes to his/her Sanity, not seven.
Ethereal Weakness	Your character somehow has a weakened connection between his/her body and soul. Your character undergoes spiritual removal with three strikes to his/her Life Force, not four.

The Planes of Hell

Your characters were born and raised in either an urban, suburban, or rural part of a country that exists on planet Earth. The demons, however, were born and raised in one of the Nine Planes of Hell. They call your world “The Mortal Hell”, which could be accurate or inaccurate depending on how screwed you think the world already is. Regardless, the demon that enchanted you with power came from one of these Planes of Hell. Chances are: to accomplish your goals and thwart the demon invasion of the world, you will have to travel to some of them.

Fiendish Hell – The first Plane of Hell. Countless variations of interesting, albeit weak, demons roam this highest of planes. They do the menial chores necessary for managing the upcoming invasion of the Mortal Hell while living their lives in medieval style. It is relatively simple to open a portal and create an entrance to this Hell, though this plane is far away from where anything important happens. The environment here is a twisted version of a feudal land populated by rough villages of demons, brave travelers, and lost souls.

Frozen Hell – The second Plane of Hell is a frozen wasteland of snow and glaciers and freezing oceans. This is rather unlike anything used to describe Hell in the many religions invented by human creativity, but it serves as an effective barrier to prevent invasion of the lower, more necessary Planes of Hell. Sometimes known as Purgatory, souls are sent here to wander an endless white abyss until they freeze in place, becoming nothing.

Flooded Hell - Completely underwater, the Third Plane of Hell is home to aquatic monsters and amphibious servants of the demonic overlords. Rivers of blood pour from the entrapped prideful souls who refuse to die until their greatness is acknowledged. Their blood dumps into the vast, near-endless ocean, giving the water a strange tint. Dive deep enough, and you will find the souls doomed to drown for eternity as they struggle to surface. The monsters that feast on their wrath and their flesh them like sharks.

Forest Hell – The Fourth Plane of Hell starts at the edge of the Flooded Hell, which waters the cursed trees and twisted vines that cover it. The souls doomed here become trees: trapped in place within a wooden body. Their avarice is punished with consciousness and never-ending boredom until they crave the ability to do *anything*. Unwary travelers in this hell are tangled up in living carnivorous vines and eaten by monstrous plants. If they manage to avoid that fate, the alluring beauty of this plane's inhabitants will poison both mind and body to attain a willing slave.

Fossil Hell - Impenetrable black ash covers the sky as sticky tar-like clay covers the ground; The Fifth Plane of Hell is a mash of death and pollution. The monsters here are skeletons and demons of earth and stone. Here, your body struggles against the terrain just as much as it struggles against the zombified souls here, which are doomed to hunger forever and feast on decaying filth.

Fiery Hell – The Lava and volcanoes that scour the Sixth Plane of Hell serves as a final barrier of defense for the overlords of hell. This suits the molten demonic inhabitants' just fine, but it will challenge your character's resolve. The air burns your lungs and the fire burns your skin almost as much as the heat burns your desires. The more intoxicating inhabitants of this plane like it 'hot'. The more hostile demons attack with just as much ferocity.

Fungal Hell – The spores from the various poison plants that grow in the Seventh Plane of Hell is more than enough to choke the strongest adventurer. This seemingly never-ending maze of underground caverns will slowly infest your body the longer you wander them. Soon, the mushrooms and carnivorous funguses will start to grow on your skin, churning your mind into that of a psychotic's. It suits the poisonous inhabitants of this realm just fine. They like to watch the souls banished here slip into insanity as they furiously collect every shiny thing they can find. It makes their prey easier to catch.

Floating Hell – The Eighth Plane of Hell is better known as the Floating Hell for its numerous tiny floating islands. An endless thunderstorm drains down on these islands. Souls are banished to live on one of the islands for eternity, completely alone and without any means of escape. It makes them envious of the flying demons that enjoy open air and space. Hopefully, you have means of flight as well.

Final Hell - The lairs of the overlords of hell reside here in the deepest part of this realm: The Ninth Plane of Hell. Ancient magnificent architecture towers high into the sky, serving as palaces for the royals of Hell and support columns for the planes above. They are guarded by the most prominent demonic knights hell has to offer. Only the most worthy and powerful are allowed to even witness their glory. Only the most resilient and determined can withstand the harsh mental strain it imposes. Only the most daring will enter a palace and survive.

The 2nd-8th Planes of Hell are also known as the Elemental Planes. They house the Seven Elements of Chaos: Fire, Nature, Earth, Ice, Poison, Lightning and Water. These elements are strong against some and weak against others.

Fire kills Nature and Poison
Water kills Fire and Earth
Nature kills Water and Poison
Fungus kills Earth and Lightning
Ice kills Nature and Fire
Earth kills Ice and Lightning
Lightning kills Water and Ice

Demonic Classes

When a demon fails to steal your soul, some of the demon's unholy power stays within you. More often than not, it corrupts the mind of the victim, slowly making them what our society would call “mentally deranged”. Those who are strong enough to withstand the initial shock of this experience transform into what some people call “Demon-Touched”. These people are destined to perform heroic deeds and acquire unimaginable power. There are nine possible demons that can turn someone into a Demon-Touched.

- 1- Wrathbeast - Berserk powers with unmatched natural strength and toughness
- 2- Erinyes - Warrior powers with useful tactical moves and team-boosting abilities
- 3- Marilith - Transformation powers with the ability to mutate others against their will
- 4- Succubus - Influential powers of the seductive and subterfuge nature
- 5- Banshee - Ghost powers that meld spirit and shadow into one
- 6- Warlock - Magic-wielding powers of all natures and sorts
- 7- Demilich - Soul-sucking powers that sap abilities, free-will, and nourishment from your foes
- 8- PlanarDevil - Realm-specific powers, providing you with elemental and demon-conjuring abilities
- 9- Gremlin – Powers of human technology, mechanical, ballistic, and digital

Players choose a demon to have bestowed their characters with power. During their progression through the acquisition of this power, there might be more than one choice of ability for each level. The player will have to decide ONLY ONE power for each demon level they attain. At Level 4, they will have to also pick a path, allowing them to pick powers from ONLY THAT PATH for the rest of the game. **Remember, at each Demon Level, characters also attain an extra Attribute point!**

1- Wrathbeast – A hulking, monstrous nightmare of muscle and anger; the Wrathbeast is reserved for only the most necessary of scenarios. Even the forces of hell are afraid to unleash such rabid chaos onto the battlefield, for where the Wrathbeast excels in brute force, damage dealing, and destruction; it lacks control. Becoming a Demon-Touched by a Wrathbeast can be a powerful asset, or a curse. Your abilities might cause more destruction than you wish them to.

Level 1- Rage: The powers of the Wrathbeast causes immense hate to flow through you, powering an insane rage. Your character can enter rage once per combat session and lasts for as many rounds as the Character's Power. During rage, your character deals damage as if s/he had 1 more successes than s/he actually rolled.

Level 2- Improvisation: Improvised weapons deal double damage

Intimidation: +1 to Aura when intimidating a target. Successful intimidation imposes effects for 3 rounds instead of 1.

AND First Passive Skill: Choose one from the List

Level 3- Demonic Might: After rolling a successful melee attack, the player may choose to spend an amount of MP no higher than his/her character's Power. Every point of MP spent adds +2 damage to the attack.

Withering Roar: For 2MP, you may roar a demonic roar outwards in a 40ft cone. All targets hit by the roar must pass a Mind roll (Difficulty 7). If they fail to reach 3 successes, they roll 1 fewer dice for all Attack rolls for this battle.

Paths

Berserker Path

Level 4- Bloodlust: During Rage, every successful attack grants an extra success to the next attack performed.

Level 5- Instigation: If attacked between your turn, your character may move at double his/her movement speed to get to the enemy that attacked you. You must perform an attack afterwards if you choose to do so.

Level 6- Wrathbeast Transformation: During Rage, your character may spend 6MP to transform. This make you Large size, increases your Speed and Reach by 5ft, and adds your Character's Power to all Melee damage; but also decreases your Dodge difficulty by 1.

Level 7- Ignore Defense: Your targets suffer -1 to Defense when you are in Rage.

Shouting Roar: For 1MP, you may roar a demonic roar outwards in a 40ft cone. All targets hit by the roar must pass a Mind roll (Difficulty 7). If they fail to reach 3 successes, they take damage equal to your Character's Power.

Level 8- Anger Infusion: While in Wrathbeast Transformation, your Character's Power is also added to Ranged weapon damage.

Massive Improvisation: While in Wrathbeast Transformation, your character deals double damage with Massive Improvised weapons.

DemonHulk Path

Level 4- Stone Skin: During Rage, your character receives damage from enemy weapons as if they scored 1 fewer successes.

Level 5- Remain Conscious: If your character drops to 0HP, your character remains conscious instead of passing out. Your character can crawl on the ground 5ft per movement action and use simple items and tools, but cannot attack or forcibly resist an action imposed on them.

Level 6- DemonHulk Transformation: During Rage, your character may spend 6MP to transform. This makes demonic scales cover your body, increasing your defense by 3. Your Maximum Dexterity is 4 in this form.

Level 7- Energy Resistance: All Magic attacks act as if they scored 1 fewer successes if they are directed towards your character.

Blistering Roar: For 2MP, you may roar a demonic roar outwards in a 40ft cone. All targets hit by the roar must pass a Mind roll (Difficulty 7). If they fail to reach 3 successes, they suffer -1 to their Defense for this battle.

Level 8- Quilled Scales: While in DemonHulk Transformation, targets that attack you with Ranged attacks cause quills to launch from your body back at them. Roll a Ranged attack against them regardless if

AND Second Passive Skill: Choose from the List

Level 9- Hate Being Attended: If you take damage during a round of combat, you add your Character's Power to your next attack's damage.

Level 10- Gory Combat: Every attack you perform while in rage that deals damage initiates an Intimidation roll on every enemy within 20ft if their Sanity has more than 2 strikes on it.

Level 11- Insane Combat: Every time you deal damage to a human target while in rage, make an Aura roll against the target's Sanity roll (Difficulty 7). The target takes strikes on their Sanity equal to the difference in successes.

Level 12- God-Like Roar: For 6MP, you may roar a demonic roar outwards in a 40ft cone. All targets hit by the roar must pass a Sanity roll (Difficulty 7). Every failure below 3 successes imposes a strike to their Sanity.

Level 13- Berserk: During Rage, you may declare that your character is going berserk. At this point, the DM will take over your character. Your character makes twice as many attacks per round as s/he possibly can for the entire duration of your Rage. Your character attacks the nearest target (friend or foe) until you pass a Mind roll (Difficulty 7), which you make on the beginning of every round until you pass. If you score 3 successes, you regain control of your character and maintain the bonus towards number of attacks for the rest of that Rage.

they hit you or not. Deal 1 damage per success.

Spiked Scales: While in DemonHulk Transformation, targets that attack you with Melee attacks are damaged by your scales' razor spikes. Roll a Melee attack against them regardless if they hit you or not.

AND Second Passive Skill: Choose from the List

Level 9- Hate Being Ignored: If you do not take damage during a round of combat, you add your Character's Power to your next attack's damage.

Level 10- Second Wind: Once per in-game day, you may spend an amount of MP no higher than his/her character's Power. Each point of MP spent heals 2HP.

Level 11- Disarming Scales: While in DemonHulk Transformation, for every melee attack that hits you, but doesn't deal damage, make a Vitality roll (Difficulty 7). If you score 3 successes, the character is disarmed.

Level 12- Neutralizing Roar: For 4MP, you may roar a demonic roar outwards in a 40ft cone. All targets hit by the roar must pass a Mind roll (Difficulty 7). If they fail to reach 3 successes, they flee from battle.

Level 13- Dreadnaught: During Rage, your character may spend 6MP to transform. This will change you into an unbreakable creature. While in this form, you take no damage whatsoever for 1 round. You may continue to spend MP to maintain this transformation.

Passives- Advanced Bull Rush: On a successful attack, you can use a success to shove the target backwards 10ft instead of dealing damage with it. You can spend as many successes as you attained from the roll as you want.

Damage Reduction: You ignore 1 damage from every attack you take. You may take this Passive Ability again if you wish. If you do, you ignore 3 damage.

Bonus to Health: Increase your Maximum HP by your Demonic Level.

Wrathbeast Channeling: The MP Cost for transforming into your Wrathbeast Transformation or DemonHulk Transformation is now 2MP.

Improv Training: Improvised weapons deal triple damage

2- Erinyes- The loyal and relentless commanders of Hell's armies consist of the Erinyes. Precise and formidable, these demons stop at nothing to achieve their goal. Their expert training prepares them for this, both in their own combat skills and the ones they support their allies with. If an Erinyes grants you her power, your Demon-Touched character will have the tools necessary for potent leadership and flawless death-dealing.

Level 1- Sigil of the Erinyes: As a free action, spend 2MP. Make a Magic Attack on a target up to 50ft. away. If you are successful, that target is marked with the Sigil. When you or anyone allied to you attacks someone marked by the sigil, treat your Attack roll as if s/he/you had -1 difficulty than s/he/you actually need to roll against. If this causes a hit that deals no damage, deal 1 success worth of damage. Only one target can be marked at a time and the mark lasts 3 rounds.

Level 2- Shield Proficiency: When you equip a shield, you no longer suffer the Maximum Dexterity limitation from it.

Armor Proficiency: When you equip armor, treat the Maximum Dexterity limitation as if it was +1 than normal.

AND First Passive Skill: Choose one from the List

Level 3- Favorite Weapon: The Erinyes chooses a weapon not just for combat, but for life. Specify a Melee Weapon in this slot in your Demonic Path Tree. That weapon grants +1 to your Melee Attack whenever you use it.

Paths

Commander Path

Level 4- Standard Bearer: At any time, once per round, you may add 1 success to any roll made by any ally within 25ft. of you.

Level 5- Shield Smite: If you have a shield equipped, you may attack with it. Your shield deals damage equal to its armor bonus, plus 2 for every additional success.

Level 6- Angry Sigil: Targets marked by your sigil suffer additional magic damage equal to your Power from attacks delivered by your allies.

Motivating Sigil: Whenever an ally attacks a target marked by your sigil, they regain HP equal to your Power.

Level 7- Commander's Sword: You may wield two-handed melee weapons in one hand.

Level 8- Second Favorite Weapon: Specify another Melee Weapon in this slot in your Demonic Path Tree. That weapon grants +1 to your Melee Attack whenever you use it.

Throwing Power: Whenever using a thrown weapon, add 15ft. to that weapon's effective range.

AND Second Passive Skill: Choose from the List

Level 9- Shield Throw: If you have a shield equipped, you may throw it. Your shield has an effective range of 5ft.+(Str. X 10ft.) and deals 3+(3 X succ.) blunt damage. You must recover your shield only if you fail the attack; it bounces back to you if you succeed.

Shield Guard: Shields offer +1 Armor

Death Knight Path

Level 4- Vengeful Strike: Spend 1MP. Your next attack roll gains +1 dice. You may only do this for one weapon's attack, and only once per round.

Level 5- Enchant Weapons: For 2MP, you may enchant one of your weapons. For two rounds, your weapon deals additional magic damage equal to your Power. If you have two weapons equipped, you may use this ability on both weapons for 4MP.

Level 6- Poison Sigil: Targets marked by your sigil suffer poison damage equal to your half you Power at the beginning of each of their turns.

Sprint Attack: If you can move in a straight line towards your target, you may move twice your movement speed to strike a target with a melee attack.

Level 7- Favorite Bow: Specify a non-firearm Ranged Weapon in your Demonic Path Tree. That weapon grants +1 to your Ranged Attack whenever you use it.

Level 8- Death Ranger: If you are using a non-firearm ranged weapon, increase that weapon's effective range by 200%

Death Hunter: If you are using a non-firearm ranged weapon, increase that weapons damage by half your Demonic Level.

AND Second Passive Skill: Choose from the List

Level 9- Swinging Arm: Melee Attacks made while prone suffer no penalties.

Level 10- High Standard: You may add +1 success to any roll made by any ally within 25ft. of you twice per round, instead of once. You may not add 2 successes to one roll.

Broad Standard: At any time, once per round, you may have any ally within 25ft. of you recover HP equal to your Power. This can even be done right before an attack.

Level 11- Chromatic Sigil: Specify an elemental energy in your Demonic Path Tree when taking this ability. Targets marked by your sigil suffer additional damage equal to your Power when damaged by that type of elemental energy.

Darkened Sigil: Targets marked by your sigil must make a Sanity roll (Difficulty 7) upon being marked. The target takes strikes on their Sanity for each success lower than 3.

Level 12- Hardened Standard: At any time, once per round, you may grant +1 Defense to any ally within 25ft. of you.

Widened Standard: Your abilities pertaining to your Standard Bearing may now affect allies within 45ft. of you, instead of 25ft.

Level 13- Extremely Favorite Weapons Alpha: Whenever using a weapon that is considered your favorite, all 9's rolled when attacking get a bonus die, even if the difficulty of the roll is 10.

Extremely Favorite Weapons Beta: Whenever using a weapon that is considered your favorite, all 10's rolled when attacking get an additional bonus dice.

Draw Force: Attacks made with non-firearm ranged weapons no longer provoke an attack of opportunity.

Level 10- Momentum: During your turn, if your character moves more than his/her normal speed by any means and attacks a target with a melee attack, add your character's Power to damage dealt.

Foundation: During your turn, if your character does not move and makes a ranged attack, treat your Attack roll as if you had -1 difficulty than you actually need to roll against. If this causes a hit that deals no damage, deal 1 success worth of damage.

Level 11- Faltering Strike: If you successfully deal damage to a target that has full HP, that target must make a Sanity roll (Difficulty 7) upon being hit. The target takes strikes on their Sanity for each success lower than 3.

Faltering Sigil: Targets marked by your sigil suffer additional magic damage equal to the number of strikes they have on their Sanity at the beginning of each of their turns.

Level 12- Exploitation: If a target has any strikes on his/her Sanity, you deal additional magic damage equal to their strikes whenever you damage to the target.

Whirlwind Strike: Your character may perform all their available melee attacks to each and every target within striking range.

Level 13- Extremely Favorite Weapons Alpha: Whenever using a weapon that is considered your favorite, all 9's rolled when attacking get a bonus die, even if the difficulty of the roll is 10.

Extremely Favorite Weapons Beta: Whenever using a weapon that is considered your favorite, all 10's rolled when attacking get an additional bonus dice.

Passives- Increased Movement: Add 5ft. to your Speed. This Passive Ability may be taken more than once. If you do, add 15ft. instead of 5ft.

Sigil Efficiency: Your Magic Attack used to mark a target with your sigil gains +1 attack dice.

Advanced Grappling: When you grapple a target, the target no longer has the ability to strike you with an attack while grappled.

Sigil Duplication: You may cast a sigil onto two targets at a time, instead of just one. Each target requires a separate Magic Attack.

3- Marilith- There are many foul beasts in the multiple Planes of Hell. The most interesting one of them is the Marilith. While still considered a lesser demon, the Marilith can assume the form of any half-humanoid monstrosity in all of the Planes of Hell. If your character is unlucky enough to be granted this power, an entire realm of possibilities will open through new shape-shifting abilities. It might be hard to conceal these powers from the public, though.

Level 1- Fluid Attributes: At the beginning of every session and in-game day, specify a Core Attribute. Increase that Attribute by 1. You must specify another Attribute on the next session or in-game day. Do not modify your Source Attributes, Health, Magic, Attack, Defense, Dodge, Speed, Initiative, Body, Soul, Power, or Sanity when you do this.

Level 2- Favorite Terrain: Choose a terrain: Urban Outdoors, Urban Indoors, Suburban, Flatland, Forest, Water, Cliffs, or Underground. Specify it in your Demonic Path Tree. When in combat in this terrain, add 5ft. to your Speed and +1 to your Dodge. These bonuses remain present when you are transformed.

AND First Passive Skill: Choose one from the List

Paths

Shapeshifter Path

Level 3- Animal Transformation: Specify one of the animals listed within the Animal Transformation section of the Marilith Spell Book on your Demonic Path Tree. Follow the rules specified there. You may now transform into that animal.

Level 4- Additional Animal Transformation: Specify another animal in your Demonic Path Tree. You may now transform into this animal as well.

Level 5- Plant Control: Your character can now control plant wild-life around him/her. Refer to the Marilith Spell Book.

Additional Animal Transformation: Specify another animal in your Demonic Path Tree. You may now transform into this animal as well.

Level 6- Refined Transformation: Refer to the abilities listed in the Marilith Spell Book. For 3MP, you may perform transformations depending on the animals you've specified so far.

Level 7- Plant Control Powerup: Increase the abilities of your Plant Control to the next level. If you have not taken Plant Control yet, you may now.

Additional Animal Transformation: Specify another animal in your Demonic Path Tree. You may now transform into this animal as well.

Level 8- Plant Transformation: Refer to the abilities listed in the Marilith Spell Book. You may now transform into this plant-like form.

Additional Animal Transformation: Specify another animal in your Demonic Path Tree. You may now transform into this animal as well.

AND Second Passive Skill: Choose from the List

Demon-Form Path

Level 3- Demon-Form Transformation: Specify one of the demon forms listed within the Demon-Form Transformation section of the Marilith Spell Book on your Demonic Path Tree. Follow the rules specified there. You may now transform into that demonic form.

Level 4- Mutate Other: For various amounts of MP, you may impose a Mutation onto another you can touch. If the target is unwilling, a successful Melee attack must be made to impose the transformation.

Level 5- Demon Form Powerup: Increase the abilities of one of your specified forms to the next level.

Demon Form Strike: While transformed, you may spend 3MP. If you do, you add your Power in damage dealt to your next attack. You may only do this once per turn. The element in which this damage is dealt varies on your form.

Level 6- Additional Demon-Form Transformation: Specify another demonic form in your Demonic Path Tree. You may now transform into this form as well.

Demon Form Powerup: Increase the abilities of one of your specified forms to the next level.

Level 7- Demon Form Powerup: Increase the abilities of one of your specified forms to the next level.

Level 8- Demon Form Powerup: Increase the abilities of one of your specified forms to the next level.

AND Second Passive Skill: Choose from the List

Level 9- Mutate Other Powerup: Allows you to make a Ranged Attack up to 30ft. away while using Mutate Other.

Additional Demon-Form Transformation: Specify another demonic form in your Demonic Path Tree. You

Level 9- Transform Other Alpha: For 3MP, you may impose your Refined Transformation onto another that you can touch. If the target is unwilling, a successful Melee attack must be made to impose the transformation.

Level 10- Plant Control Powerup: Allows for an additional Plant Transformation. If you have not taken Plant Control yet, you may now.

Level 11- Transform Other Beta: For 5MP, you may impose your Refined Transformation onto another up to 30ft. away. If the target is unwilling, a successful Magic Attack must be made to impose the transformation.

Transform Other Delta: For 5MP, you may impose your Animal Transformation onto another you can touch. If the target is unwilling, a successful Melee attack must be made to impose the transformation.

Level 12- Advanced Transformation: Specify one of the advanced forms listed within the Animal Transformation section of the Marilith Spell Book on your Demonic Path Tree. Follow the rules specified there. You may now transform into that advanced form.

Level 13- Transform Other Epsilon: For 5MP, you may impose your Plant Transformation onto another you can touch. If the target is unwilling, a successful Melee attack must be made to impose the transformation.

may now transform into this form as well.

Level 10- Demon Form Powerup: Increase the abilities of one of your specified forms to the next level.

Level 11- Demon Form Powerup: Increase the abilities of one of your specified forms to the next level.

Transform Other Gamma: For 4MP, you may impose your Demon-Form Transformation onto another you can touch. If the target is unwilling, a successful Melee attack must be made to impose the transformation.

Level 12- Demon Form Powerup: Increase the abilities of one of your specified forms to the next level.

Additional Demon-Form Transformation: Specify another demonic form in your Demonic Path Tree. You may now transform into this form as well.

Level 13- Demon Form Mastery: Taking this skill allows you to acquire another demonic form to transform into. In addition to the first level you get for that form, you may rearrange the levels for all your demonic forms. Once rearranged, increase the abilities of one of your specified forms to the next level.

Transform Other Lambda: For 6MP, you may impose your Demon-Form Transformation onto another up to 30ft. away. If the target is unwilling, a successful Magic Attack must be made to impose the transformation.

Passives- Transformation Longevity: The maximum amount of time you may remain in a form is increased by 150%.

Plot-Fueled Attributes: You may change your Fluid Attribute at any time for the cost of a Plot Point

Return to Normal: When returning to human form, the Difficulty of your Life roll is now 6.

2nd Favorite Terrain: You may choose an additional Favorite Terrain type.

Polymorpher's Curse: When Transforming someone else, the amount of time they remain in that form is increased by 150%.

Polymorpher's Gift: You may take an additional Plant Control Powerup or Demon-Form Powerup.

4- Succubus- Probably the most well-known lesser demon comes from one of the few accurate tales of human imagination; the Succubus is a real monster. While the term 'monster' does her no justice, her presence and fighting style are the only things beautiful about her. Once she gets into your mind with her seduction and mental abilities, you will be sacrificing your life to protect her. Those unlucky enough to be granted the powers of a Succubus will find people all around them bowing to their will and obsessing over them. With enough focus, all it will take is a snap of your fingers.

Level 1- Charm: Once per turn, you may attempt to charm someone your character can see within 50ft. with a Charisma roll (Difficulty 7) made against the target's Mind roll (Difficulty 7). If you achieve more successes, the target is charmed for a number of rounds equal to your character's Power. Charmed individuals must succeed a Sanity roll in order to attack you. They fail if they achieve less than 3 successes. They also suffer a strike on their sanity if they achieve none. Attacking a Charmed person ends your Charm over them. You may only charm humans, lesser demons, or humanoid monsters.

Level 2- Blurred Lines: 1's no longer subtract from your successes when using a Plot Point to reroll a roll.

React First: Your character gains +2 to Initiative as well as the ability to perform one free Charisma based action before a fight starts, regardless of the Initiative Order.

AND First Passive Skill: Choose one from the List

Level 3- Succubus Spell Casting: Refer to the abilities listed in the Succubus Spell Book. You may now cast magical spells.

Feint Attack: Add your Power to all damage dealt to charmed targets.

Paths

Seduction Path

Level 4- Seduction: 1's no longer subtract from your successes when rolling Charisma against targets who are attracted to your character's gender

Level 5- Influence Attack: You may command one charmed individual to attack for you on the attack action of your turn. You roll the charmed individual's rolls based off your stats.

Level 6- Mass Influence: Your Charm ability, as well as any spells you know that affect only one target, may now affect an additional target for 2MP. This cost may be paid up to 4 times, for up to 5 targets.

Level 7- Mental Barrier: Your character gains +1 to all Mind rolls to resist effects of incoming mental assault.

Mental Influence: Your character does not need to be in a direct line of sight to charm someone.

Level 8- Charm Sacrifice: You may choose to break a charm influenced on an already charmed target. When you do, the target is no longer charmed and takes damage equal to 3 X Power.

Spell Casting Powerup: Refer to the abilities listed in the Succubus Spell Book. You may now cast more advanced magical spells. If you have not taken Succubus Spell Casting yet, you may now.

AND Second Passive Skill: Choose from the List

Trickster Path

Level 4- Evasion: +1 to Dodge

Level 5- Sheathe Attack: Your character can draw sheathed or holstered weapons without penalty and as a free action. If s/he does, you may perform an attack with that weapon the same turn.

Level 6- Combat Dance: Whenever you successfully dodge a melee, ranged, or magic attack and you score at least 1 success higher than the attacker, you may move your character 5ft. per success in any direction without provoking any attacks of opportunity.

Level 7- Drop Guard: Your attacks ignore the bonuses Armor grants your target if your target is charmed.

Gain Guard: You gain +1 Defense if a target is currently charmed.

Level 8- Charm Attack: Whenever you succeed in dealing damage with a melee attack, you may attempt to charm your target as well as a free action.

Spell Casting Powerup: Refer to the abilities listed in the Succubus Spell Book. You may now cast more advanced magical spells. If you have not taken Succubus Spell Casting yet, you may now.

AND Second Passive Skill: Choose from the List

Level 9- Stabilizing Roll: If your character is not immobilized, and is struck with a physical attack that

Level 9- Taunt: At any time, you may force a charmed individual to stop everything and attack you. They receive a -3 penalty to Attack for a number of rounds equal to your Power. This ends your charm on that person.

Dazzle: At any time, you may force a charmed individual to stop everything and drop all equipped weapons. They become dazed for 1 round. This ends your charm on that person.

Level 10- Charming Presence: All opponents within 15ft. of you must make a Mind roll (Difficulty 7) at the beginning of their turn. They become charmed if they fail to gain any successes.

Mimic Spell: You now also possess any magical attributes that would benefit any charmed target.

Level 11- Mental Transmission: Your maximum range for charming a target is now 100ft.

Level 12- Influential Army: You may command any and all charmed individuals to attack for you for your attack action of your turn. You roll the charmed individual's rolls based off your stats.

Level 13- Devotion: Charmed targets no longer defend themselves against your attacks. Furthermore, you no longer roll attack rolls against charmed targets. Instead, roll one die. That is the number of successes you achieve for damage.

would lower him/her to OHP, you may make a Finesse Roll (Difficulty 7). If you succeed, your character can reduce the damage taken by 50%. This can only be performed if this reduction keeps your character above OHP.

Level 10- Charming Presence: All opponents within 15ft. of you must make a Mind roll (Difficulty 7) at the beginning of their turn. They become charmed if they fail to gain any successes.

Drop Spell: Your attacks ignore the bonuses magical enchantments grants your target if your target is charmed.

Level 11- Captivate: Whenever you successfully dodge a ranged attack and you score at least 2 successes higher than the attacker, you may attempt to charm the attacker as a free action, regardless of distance.

Level 12- Set Them Up: Whenever you succeed in dealing damage with a ranged attack, you may attempt to charm your target as well as a free action.

Level 13- Knock Them Down: On your attack action, you may perform as many attacks as you are allowed to each charmed target within range.

Passives- Improved Charm: When you attempt to charm someone, you roll your Charisma at a Difficulty of 6, while the target rolls his/her Mind at a Difficulty of 7.

Lengthened Charm: Charmed individuals stay charmed for 3 rounds longer than normal.

Succubus' Hunger: When you successfully deal damage to a charmed target, you regain HP equal to half your Power.

Succubus' Thirst: When a charmed target fails a Sanity roll when attempting to attack you, you regain MP equal to half your Power.

Succubus' Desire: Whenever you charm a target that is the gender your character is attracted to, you regain 2HP and 2MP.

5- Banshee- Some suffer a fate worse than the torture dealt in the Planes of Hell. When someone's spirit is wrongfully ripped from their body and left in Hell for too long, it becomes a Banshee: a weak demon with unique powers. The banshee haunts wandering souls, appearing from nowhere, and then disappearing back into the shadows. Those unlucky enough to become a Demon-Touched though a Banshee's influence are able to break the tether that binds their spirit to their body. This grants them ghastly powers both inside and out of their body. They can even possess others for a limited time and become nothing but a shadow on the ground! Just make sure you return to your body before your limited time runs out.

Level 1- Ghastly Reach: By reaching outwards with your spirit, you are able to interact with objects up to 3 times your reach (standard reach for medium sized humans is 5ft.). Performing skills with this reach utilizes the Mind Attribute. No one can see the ghastly limb you possess unless they can perceive spiritual activity, but your character must physically reach outwards towards the object being interacted with.

Level 2- Astral Projection: As a full round action, or outside of battle, you may make a Life roll (Difficulty 6). This requires your character to be in an area where s/he can concentrate. If you achieve any successes, you may separate your spirit from your body for an amount of time equal to (Power X Succ.)minutes or rounds. You now have complete control over your character's spirit and interact with the world as one. Refer to the rules for being a detached spirit.

AND First Passive Skill: Choose one from the List

Level 3- Ghastly Attack: You may use your Ghastly Reach to hold a weapon and attack with it. You may attack as if you are attacking from any spot within 3 times your reach. Use Mind Attribute when rolling to attack.

Spiritual Perception: You notice spiritual activity naturally, as if it is normal perception.

Level 4- Sneak Attack: Your character deals damage as if s/he had 1 more successes than s/he actually rolled whenever attacking someone unaware of your presence.

Paths

Spirit Path

Level 5- Ghost Projection: While Astral Projecting, you may cause your spirit to be visible and audible to normal perception. Individuals with 2 or more strikes to their Sanity must pass a Sanity roll (Difficulty 7) or be filled with fear.

Level 6- Ghastly Wail: For 2MP, you may wail a ghostly cry outwards in a 40ft cone. All targets hit by the wail must pass a Mind roll (Difficulty 7). Every failure below 3 successes inflicts magical damage equal to half your Power and deafens the target for 1 round.

Level 7- Mind Glimpse: If you can successfully touch a target with your Ghastly Reach, you may make an Aura roll against the target's Mind roll (Difficulty 7) to read their mind. The outcome determines how much of the target's mind is read.

Mind Freeze: If you can successfully touch a target with your Ghastly Reach, you may make an Aura roll against the target's Vitality roll (Difficulty 7) to stun them. You stun the target for as many rounds as you

Shadow Path

Level 5- Shadow Stealth: 1's no longer subtract from your successes when rolling for Finesse to be stealthy.

Level 6- Cunning: You may take an additional Bonus Action during your turn in combat. This can be used to go into stealth or disengage an opponent.

Level 7- Advanced Sneak Attack: All 10's rolled when attacking someone unaware of your presence get an additional bonus die.

Level 8- Shadow Form: For 3MP, your body becomes a shadow for 1 round. Your Speed is doubled, you can see in darkness, you are considered invisible when moving through darkness, you may move along walls and ceilings, and you may not make any attacks, however, you may instantly revert back to human form as a free action.

AND Second Passive Skill: Choose from the List

Level 9- Shadow Grapple: While in Shadow Form, moving into a shadow cast by an individual paralyzes them. They stay paralyzed in place until you move out,

score successes.

Level 8- Ghost Form: For 3MP, while in your body, your character becomes intangible for 1 round. This makes you immune to all non-magical damage, all grapple checks automatically fail, and you may move through walls. You may continue to spend MP to maintain this transformation.

AND Second Passive Skill: Choose from the List

Level 9- Temporary Possession: While Astral Projecting, you may possess an individual by flying into them. If the body has no soul, you automatically possess the body. If the body has a soul, you must make a Life roll (Difficulty 7) against their Life Roll (Difficulty 7). The roll is remade every 5 minutes.

Level 10- Multiple Presences: While Astral Projecting, you may clone your spirit for 3MP. You control each spirit individually. For each clone made, divide the amount of time you can stay out of your body. All clones must make it back to your body, but you may control your body with just one within it.

Level 11- Mechanical Possessing: You may possess machines the same way you possess individuals. This grants you full control of whatever machine you're possessing.

Computer Possessing: You may possess computers the same way you possess individuals. This allows for file extraction, initiation and use of programs, and transportation of your spirit through the internet.

Level 12- Astral Reconciliation: When Possessing someone, for 5MP, you may remove a strike on your Life-Force. If you do, impose a strike on the Life-Force of your victim.

Level 13- True Possession: Through Multiple Presences, you may possess a target and control your own self with no penalty.

or leave Shadow Form.

Level 10- Mind Poison: If you can successfully touch a target with your Ghastly Reach, you may make an Aura roll against the target's Vitality roll (Difficulty 7) to poison them. You poison the target for as many rounds as you score successes.

Mind Flay: If you can successfully touch a target with your Ghastly Reach, you may make an Aura roll against the target's Sanity roll (Difficulty 7) to break them. If you score two or more successes than the target, they suffer 1 strike on their Sanity.

Level 11- Shadow Reach: While in Shadow Form, so long as you are standing in darkness, you can extend your Ghastly Reach anywhere within the darkness, and 15ft. outwards from it. This allows for attacks with just your Ghastly Reach.

Shadow Drop: For 3MP, you create a 35ft.X35ft. sphere of magical darkness outwards from yourself. It stays present for 2 rounds.

Level 12- Silent Sneak Attack: So long as you are using a silent weapon, you will never come out of stealth when performing a Sneak Attack, regardless of the circumstances.

Level 13- Shadow Control: When Shadow Grappling a target, you may move as their shadow. The target's body mimics your actions.

Expert Sneak Attack: 1's no longer subtract from your successes when rolling for a Sneak Attack.

Passives- Improved Sneak Attack: You ignore 1 defense whenever attacking someone unaware of your presence.

Life-Forcing: If you run out of time and suffer a strike to your Life-Force while Astral Projecting, the amount of time your Astral Projection resets to is double that of what you rolled before.

Ethereal Forms: The MP cost for Ghost Form and Shadow Form is now 2MP, not 3MP.

Spiritual Flow: Your Speed is doubled whenever Astral Projecting.

Ghost in the Shell: If your character is brought down to zero HP and suffers enough strikes on his/her Life-Force to forcibly remove their soul, your character's soul retains all memory of what transpired for the past hour and can survive this way for twice as long as normal.

6- Warlock- Some humans actually desire the power found within the Planes of Hell. While some call these people 'Cultists' or 'Satanists', the residents of Hell call them 'recruits'. A chosen few are taken from the Mortal Plane and put through rigorous training. The end result is the birth of a demon from within their human form: the Warlock. A master at spell casting and magical attunement, the Warlock offers its access to numerous spells to every mortal he makes Demon-Touched. Don't let your new magical abilities go to your head.

Level 1- Warlock Spell Casting: Refer to the abilities listed in the Warlock Spell Book. You may now cast magical spells.

Level 2- Pool of Mana: Increase your Maximum MP by your Demonic Level.

AND First Passive Skill: Choose one from the List

Level 3- Healing Aura: As a movement action, you may make an Aura roll (Difficulty 7). Every success achieved this way causes all allies within 10ft. of you to recover 1 HP for every success.

Harming Aura: As a movement action, you may make an Aura roll (Difficulty 7). Every success achieved this way deals 1 damage to all enemies within 10ft. of you for every success.

Paths

Spell-Caster Path

Level 4- Spell Breaking: When you cast a spell from your Spell Book, you may spend a Plot Point. When you do this, you may alter one of the conditions of the spell within reason.

Level 5- Spell Casting Powerup: Refer to the Warlock Spell Book. You may now cast more advanced spells.

Level 6- Cantrip: Select one of the lowest level spells from the Warlock Spell Book. This spell now has an MP Cost of OMP.

Level 7- Wild Magic: You may cast any spell you know for OMP, but doing so imposes a random effect from the Wild Magic table. Refer to the Warlock Spell Book. After doing this, you must perform a long rest before you can do it again.

Level 8- Spell Casting Powerup: Refer to the Warlock Spell Book. You may now cast more advanced spells.

AND Second Passive Skill: Choose from the List

Level 9- Quickening Aura: As a movement action, you may make an Aura roll (Difficulty 7). Every success achieved this way causes all allies within 10ft. of you to gain +5ft. Speed for every success for 1 round.

Quicksand Aura: As a movement action, you may make an Aura roll (Difficulty 7). Every success achieved this way imposes -5ft. Speed to all enemies within 10ft. of you for every success for 1 round.

Level 10- Reserve Pool of Mana: If you are out of MP, or lack enough MP to cast a certain spell, you may spend a Plot Point instead of the MP cost to cast the spell.

Level 11- Spellsmith: When you cast a spell of a higher level, you may spend an additional 1MP. If you do, add

Battle-Mage Path

Level 4- Energize Weapon: You can supercharge a weapon with magical energy simply by touching it. Doing this allows you to roll a Magic Attack to attack with it. It also adds magical damage equal to your Power to the next three attacks made with the weapon. The maximum number of weapons that can be enchanted is equal to half your Power.

Level 5- Force Field: Once every 3 rounds, you may supercharge your Aura. While supercharged, your Aura takes damage for you, equal to your Power. It shatters if it takes more damage than you have Power.

Level 6- Magical Weapon: You can create a weapon out of magical energy for 3MP. Roll a die and refer to the Warlock Spell Book.

Level 7- Spell Casting Powerup: Refer to the Warlock Spell Book. You may now cast more advanced spells.

Megacharged Weapon: Using Energize Weapon now adds double your Power in magical damage.

Level 8- Magic Weapon Attack: For 5MP, you may gain an additional attack action on your turn. This may only be paid once per turn.

AND Second Passive Skill: Choose from the List

Level 9- Disarming Aura: As a movement action, you may make an Aura roll (Difficulty 7). If you score 2 successes, enemies within 10ft. of you suffer -1 to their Attack.

Withering Aura: As a movement action, you may make an Aura roll (Difficulty 7). If you score 2 successes, enemies within 10ft. of you suffer -1 to their Defense.

Level 10- Ultracharged Weapon: Using Energize Weapon now adds triple your Power in magical

on an additional effect from a spell listed in a lower level than the one you are casting. This affect cannot add damage.

Level 12- Spell Casting Powerup: Refer to the Warlock Spell Book. You may now cast more advanced spells.

Level 13- Ultimate Spell Break: When you use Spell Breaking, you may alter all of the conditions of the spell, and do so within less reason than the standard Spell Breaking ability.

damage. If you haven't taken Megacharged Weapon, you take that ability now instead of this.

Level 11- Field Force: Whenever you are attacked with a Magic Attack, and you have initiated your Force Field, you may counter attack with a spell of your own.

Level 12- Magical Weapon Sacrifice: As an attack action, you can sacrifice a Magical Weapon you made to unleash a Magic attack that deals damage equal to the weapon's damage at 7 successes, plus your Power.

Level 13- Hypercharged Weapon: Using Energize Weapon now adds quadruple your Power in magical damage. If you haven't taken Ultracharged Weapon, you take that ability now instead of this. If you haven't taken Megacharged Weapon, you take that ability now instead of this.

Spell Casting Powerup: Refer to the Warlock Spell Book. You may now cast more advanced spells.

Passives- Endless Pool of Mana: Increase your Maximum MP again by your Demonic Level.

Elemental Attunement: Declare an Elemental Energy when taking this ability (Fire, Nature, Earth, Ice, Poison, Lightning, or Water). Reduce the MP cost for spells of that element by 1MP.

Mana Rejuvenation: At the beginning of your turn, and only in combat, you may make an Energy roll (Difficulty 9). You regain 1MP for every success attained.

Witchcraft: Add +1 dice for Mind rolls towards crafting potions and scrolls.

Aura Attunement: All Aura based abilities impose their affects within 20ft. of you, not 10ft.

7- Demilich- The lesser form of the Lich, a demon that can suck the life from others; a Demilich has just a fraction of its power. Still, becoming a Demon-Touched through a Demilich is no small ordeal. A Demilich grants your character access to the powers of un-life. This makes Life-Force, the energy that binds the Soul to the Body, nothing more than essence that can be attained. The more Life-Force the Demilich can drain from others, the more powers become available to it. If a Demilich makes you a Demon-Touched, the same rule applies to you.

Level 1- Drain: Your character may perform a Magic Attack that deals magical damage equal to his/her Power to any target s/he can see within 30ft.

Level 2- Power Copy: If you succeed in using Drain on a target, you gain the use of one of that target's abilities (if s/he/it has any) for 2 rounds. If your target is Demon-Touched, you may only possess an ability at the same Demonic Level as yourself, or lower. If not, your DM will tell you what ability you obtain. You may only have one absorbed ability at a time.

Quicken: If you succeed in using Drain on a target, you gain +5ft. Speed for 2 rounds.

AND First Passive Skill: Choose one from the List

Level 3- Dark Aura: Every enemy within 10ft. of you must make an Energy roll (Difficulty 7). Any failures achieved this way cause you to recover 1MP from every enemy that failed. Those enemies lose 1MP.

Paths

Vampire Path

Level 4- Blood Dagger: When you deal damage with a Melee Attack, spend 2MP. When you do, you recover half the amount of damage dealt by that attack in HP.

Level 5- Vampiric Form: As a full-round action, you may transform into a vampiric demon. Doing so imposes a strike on your Life-Force. Refer to the Demilich Spell Book.

Level 6- Red Aura: Every enemy within 10ft. of you must make a Vitality roll (Difficulty 7). Any failures achieved this way cause you to recover 1HP from every enemy that failed. Those enemies lose 1HP.

Level 7- Blood Bullet: When you deal damage with a Ranged Attack, spend 3MP. When you do, you recover half the amount of damage dealt by that attack in HP.

Level 8- Blood Drain: When you deal damage with Drain, you recover half the amount in HP.

AND Second Passive Skill: Choose from the List

Level 9- Vampiric Form Powerup: Refer to your Demilich Spell Book. Your Vampiric Form now has access to abilities that cost HP to use.

Level 10- Life Bite: As an attack action, you may bite a target. Add no bonuses to this Melee attack; use your raw Athletics Attribute. If you succeed, you may remove a strike on your Life-Force, as well as deal twice your Power in piercing damage.

Level 11- Bleed: As a full-round action, and only in combat, you may inflict any amount of damage to yourself, so long as you have a weapon. For every HP

Necromancer Path

Level 4- Raise Dead: For 5MP, you may transform any dead or detached humanoid body within 10ft. of you into a zombie or ghoul (respectively). Refer to the Demilich Spell Book for info about the undead.

Level 5- Summon Skeletons: As a full-round action, you may summon a number of skeletons equal to your Power. Doing so imposes a strike on your Life-Force. Refer to the Demilich Spell Book.

Level 6- Gray Aura: When you bring a target to 0HP or less, and that target is within 10ft. of you, there is a 20% chance it will become a zombie instantly.

Level 7- Undead Machinery: For 4MP, you may cause any zombie or ghoul under your control to bury itself in the ground. On its next turn, it will emerge from the earth wielding (or driving) a random piece of old machinery. Refer to your Demilich Spell Book.

Level 8- Life Drain: When you deal damage with Drain, the target must make a Life roll (Difficulty 7). They suffer a strike on their Life-Force if they fail. You remove a strike on your Life-Force.

AND Second Passive Skill: Choose from the List

Level 9- Skeletal Minutemen: Your Summon Skeletons ability now offers the option to create rifle-wielding minions. Refer to the Demilich Spell Book.

Level 10- Sacrifice Zombie: For 2MP, you may cause and zombie under your control to bury itself in the ground. On its next turn, it explodes, dealing (5XPower) ballistic damage to a 15ft.X15ft. area from

lost this way, you add 1 damage to your attacks for the rest of the battle.

Level 12- Vampiric Venom: When you deal damage with Life Bite and the target is brought to their maximum strikes on his/her Life-Force, the target instantly becomes your Vampire Underling. Refer to the Demilich Spell Book.

Level 13- Ultimate Vampiric Form: Transforming into your Vampiric Form no longer imposes a strike on your Life-Force and has duration of 60 minutes, not 20.

that spot. The area becomes difficulty terrain.

Level 11- Undead War Machinery: For 6MP, you may cause any zombie or ghoul under your control to bury itself in the ground. On its next turn, it will emerge from the earth driving (or piloting) a random piece of military hardware. Refer to your Demilich Spell Book.

Level 12- Zombifying Drain: When you deal damage with Drain and that attack brings the target to OHP or less, the target instantly turns into a zombie. Also, if the attack doesn't bring the target to OHP, but does bring him/her to the maximum strikes on his/her Life-Force, the target instantly turns into a ghoul.

Level 13- Skeletal Goliath: Your Summon Skeletons ability now offers the option to create a goliath. Refer to the Demilich Spell Book.

Passives- Potent Drain: Your Drain Ability deals magical damage equal to twice your Power.

Bone Efficiency: Whenever you use your Summon Skeletons ability, you may summon one additional skeleton.

Blood Efficiency: Whenever you use your Blood Dagger or Blood Bullet ability, the MP Cost is -1.

Copycat: Whenever you use the Power Copy ability, you retain the ability for 4 rounds, not 2.

Day of the Dead: Your zombies, ghouls, vampire underlings and your Vampiric Form no longer suffer penalties from Sunlight or UV light.

8- Planar Devil- The seven Elemental Planes of Hell are home to some energy-specific demons. These Planar Devils come in many shapes, forms, and sizes; but all adhere to the properties of their element. Becoming a Demon-Touched through a Planar Devil infuses your body with that devil's elemental power. With it come powers that rival a Warlock's spell-casting and a Marilith's transformation abilities. Be aware of the weaknesses that come with your element.

Level 1- Chosen Element: Choose one of the following elements (Fire, Nature, Earth, Ice, Poison, Lightning or Water). Your character is now bound through a demon from that Elemental Hell. S/he takes half as much damage from your Chosen Element and elements pertaining to two strengths of your Chosen Element. However, you take double damage from the elements pertaining to the two weaknesses of your Chosen Element.

Level 2- Elemental Spell Casting: Refer to the abilities listed in the Planar Devil Spell Book. You may now cast magical spells.

AND First Passive Skill: Choose one from the List

Level 3- Elemental Blast: You may now fire energy directly from your hands as a Magic Attack. Refer to the Planar Devil Spell Book.

Elemental Combat: Whenever you deal damage with a Melee or Ranged weapon, you add damage equal to your half your Power in the form of your Chosen Element.

Paths

Elementalist Path

Level 4- Spell Casting Powerup: Refer to the Planar Devil Spell Book. You may now cast more advanced spells.

Level 5- Planar Body: For 3MP, you embody your element, surrounding your armor in elemental energy. You can negate magic damage you take up to your Power, so long as it is not an element you are weak against. You also can add your Power in Chosen Elemental damage to your melee attacks.

Level 6- Elemental Bolstering: Whenever you deal damage from a Melee or Ranged weapon in the form of your Chosen Element, double that damage.

Level 7- Spell Casting Powerup: Refer to the Planar Devil Spell Book. You may now cast more advanced spells.

Level 8- Elemental Tread: Once per battle, you spread energy as you run, coating the ground in a thin layer of your Chosen Element's magic. This alters the ground you traverse on in a way that benefits you, and hinders others. Refer to the Planar Devil Spell Book.

Elemental Force: Once per battle, you spread energy as you attack, coating the ground around your target as you strike them. When you deal damage with a Melee or Ranged Attack, you coat the ground your target stands on with your Chosen Element's magic. Refer to the Planar Devil Spell Book.

AND Second Passive Skill: Choose from the List

Level 9- Elemental Aura: As a movement action, you

PlaneWalker Path

Level 4- Summon Planar Familiar: You may now summon a familiar from your Chosen Element's Plane of Hell. Refer to the Planar Devil Spell Book.

Level 5- Spell Casting Powerup: Refer to the Planar Devil Spell Book. You may now cast more advanced spells.

Planar Body: For 3MP, you embody your element, surrounding your armor in elemental energy. You can negate magic damage you take up to your Power, so long as it is not an element you are weak against. You also can add your Power in Chosen Elemental damage to your melee attacks.

Level 6- Elemental Bolstering: Whenever you deal damage from a Melee or Ranged weapon in the form of your Chosen Element, double that damage.

Level 7- Familiar Spell Casting: Your Familiar may now cast certain spells all on its own. Refer to the Planar Devil's Spell Book.

Level 8- Familiar Favor: Once per short rest, you may request a favor of your Planar Familiar. It will travel through the fabric of dimensions and try to complete this task to the best of its ability.

Familiar Aura: Once per battle, your familiar spreads elemental energy across the ground when it moves and attacks. This alters the ground you traverse on in a way that benefits you, and hinders others. Refer to the Planar Devil Spell Book.

AND Second Passive Skill: Choose from the List

may make an Aura roll (Difficulty 7). Every success achieved this way deals 2 Chosen Elemental damage to all enemies within 10ft. of you for every success.

Level 10- Spell Casting Powerup: Refer to the Planar Devil Spell Book. You may now cast more advanced spells.

Level 11- Planar Shift: On your turn, you may choose to take a strike on your Life-Force. If you do so, you may teleport yourself (and only yourself) to the Elemental Hell of your Chosen Element. On your next turn, you reappear anywhere you'd like on the battlefield.

Level 12- Planar Opening: Once per in-game day, you may open up a portal to the Elemental Plane of your Chosen Element. This portal stays open for 1 minute and is a one-way trip for anyone who enters.

Level 13- Apocalypse: This spell coats all the squares of the local battlefield in your Chosen Element. This may only happen in battle and may only be performed once per in-game day.

Level 9- Summon Planar Monster: Once per in-game day, you may now summon a formidable creature from your Chosen Element's Plane of Hell. Refer to the Planar Devil Spell Book.

Level 10- Spell Casting Powerup: Refer to the Planar Devil Spell Book. You may now cast more advanced spells.

Summoning Strength: All summoned creatures may now attack twice on their turn.

Level 11- Planar Shift: On your turn, you may choose to take a strike on your Life-Force. If you do so, you may teleport yourself (and only yourself) to the Elemental Hell of your Chosen Element. On your next turn, you reappear anywhere you'd like on the battlefield.

Level 12- Planar Opening: Once per in-game day, you may open up a portal to the Elemental Plane of your Chosen Element. This portal stays open for 1 minute and is a one-way trip for anyone who enters.

Level 13- Summon Planar Swarm: You may now perform your Summon Planar Monster ability three times per in-game day.

Passives- Elemental Oneness: You no longer take any damage that comes in the same form as your Chosen Element.

Elemental Bending: You may now control your Chosen Element within a limited degree as a standard action for no MP Cost. This is limited to the alteration of pre-existing energy and materials around you. You cannot create or destroy the element; simply alter it (example: spread a fire that was already present (fire); arc electricity from one exposed live wire to a conductor (lightning); chip the plaster off of drywall in fragments towards a target (earth)). Refer to the Planar Devil Spell Book for more info.

Wicked Energy: Your Elemental Blast and Elemental Combat abilities deals damage as if you rolled one more success.

Feeding: During combat, you regain MP equal to your Power for every round you stand within an area engulfed by your Chosen Element's Energy.

Spell Snap: If you cast the same spell twice in a row, you may cast it a third time for no MP Cost.

9- Gremlin- Sometimes, when a machine or a computer doesn't work, humans will say that a gremlin has gotten into the device. This is not always untrue. The Gremlin is a lesser demon that inhabits the Fiendish Hell and has observed human behavior for a very long time. In doing so, it has acquired technological skills that rival some of the most highly skilled programmers and mechanics in the human world. Becoming a Demon-Touched through the influence of a Gremlin might seem like getting the short end of the stick, but once you get used to your new technological, blacksmithing and mechanical skills, you might reconsider.

Level 1- Smart Combat: If you wish, you may make Melee attacks with the Mind Attribute.

Level 2- Otherworldly Knowledge: The Gremlin may have studied the human realm for centuries, but its knowledge of the Nine Hells becomes yours as well. The difficulty of Mind rolls pertaining to knowledge about Hell is reduced by 1.

Gadgetry Proficiency: You gain proficiency with all the miscellaneous gadgetry modern day society uses. The difficulty of all rolls being made while using a gadget is reduced by 1.

AND First Passive Skill: Choose one from the List

Level 3- Smart Defense: If you wish, you may calculate your Defense with the Mind Attribute, instead of the Vitality Attribute. Use the same chart listed in the beginning of this document.

Programmer: 1's no longer subtract from your successes when using a computer, laptop, smartphone, or tablet. This does not lower the number of successes needed to penetrate safeguards that might be put in place to prevent hacking or access.

Paths

Crankshaft Path

Level 4- Favorite Firearm: Specify a firearm Ranged Weapon in this slot in your Demonic Path Tree. That weapon grants +1 to your Ranged Attack whenever you use it.

Level 5- Jury Rig: Once per battle as a movement action, you magically alter any Melee or Ranged weapon you are holding. The alteration increases damage by 2, or attack dice used when attacking with it by 1, or grants 1 free round of ammunition for it. The alteration lasts until the end of the battle.

Summon Ammo: For 2MP, you can create 20 bullets for a handgun, or 10 bullets for a longarm.

Level 6- Exploit Weakness: Once per battle as a free action, call out a target within 25ft. of you. This target now has +1 to its Dodge Difficulty and -1 to its Defense when being attacked by your allies. This lasts 2 rounds.

Demonic Hot Rod: For 5MP, you may summon a 2 seat vehicle of your choice to emerge from a demonic sigil you spawn on the ground.

Level 7- Lightning Trigger: For 2MP, you may make an additional attack with a semi-automatic, burst-fire, or automatic firearm Ranged Weapon. Each time you do this, you subtract 1 die from your Ranged Attack. This can be repeated as many times as you want, so long as you have at least 1 Ranged Attack die, are attacking the same target, and ammunition loaded in your

Techno-Psychic Path

Level 4- Technopath: You may now telepathically interact with any computer within 25ft. of you. You may interact with the computer in the same way as you would if you were sitting in front of it and typing on its keyboard. This does not grant full control of the machine and the GM may refuse some of your actions.

Level 5- Trick: As a free action, you may cause the gadgetry on one of your targets within 25ft. of you to malfunction. The target is dazed if it fails a Mind roll (Difficulty 8) for one round. The target must have some sort of smartphone or electronic gadget on its person for this to work.

Hack: For 2MP, you can bolster the performance of gadgetry. All rolls made with the gadget get +2 dice for the next hour. This can't be applied to weapons.

Level 6- Electro-kinesis: Your Technopathic abilities are bolstered, allowing you to interact with anything that has electricity running through it.

Level 7- Computer Virus: For 2MP, you may install a computer virus of your demonic nature's design. This allows you to control the computer via technopathy from any range and, provided your Mind roll has a substantial success, do things with the computer that is rather ludicrous.

Level 8- Analyze: For a Plot Point, you may ask the DM one question about an object, so long as it is magical

weapon.

Level 8- Second Favorite Firearm: Declare a second firearm Ranged Weapon in your Demonic Path Tree. This weapon gains the same bonus as your first Favorite Firearm.

Clutch: 1's no longer subtract from your successes when Driving a vehicle. This goes for rolls made towards driving the vehicle and attacking from the driver's seat.

AND Second Passive Skill: Choose from the List

Level 9- Spread Fire: When attacking with an automatic firearm, you may choose to fire 10 bullets. If you do, you can attack in a 25ft. by 5ft. line, going any direction.

Precision Fire: When attacking with a single-fire or semi-automatic firearm that is not a pistol, you may increase its effective range by 50ft.

Level 10- Hawkeye: When a target is utilizing cover, you attack them as if they are not.

Military Stance: Using a firearm Ranged Weapon to attack no longer provokes an Attack of Opportunity.

Level 11- Greater Summon Ammo: For 5MP, you can create 60 bullets for a handgun, or 30 bullets for a longarm, or 1 round of explosive ammunition for a launcher.

Level 12- Demolitions: When using thrown or placed explosives (not explosive firearms like bazookas), you always gain an additional bonus die from rolling 10's.

Sniper: When prone and using a firearm with a scope, you always gain an additional bonus die from rolling 10's.

Level 13- Demonic Battle Machine: For 6MP, you may summon a 4 seat military vehicle of your choice to emerge from a demonic sigil you spawn on the ground.

or technological. The DM will tell you if your question is too broad, specific, or crucial to answer.

Disable: For 3MP, you can cause a mechanical or technological weapon within 25ft. of you to fail. This renders the weapon useless for 1 hour, or until someone repairs it or you willingly remove the affect. ***AND Second Passive Skill:*** Choose from the List

Level 9- Planning: For 3MP, you may declare a "plan" for the party to follow. All rolls made by all party members made to achieve this roll gain an additional die for the next 30 in-game minutes.

Level 10- Remote Upgrade: For 5MP, you can technopathically upgrade any machine within 25ft. of you that has an electric current running through it. The machine gains sentience underneath your influence, gets its own turn in the initiative, and follows all rules of combat. The machine doesn't necessarily need to follow the rules of your Technopath ability.

Level 11- Prominent Hack: For 3MP, you can bolster the performance of a single piece of gadgetry. All rolls made with the gadget automatically succeed for the next hour. Roll a single to determine the number of successes. This cannot be applied to weapons.

Level 12- Complete Control: For 6MP, and as a full round action, you can control every piece of machinery and technology around you. Each machine gets its own turn in combat during your turn. This ability only lasts as long as you continue to use your turn to do so. You must continue to concentrate to uphold this ability.

Level 13- Technomancy: For 6MP, you can become one with a computer, allowing you to jump inside a computer and control it, as well as travel through any electric or internet cable connected to it.

Passives- Demonic Muzzle Flash: Attacking a target within 10ft. of you with a firearm Ranged Weapon adds your Power to damage dealt.

Demonic Sleight of Hand: You may reload firearms with a free action, instead of a movement action. Additionally, firearms with Loading require a movement action to reload, not a full-round action.

Mechanical Empathy: Whenever building, repairing, or doing work on something mechanical (like a gun or a car), you always gain an additional bonus die from rolling 10's.

Skill Mastery: Through demonic knowledge, you gain skills you didn't even train in. Choose two Proficiencies to add to your Proficiencies section of your character sheet.

Wireless Charging: Any gadget with a battery that you hold in your hand receives energy from your grasp, as if it was being charged.

Synchronicity: Weaker technology of the mortal realm follows your whim passively around you (example: Red lights always change to green when you approach; electronic tolls will never charge you; trains on a computer-controlled schedule will never be delayed for you).

Spell Books- The following chapter is intended for use with the five classes that utilize magical spells, or that have abilities that require further explanation. Use these charts to supplement the build of your character.

Marilith Spell Book

Animal Transformation- The following forms may be transformed into using this ability. You lose your ability to use any weapons, armor, or gear intended for humans. You can transform into, and from, these forms at will, so long as there is no interference with your concentration or demonic magic present. While in this form, you may communicate with other animals of the same species as if speaking to them in English. After returning to human form, you must make a Life roll (Difficulty 8). If you fail to succeed, you suffer a rank of exhaustion. You can only stay in an animal form for 60 minutes before suffering ranks of exhaustion.

Name	Dodge Diff.	Speed	Bonuses	Abilities
Rat	5	30ft.	Size=Tiny Defense=7	Attack= (1dmg/3dmg/4dmg/6dmg/8dmg/+2dmg) Can gnaw through rubber, wood, and thin metal Can hear high frequency sound Damage taken is tripled
Toad	6	20ft.	Size=Tiny Defense=7 Jump=+2 Swim= 60ft.	Poison Skin= Poisons target on contact with flesh Tongue= Reach of 5ft.; counts as contact Amphibious= Can breathe underwater Damage taken is tripled
Snake	6	25ft.	Size=Small Defense=6 Stealth=+2	Attack= (2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg) Venom= Severely poisons target on hit with bite Lunge= Reach of 10ft. Can see thermal signatures up to 40ft. Damage taken is tripled
Raven	6	15ft.	Size=Small Defense=6 Fly= 60ft.	Attack= (1dmg/1dmg/2dmg/3dmg/4dmg/+1dmg) Flight= Can fly if not suffering any preventing conditions Damage taken is tripled
Cat	5	45ft.	Size=Small Defense=5 Stealth=+2 Jump=+2	Attack= (1dmg/2dmg/3dmg/5dmg/7dmg/+1dmg) Can see in darkness up to 40ft. Can see in dim light up to 100ft. Damage taken is doubled
Spider	4	10ft.	Size=Diminutive Defense=7	Spider Climb= Can walk on ceilings, walls, and across webs without hindrance Venom= Severely poisons target on hit with bite Webbing= Can create 3ft. of webbing at will with every action spent Defense vs Ranged Attacks is 10 All movement silent Damage taken is quadrupled

Demon-Form Transformation- The following forms may be transformed into using this ability. Your armor is useless until you revert back to human form. You can transform into, and from, these forms at will, so long as there is no interference with your concentration or demonic magic present. After returning to human form, you must make a Life roll (Difficulty 8). If you fail to succeed, you suffer a rank of exhaustion. You can only stay in a demonic form for 20 minutes before suffering ranks of exhaustion.

Dridr- A half-spider demon from the Forest Hell, this demonic form stands you tall on eight massive spider legs. This spreads your stance out across a 10ft.X10ft. area. Your lower half becomes covered in a thick insect-like carapace, which can even deflect bullets. In this form, your new stature allows you to reach out and attack targets up to 10ft. away, spray sticky spider webs and poison your foes.

Dodge Diff.	Speed	Bonuses	Abilities
8	25ft.	Size=Large Defense=8 Climb=+3 Reach of 10ft. Resistant to Poison Demon Form Strike= Poison	Spider Climb= Can walk on ceilings, walls, and across webs without hindrance Attack= Attacks with weapons; can also attack with legs or a bite during attack action, which deals damage listed below Lvl1= (1dmg/1dmg/2dmg/3dmg/4dmg/+1dmg) Lvl2= (1dmg/1dmg/2dmg/4dmg/6dmg/+1dmg) Webs= Can spray webbing up to 40ft. Webbing coats 10ft.X10ft. area and entangles targets hit. Webs deal damage equal to your Power. Lvl3= (1dmg/2dmg/3dmg/5dmg/7dmg/+1dmg) Venom= Severely poisons target on hit with bite Lvl4= (2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg) Double attack= Adds an additional leg attack during attack actions Lvl5= (3dmg/4dmg/6dmg/8dmg/11dmg/+4dmg) Webs= Can spray webbing up to 70ft. Webbing coats 15ft.X15ft. area and entangles targets hit.

Naga- A snake demon from the Fiendish Hell, this demonic form transforms your lower half into a long serpentine tail. You can slither around just like a snake, stalking prey stealthily. When you strike, your venom is the strongest in the Nine Hells. Strangely, but fortunately, this form lets you retain your arms. You can continue to shoot and stab targets with your weapons.

Dodge Diff.	Speed	Bonuses	Abilities
7	25ft.	Size=Medium Defense=7 Length of 10ft. Stealth=+2 Demon Form Strike= Fire	Venom= Severely poisons target on hit with bite Lunge= Reach of 10ft. Can see thermal signatures up to 40ft. Attack= Attacks with weapons; a bite attack does damage listed below Lvl1= (1dmg/2dmg/3dmg/5dmg/7dmg/+1dmg) Lvl2= (2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg) Spray Venom= Shoot venom up to 40ft with Ranged attack. Target hit takes poison damage equal to your Power. Lvl3= (2dmg/4dmg/5dmg/6dmg/8dmg/+3dmg) Spray Potency= Your venom now severely poisons targets Lvl4= (3dmg/4dmg/6dmg/8dmg/11dmg/+3dmg) Lvl5= (3dmg/5dmg/7dmg/9dmg/12dmg/+4dmg) Combustible Venom= Shoot fire up to 80ft with Ranged attack. Target hit takes fire damage equal to twice your Power.

Merfolk- A fish demon from the Flooded Hell, this demonic form grants you fins and gills for underwater combat. Your swimming abilities are unmatched by anything. While this might be a form for a niche battlefield, keep in mind your options and the benefits of this form.

Dodge Diff.	Speed	Bonuses	Abilities
7	25ft.	Size=Medium Defense=7 Swim=80ft. Demon Form Strike= Water	Amphibious= Can breathe underwater Attack= Attacks with weapons; a bite attack does damage listed below Lvl1= (1dmg/1dmg/2dmg/3dmg/4dmg/+1dmg) Lvl2= (1dmg/1dmg/2dmg/4dmg/6dmg/+1dmg) Defense is now 9 while underwater Lvl3= (1dmg/2dmg/3dmg/5dmg/7dmg/+1dmg) Double attack= Adds an additional attack during attack actions Lvl4= (2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg) Aqua Attack= Add your Power to damage dealt when underwater Lvl5= (3dmg/4dmg/6dmg/8dmg/11dmg/+4dmg) Defense is now 10 while underwater

Harpy- A bird demon from the Floating Hell, this demonic form switches things up and changes your arms instead of your legs. Your arms become large wings that enable you to fly. If that is not a bonus within itself, your abilities become stronger while flying. Use it to your advantage.

Dodge Diff.	Speed	Bonuses	Abilities
7	20ft.	Size=Medium Defense=6 Fly= 80ft. Demon Form Strike= Lightning	Flight= Can fly if not suffering any preventing conditions Arms Become Wings= Harpies cannot grab things with their hands Attack= Harpies cannot attack with weapons; a talon attack does damage listed below Lvl1= (1dmg/1dmg/2dmg/3dmg/4dmg/+1dmg) Lvl2= (1dmg/2dmg/3dmg/4dmg/5dmg/+1dmg) Defense is now 7 while flying Lvl3= (1dmg/2dmg/3dmg/4dmg/6dmg/+1dmg) Double attack= Adds an additional attack during attack actions Lvl4= (2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg) Ariel Attack= Add your Power to damage dealt when flying Lvl5= (2dmg/4dmg/6dmg/8dmg/10dmg/+3dmg) Defense is now 8 while flying Triple attack= Adds an additional attack during attack actions

Werewolf- A wolf demon from the Fiendish Hell, this form is commonly known in human mythology. Your entire body becomes that of a hunched dog-like form with razor sharp claws and fine-tuned muscles. Your speed and strength are unmatched in this form. Try to keep that force under control.

Dodge Diff.	Speed	Bonuses	Abilities
6	35ft.	Size=Medium Defense=6 Demon Form Strike= Earth	Frenzy= So long as you attack something every turn, you add your Power to damage dealt. This bonus ends as soon as you fail to attack during any of your turns Attack= Attacks with claws or a bite during attack action, which deals damage listed below Lvl1= (1dmg/1dmg/2dmg/3dmg/4dmg/+1dmg) Lvl2= (1dmg/2dmg/3dmg/4dmg/5dmg/+1dmg) Dash= If you can move in a straight line towards your target, you may move 150% your movement speed to strike a target with a melee attack. Lvl3= (1dmg/2dmg/3dmg/4dmg/6dmg/+1dmg) Double attack= Adds an additional attack during attack actions Lvl4= (2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg) Lvl5= (2dmg/4dmg/6dmg/8dmg/10dmg/+3dmg) Triple attack= Adds an additional attack during attack actions

Aluraune- A demon from the Forest Hell, this demonic form transforms your lower body into a massive rose blossom that sprouts from the ground. Your upper half can still use its arms normally, but your legs are replaced by a writhing mass of vine-like tentacles that lash out in all directions. Digging the tentacles into the ground makes them act like roots, drinking up nutrients to heal your body.

Dodge Diff.	Speed	Bonuses	Abilities
9	20ft.	Size=Large Defense=7 Demon Form Strike= Nature	Plant Control= Your character can control plant wild-life around him/her. Petal Shields= Can protect self with petals instead of moving or attacking. Defense is 9 while doing so. Attack= Attacks with weapons; can also attack with tentacles during attack action, which deals damage listed below Lvl1= (1dmg/1dmg/2dmg/3dmg/4dmg/+1dmg) Tentacles reach 10ft.; you have 2 tentacles Lvl2= (1dmg/2dmg/3dmg/4dmg/5dmg/+1dmg) Tentacles now reach 15ft.; you have 3 tentacles Rooted= Can root self into ground, and recover HP equal to your Power at the beginning of each round. You cannot move once rooted and must transform back into a human to move again. Lvl3= (1dmg/2dmg/3dmg/4dmg/6dmg/+1dmg) Double attack= Adds an additional attack during attack actions Tentacles now reach 20ft. Lvl4= (2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg) Tentacles now reach 25ft. Can attack with tentacles while using Petal Shields Lvl5= (2dmg/4dmg/6dmg/8dmg/10dmg/+3dmg) Petal Shuriken= Can now make a ranged attack. Shurikens deal damage equal to your Power. You have 4 tentacles

Mutate Other- Imposing a Mutation on another causes part of their body to change in a weird way. While some of these may be cosmetic, the sensation of a transformation may impose a check to their Sanity. The transformations last a number of rounds equal to your Power. Use the chart below to see your options.

Name	Description	MP Cost
Distort Beauty	Changes the shape of the target's face to become either beautiful or hideous. The sensation of one's face changing into something ugly imposes a strike on the target's Sanity if they fail to succeed a roll (Difficulty 7).	1
Mute	Seals the target's lips together. The sensation of one's mouth being shut imposes a strike on the target's Sanity if they fail to succeed a roll (Difficulty 7).	1
Festering Odor	Causes the target to stink profusely. Anyone within 90ft. of the target can sense the horrid smell if they succeed a Perception roll (Difficulty 6). The realization that the cause of the smell is them imposes nausea on the target if they fail to succeed a Vitality roll (Difficulty 7).	2
Reverse Joints	Shifts the target's knees and elbows so they bend the wrong way. Attempting to move, pick up anything, or use any weapon now requires a Finesse roll (Difficulty 8). The sensation of one's limbs not moving correctly imposes a strike on the target's Sanity if they fail to succeed a roll (Difficulty 7).	2
Arms to Tentacles	Changes the target's arms into prehensile tentacles. Any equipment being held is dropped if the target fails to succeed a Dexterity roll (Difficulty 9). Attempting to pick up or use any weapon now requires a Finesse roll (Difficulty 8). The sensation of one's arms changing into something unnatural imposes a strike on the target's Sanity if they fail to succeed a roll (Difficulty 7).	3
Sudden Weight Gain	Multiplies the amount of body mass on the target. The target's effective Speed and Agility are halved until the mutation ends. The sensation of one's gym membership being rendered useless imposes a strike on the target's Sanity if they fail to succeed a roll (Difficulty 7).	3
Screwing of the Senses	Renders the target's senses mostly unusable. The target's effective Perception is 1 until the mutation ends. The sensation of one's senses being distorted in such a way imposes a strike on the target's Sanity if they fail to succeed a roll (Difficulty 7).	4

Refined Transformation- This ability transforms your human form in a small, but crucial way. These transformations (unlike the previous ones listed) can usually be hidden from unwary eyes. The chart below shows which transformations you have access to, depending on the Animals you have chosen for your Animal Transformation ability. These transformations last for a maximum of 20 minutes, but the Caster can cancel the transformation at will (even if the transformation was applied to someone else).

Animal	Transformations	Features
Rat	Shrink	This magically shrinks the target. Reduces the target, and all of his/her equipment, to Small size
	Skitter	This causes the target's movement to be jerky and swift. Target adds +2 dice to all Agility rolls made towards Reflex and Dodging
Toad	Gills	This causes two sets of fish gills to grow on the target's neck. Allows underwater breathing
	Poison Skin	This changes the target's skin to a sickly green color. Coats the target's skin in poisonous ooze. Anyone who touches it with bare skin becomes poisoned
Snake	Thermal Vision	This changes the target's eyes to those of a snake. Can see thermal signatures up to 40ft.
	Venom	This causes the target's fangs to grow long and slender. Bite attacks now severely poison the target
Raven	Wings	This causes the target's arms to grow long and cover themselves with black feathers. Transforms the target's arms into wings. The target can fly at a speed of 50ft., but cannot grab anything with their hands.
Cat	Night Vision	This changes the target's eyes to those of a cat. Target can see in darkness up to 40ft. and see in dim light up to 100ft.
	Silent Step	This changes the target's feet to those of a panther. Target adds +2 dice to all Finesse rolls made towards Stealth
	Jellicle Cat	This causes the target to grow a long feline tail. Target adds +2 dice to all Finesse rolls made towards Balance
Spider	Spider Climb	This causes the target's fingernails to grow long and black. Target can now climb up walls and on ceilings.
	Spider Web	This causes the target's fangs to feel... very weird. Target can now spray webbing onto a target within 25ft. on a successful Ranged attack. This entangles the target.

Plant Transformation- With this ability, you can transform into various plants, as well as meld with the materials they grow on. While in this form, you cannot move in any way other than what is listed in the table. The table below will show you what transformations are available to you. You can transform into, and from, these forms at will, so long as there is no interference with your concentration or demonic magic present. After returning to human form, you must make a Life roll (Difficulty 8). If you fail to succeed, you suffer a rank of exhaustion. You can only stay in a plant form for 20 minutes before suffering ranks of exhaustion.

Name	Abilities
Form of Tree	Can transform into a tree that is the same height as the character Can meld body into any preexisting tree; doing so allows movement through the roots of the tree. The character can sprout from the ground above any root attached to the tree. Doing so also allows you to spend 1MP if it is a fruit bearing tree. If you do, fruit instantly grows from the tree in abundance Can meld body into wood; doing so allows movement through the wood. The character can reappear into any open space with exposed connected wood
Form of Vines	Can transform into a mass of vines that is the same length as the character Can meld body into any preexisting vine; doing so allows movement through the vines. The character can sprout into any open space with exposed connected vines.
Form of Mushroom	Can transform into a mass of mushrooms that is the same size as the character Can also meld body into any preexisting mushroom; doing so allows the player to spend 2MP. If you do, a cloud of spores erupts from the mushroom. The character is that cloud of spores and may float at a speed of 15ft. towards any patch of mud. On the mud, the spores land, causing more mushrooms to grow, and allowing the player to sprout from it.
Form of Moss	Can transform into a mass of moss that is the same size as the character Can also meld into any preexisting moss; doing so allows movement through stone. The character can sprout into any open space with moss growing on the stone. The two patches of moss must be connected by the same path of solid stone.
Form of Coral	Can transform into a mass of underwater plant life that is the same size as the character Can also meld into any preexisting underwater plant life; doing so allows the player to spend 2MP. If you do, a leaf detaches from the plant-life. The character is that leaf may float at a speed of 20ft. towards any patch of soil, earth, stone, or ground being touched by the same body of water. On the ground, the leaf lands, causing more plant-life to grow, and allowing the player to sprout from it.

Advanced Transformation- With this ability, you can transform your body beyond living things. You can meld your form into solid materials, swarms of insects, liquids, gases, and beyond. You can transform into, and from, these forms at will, so long as there is no interference with your concentration or demonic magic present. After returning to human form, you must make a Life roll (Difficulty 8). If you fail to succeed, you suffer a rank of exhaustion. You can only stay in an advanced form for 4 minutes before suffering ranks of exhaustion.

Name	Abilities
Liquid Form	Transforms all of your gear and yourself into liquid Immune to all forms of damage except Ice, Lightning and Nature Can instantly merge with other sources of water; doing so allows movement through the water. The character can reappear into any open space with exposed connected water Grappling a target causes the target to start to drown within your liquid form if you wish Can squeeze through any size hole
Metal Form	Transforms all of your gear and yourself into steel Immune to all forms of damage except Ballistic Cannot move or take any actions while metal Can instantly merge with other sources of metal; doing so allows movement through the metal. The character can reappear into any open space with exposed connected metal Can act as a conduit for electricity
Insect Swarm Form	Transforms all of your gear and yourself into a swarm of wasps Non-magical damage is reduced by half Defense vs Melee attacks is 9; Defense vs Ranged attacks is 8; Defense vs Magic attacks is 6; Dodge Difficulty is 6 Can fly at a speed of 30ft. Can occupy the same space as a character that is medium sized or smaller Can automatically succeed in attacking a target within 5ft. of you. Roll one die and deal that amount of piercing damage Can squeeze through any diminutive sized hole.
Mice Swarm Form	Transforms all of your gear and yourself into a swarm of mice Non-magical damage is reduced by half Defense is 6; Dodge Difficulty is 6 Can automatically succeed in attacking a target within 5ft. of you. Roll one die and deal that amount of slashing damage. Targets attacked by you in this form must pass a Sanity roll (Difficulty 7) or suffer a strike on their sanity.
Gaseous Form	Transforms all of your gear and yourself into a cloud of gas Immune to all forms of damage except sonic or wind Can fly at a speed of 15ft.; must pass a Strength roll (Difficulty varies) if there is a current of air within your flight path Can occupy the same space as a character Can automatically succeed in grappling a target; the target can be strangled if you wish Can squeeze through any sized hole

Succubus Spell Book

Succubus Spell Casting- A character that becomes a demon-touched through the influence of a Succubus may gain the ability to cast magic spells. These spells come in a limited form to aid his/her charming and opponent-hindering ways.

Level 1- Upon taking Succubus Spell Casting at Demonic Level 3, you may choose 4 spells from the list below. Write them down on your sheet. If your character performs a long rest, you may exchange one of the spells you have for a different one. Additionally, the Difficulty of rolls needed to be made by targets affected by your spells is 7.

Level 2- Upon taking Spell Casting Powerup at Demonic Level 8, you may choose 8 spells from the list below, as well as 1 of the spells from the second list. Additionally, the Difficulty of rolls needed to be made by targets affected by your spells is now 8.

===== First List =====		
Name	Description	MP Cost
Prestidigitation	Allows the caster to do a number of minor magical things, including, but not limited to: -Make sounds, lights, and minor illusions that are perceivable by all -Make a phone call or send a text message to any other magic-using character -Create small amounts of elemental energy; enough to light a match, freeze a tray of ice cubes, or charge a 1.5v battery	0
Hex	Any character you have charmed, or any character within 30ft. of you that you can make a successful magic attack on, becomes instantly hexed. Your Hex does one of the following: -Instantly deals damage equal to your Power -Instantly poisons the target -Instantly reduces one of the target's Core Attributes by 2 for the next 3 rounds, or until the charm wears off -Instantly increases one of the target's Core Attributes by 2 for the next 3 rounds, or until the charm wears off	2
Fiery Kiss	You blow a kiss at any target that can see you within 100ft. Make a Magic Attack. If you succeed, the target takes fire damage equal to twice your Power. If you fail, the target takes half that. This will ignite flammable surfaces and objects, and can be performed for no MP Cost if used to ignite an object that is designed to burn, like a candle, a flare, or a fireplace log.	4
Poison Kiss	You blow a kiss at any target that can see you within 100ft. Make a Magic Attack. If you succeed, the target takes poison damage equal to twice your Power and is poisoned. If you fail, the target takes half that and is not poisoned.	4
Passionate Kiss	You blow a kiss at any target that can see you within 100ft. Make a Magic Attack. If you succeed, the target is Charmed. Follow all rules regarding your Succubus' Charm ability.	2
Negating Kiss	You blow a kiss at any target that can see you within 100ft. Make a Magic Attack. If you succeed, the target has all magical	4

	enchantments and powers dispelled. You can only do this to a living human or humanoid creature.	
Soothing Kiss	You blow a kiss at any target that can see you within 100ft. That target regains HP equal to your Power.	2
Kiss of Fatigue	You blow a kiss at any target that can see you within 100ft. Make a Magic Attack. If you succeed, the target instantly suffers a rank of exhaustion. If you choose, you may make a Grapple, then a Disadvantaged Melee Attack towards a target you can touch instead. If both succeed, the target falls asleep.	3
Mood Cloud	You breathe a flavor-scented breath that smells either of mint, candy, tobacco, or alcohol. Anyone within 20ft. smells the cloud if they fail an Aura roll (Difficulty listed above). The flavors do the following if breathed in: Mint- The target is filled with a sensation of calming energy Candy- The target is filled with a sensation of happiness Tobacco- The target is filled with a sensation of anger Alcohol- The target is incapable of telling a lie	3
Ventriloquism	Your voice can be emitted from any solid object up to 100ft. away for the next 5 minutes	1
Disguise	Your form, or the form of anyone you can touch, becomes that of any person you have seen before, or have seen a full-body image of, for a number of minutes equal to three times your power.	3
Floating Gate	For the next three rounds, or one minute, your Speed increases by 15ft. Also, you can walk across any fluid surface without falling into it.	2
Mind Fog	You breathe a breath of steam that shrouds mental abilities in a veil. Anyone within 20ft. smells the cloud if they fail an Aura roll (Difficulty listed above). If they do, they suffer a -2 to all Mind rolls for the next 20 minutes and forget everything that has occurred for the past 10.	2

===== Second List =====		
Name	Description	MP Cost
Mind Control	You whisper sweet nothings into the ear of a human or humanoid creature within 10ft. of you. That target must make a Mind roll (Difficulty listed above). If it fails, you can do two of the following: -Implant a command that the target must complete to the best of its ability. -Remove a memory and, if you wish, replace it with one of your own design -Read the thoughts of the target; up to 3 hours of time that the target has perceived	6
Succubus Form	You grow black Succubus wings, horns, and a pointed tail on your body. Your eyes turn a piercing yellow and your mind is overcome with the evil desires of a Succubus. This grants you the following for the next 5 minutes: -You can fly at a speed of 45ft.	10

	<ul style="list-style-type: none"> -You can perform one additional attack on your attack action -When you charm a target, you roll your Charisma at a Difficulty of 5, while the target rolls his/her Mind at a Difficulty of 7 -You gain a +1 to Dodge 	
Perfect Kiss	You blow a kiss at any target that can see you within 100ft. Make a Magic Attack. If you succeed, the target takes unpreventable damage equal to three times your Power and is either poisoned or set on fire. If you fail, the target takes half that and is not poisoned or set ablaze.	5

Warlock Spell Book

Warlock Spell Casting- A character that becomes a demon-touched through the influence of a Warlock gains the ability to cast magic spells. These spells come in a wide array of uses, both damage-dealing and mind-breaking.

Level 1- Upon taking Warlock Spell Casting at Demonic Level 1, you may choose 4 spells from the list below. Write them down on your sheet. If your character performs a long rest, you may exchange one of the spells you have for a different one. Additionally, the Difficulty of rolls needed to be made by targets affected by your spells is 7.

Level 2- Upon taking your first Spell Casting Powerup, you may choose 8 spells from the list below, as well as 2 of the spells from the second list. Additionally, the Difficulty of rolls needed to be made by targets affected by your spells is now 8.

Level 3- Upon taking your second Spell Casting Powerup, you may choose 12 spells from the list below, as well as 3 of the spells from the second list.

Level 4- Upon taking your third Spell Casting Powerup, you may choose 16 spells from the list below, as well as 4 of the spells from the second list and 1 from the third list. Additionally, the Difficulty of rolls needed to be made by targets affected by your spells is now 9.

===== First List =====		
Name	Description	MP Cost
Prestidigitation	Allows the caster to do a number of minor magical things, including, but not limited to: -Make sounds, lights, and minor illusions that are perceivable by all -Make a phone call or send a text message to any other magic-using character -Create small amounts of elemental energy; enough to light a match, freeze a tray of ice cubes, or charge a 1.5v battery	0
Witch's Attack	You shoot colored bolts of energy outwards, hitting a target up to 70ft. away. Perform a Magic Attack. If it succeeds, deal non-elemental magic damage to the target equal to your power.	1
Sleep	This spell emits a blue pulse that travels up to 15ft. towards a target. The target makes a Mind roll (Difficulty stated above). If it gets fewer than 3 successes, it falls asleep for 10 minutes.	2
Confuse	This spell emits an orange pulse that travels up to 15ft. towards a target. The target makes a Mind roll (Difficulty stated above). If it gets fewer than 3 successes, it becomes confused.	2
Silence	This spell emits a purple pulse that travels up to 15ft. towards a target. The target makes a Mind roll (Difficulty stated above). If it gets fewer than 3 successes, it loses the ability to speak for 10 minutes.	2
Cancel Magic	This spell nullifies magical energies, rendering them inert. Choose a target up to 70ft. away. If the target is an inanimate, non-robotic object; or a willing sentient target, you may dispel any magic placed upon it. If the target is non-willing, the target makes a Mind roll (Difficulty stated above). If it gets fewer than 3 successes, you may dispel any magic placed upon it.	3
Remove Curse	You place your hands on a willing target or yourself. Whoever you touch is relieved from any magical curses or transformations that	5

	might be inflicting him/her.	
Mending	By placing your hand on it, you can restore slightly damaged objects and machines to their former glory.	2
Detect Magic	Your magical senses are amplified through the expenditure of energy. This allows you to perceive magic up to 50ft. around you; or concentrate on a single item you are touching, learning more about it.	3
Detect Spirits	Your magical senses are amplified through the expenditure of astral perception. This allows you to perceive spirits and souls in the astral plane up to 50ft. around you.	2
Sterilize	You instantly become clean of all fingerprints, dirt, smells and all other traceable elements. This spell lasts 5 minutes when cast on a target, but lasts forever when cast upon an object.	2
Fear Blast	You scream a foul word into the air, dealing half your Power in evil damage towards everyone within a 30ft. cone. Anyone caught within the cone must succeed a Mind roll (Difficulty stated above) or become filled with fear. Alternatively, you can speak a kind word, removing fear from targets within a 30ft. cone.	4
Cure Wounds	You place your hands on a willing target or yourself. Whoever you touch instantly regains HP equal to your Power.	2
Magic Armor	You cast a shimmering glow around you and ignore the next 5 points of damage you take.	3
Body-Changer	Your touch improves the abilities of your allies and yourself. Whoever you touch gains +2 to any Core Attribute of your choice for the next 5 minutes. This may only be cast once per target.	4
Hold Portal	Using your magic, you can keep a door open or closed for 15 minutes. Any doorknob you can touch can be affected.	2
Trigger Sigil	You draw a symbol on any surface with your finger. This sigil can activate any trigger. The sigil is activated when a person passes in front of it. It lasts 72 hours and the caster is alerted when it goes off.	3
Pitch Black	Enchants a single light-emitting object. The bulb of that object suddenly goes black, and all that it once illuminated is shrouded by darkness.	2
Levitate	Allows you to cause a medium sized object (or smaller) to float in the air. It defies gravity for 5 minutes, but doesn't actually fly.	4
Magic Bomb	This spell causes a red light to appear and flash on any tiny object you can pick up and hold. After four seconds, the object will explode like a grenade, dealing ballistic damage equal to your Power.	2

===== **Second List** =====

Name	Description	MP Cost
Witch's Assault	You shoot colored bolts of energy outwards, hitting a target up to 70ft. away. Perform a Magic Attack. If it succeeds, deal non-elemental magic damage to the target equal to four times your power.	5
Invisibility	You can cast this when you touch either yourself or a willing	5

	person. They become invisible to the naked eye for the next 10 minutes.	
Chromatic Blast	You conjure up elemental energy and blast it forwards in a 35ft. cone, dealing damage equal to twice your power. Choose one of the seven elements. You can choose a different element every time you cast this.	5
Potent Cure	You place your hands on a willing target or yourself. Whoever you touch instantly regains HP equal to twice your Power.	4
Blast Cure	You fire a white bolt of slow-moving energy at a target up to 60ft. away. This spell makes the target instantly regain HP equal to twice your power.	7
Revival	If someone has died by being brought down to 0HP, this spell will return that character to a stable, living condition. This spell can only be used while that target's soul is still within their body.	10
Fireball	From any spot you can see within 100ft. of you, you can cause a 20ft.X20ft. area to explode with fire. All targets within that spot attempt to Dodge. If they fail, they take fire damage equal to three times your power. If they succeed, they take half that. There is a 30% chance that the area is lit ablaze.	8
Lightning Bolt	You fire a white-hot lightning bolt outwards 150ft in a straight line. All targets within that line attempt to Dodge. If they fail, they take lightning damage equal to three times your power. If they succeed, they take half that. There is a 10% chance that all electronics within 25ft. of any point of that line begin to malfunction.	8
Flash Freeze	You snap your fingers and a 15ft. wide by 45.ft long cylinder shaped area in front of you is instantly flash-frozen. All targets within that area attempt to Dodge. If they fail, they take ice damage equal to three times your power. If they succeed, they take half that. There is a 10% chance that the targets, and any water in the area, are frozen solid.	8
Quagmire	Everything within a 25ft. radius of you is suddenly engulfed in a noxious green fume that emanates from the ground. All targets within that area attempt to Dodge. If they fail, they take poison damage equal to three times your power. If they succeed, they take half that. There is a 20% chance that the targets in the area are poisoned.	8
Tar Torrent	You spray a mass of sticky tar outwards in a 40ft. line. The line stops at the first target hit. All squares under the line, as well as every square surrounding the target, is now difficult terrain. All targets within that area attempt to Dodge. If they fail, they take earth damage equal to three times your power. If they succeed, they take half that. There is a 40% chance that the targets in the area are entangled.	8
Deluge	You clap your hands and, suddenly, all sources of water around you start to rupture and spray outwards towards your foes. All targets affected attempt to Dodge. If they fail, they take water damage equal to three times your power. If they succeed, they take half that.	8
Entanglement	You raise your arms up and cause vines to extrude from the floor and walls. Choose a target up to 100ft. away. That target attempts	8

	to Dodge. If they fail, they are entangled, and take nature damage equal to twice your power. If they succeed, they are not entangled, but still take full damage.	
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===== Third List =====		
Name	Description	MP Cost
Grasp of the Unfortunate	Make a Melee Attack towards any target within 5ft. of you. Upon success, your hand drains the very essence from the target. The target instantly suffers three strikes on their Life-Force.	15
Witch's Armageddon	You shoot colored bolts of energy outwards, hitting all targets within a 70ft. cone. All targets attempt to Dodge. All targets unable to Dodge are dealt non-elemental magic damage to all targets equal to four times your power. Targets that successfully Dodge take half that damage.	15
Polymorph	This spell transforms a creature or character you touch into a new form. This form can be one of your choosing, but if the target is unwilling, a successful Melee attack must be made. The new form lasts for a number of minutes equal to three times your Power.	15
True Revival	If someone has died by being brought down to 0HP and killed, this spell will return that character to a stable, living condition. This spell can be used at any time after the occurrence of death, drawing the soul out of the astral plane back into its body. If the body is not intact, the revived character may be considered undead.	20
Life Force	This spell rejuvenates Life Force within a person you touch, or yourself. Any character you touch with this spell removes any strikes on their Life-Force, but if the target is unwilling, a successful Melee attack must be made.	12

Wild Magic- Following the Spell-Caster Path of your Demon-Touched Class grants you the ability to cast any spell you know for OMP. Doing so imposes a random affect from the table below. Roll 1 die and follow the outcome on the table below.

Roll	Effect
1	Your body grows devil-like horns, a long thick tail with a pointed tip, your feet transform into hooves, and your skin turns a pale shade of red. You do not suffer any penalties or benefits, but you retain this cosmetic appearance for the next two in-game hours. No form of magical disguise can cloak this appearance.
2	You are instantly teleported somewhere random up to 120ft. away. The DM will decide where you wind up.
3	You lose your ability to speak any understandable human language for the next in-game hour. All words you attempt to say leave your mouth as a strange demonic sound.
4	Flip a coin: If heads, all the ground within a 20ft. radius of your target turns into a quicksand-like sludge composed of the materials it is made of. If tails, this occurs on the ground around you.
5	All objects that are designed to cast light, be that through fire or electricity, suddenly burst into flames and/or illuminate at twice their brightness when you touch them.
6	Your character expels a loud, embarrassing burp.
7	Your character assumes a form that is extremely attractive to characters that are attracted to your character's gender. All Charisma rolls made against you by these characters suffer disadvantage.

8	You gain resilience to all magic damage for the next round. If you are not in battle, you gain resilience to all magic damage for the next minute.
9	Your next spell deals additional damage equal to your Power.
10	You regain all your MP.

Magical Weapon- Following the Battle-Mage Path of your Demon-Touched Class grants you the ability to create an ethereal weapon out of pure magical energy. The weapon you create depends on the outcome of a die roll. Use the table below to see what you obtain.

Roll	Name	Damage	Properties
1	Dagger	1dmg/1dmg/2dmg/3dmg/4dmg/+1dmg	Piercing Damage
2	Brass Knuckles	1dmg/1dmg/2dmg/3dmg/4dmg/+1dmg	Bludgeoning Damage
3	Shock Stick	2dmg/2dmg/3dmg/4dmg/6dmg/+2dmg	Electric Damage
4	Cleaver	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	Slashing Damage
5	Spear	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	Piercing Damage; Reach of 10ft.
6	Axe	2dmg/3dmg/4dmg/6dmg/8dmg/+3dmg	Slashing Damage
7	Handgun	2dmg/2dmg/3dmg/4dmg/6dmg/+2dmg	Ballistic Damage; Semi-automatic; Range(40ft.); Magazine(10 box)
8	Shotgun	5dmg/5dmg/5dmg/5dmg/8dmg/+4dmg	Ballistic Damage; Single Fire; Range(30ft.); Magazine(5 int.)
9	Hunting Rifle	2dmg/3dmg/4dmg/6dmg/8dmg/+3dmg	Ballistic Damage; Single Fire; Range(100ft.); Magazine(6 int.)
10	Assault Rifle	1dmg/4dmg/7dmg/11dmg/15dmg/+4dmg	Ballistic Damage; Burst Fire; Range(55ft.); Magazine(30 box)

Demilich Spell Book

Vampiric Form- Following the Vampire Path of your Demon-Touched Class grants you the ability to transform into a hideous demon form, one which many humans would call a Vampire. While this isn't exactly true, the Demilich's life-draining abilities would make it seem so. You can transform into, and from, this form at will, so long as there is no interference with your concentration or demonic magic present. You can only stay in vampiric form for 20 minutes. Staying in Vampiric form longer than that causes you to lose 25% of your HP. If you are brought to 0HP because of this ability; instead of dying, you instantly are brought to 1HP and attack the nearest target with a Bite attack, drinking their blood.

Dodge Diff.	Speed	Bonuses	Abilities
5	30ft.	Size=Medium Defense=7 Fly= 80ft. (at lvl2)	<p>Weaknesses= The following terrain cause you to take damage equal to your Power at the beginning of your turn, and if you move into it. If any damage is dealt, you add this additional damage:</p> <ul style="list-style-type: none"> - Any terrain illuminated by Sunlight or UV light - Running Water - Fire - Piercing damage from wooden weapons <p>Poison damage doesn't harm your character</p> <p>Once per day, your character can choose to succeed any roll. Roll a die to determine the number of successes you receive.</p> <p>Vampiric Aura= Every enemy within 10ft. of you must make a Mind roll (Difficulty 7). Any enemy that fails suffers a -1 to Attack and Defense for 1 round.</p> <p>Attack= Attacks with weapons; can also attack with a bite during your attack action, which deals damage equal to your Power. When you bite, you may choose to immediately succeed in Grappling, or drink the blood of your target. Drinking causes you to regain HP equal to half your Power.</p> <p>Lvl2= At Level 2, you can perform your attacks, an additional attack, and a Bite attack on your Attack Action; as well as the abilities listed below.</p> <p>Flight= For 5HP, you sprout bat wings from your back. You can fly for the remainder of your transformation duration, but you must not be suffering any preventing conditions</p> <p>Speed= For 2HP, you add 5ft. of Speed to your character for 1 round. This may be done as a free action as many times as you wish.</p> <p>Dark Blast= For 5HP, your character may perform a Magic Attack that deals magical damage equal to your Power to any target s/he can see within 30ft. This can be performed as many times as you wish during your attack action</p> <p>Vampiric Whisper= For 5HP, your character may impose a Mind roll (Difficulty 8) on any target that can hear you up to 40ft. away. If that character fails, you control that character for the next 2 rounds.</p>

Vampiric Underling- Being transformed into a Vampiric Underling is like being permanently cursed by the Demon that changed your character into a Demon-Touched. When someone is transformed into an Underling by you, you may remove the effects of the curse at will. If you do not, the curse becomes permanent after an hour. A Vampiric Underling that is made by your character is eternally bound to your character though a mental connection and cannot deny any commands you issue him/her, even if s/he doesn't want to obey them. You become the Underling's master and s/he gains the abilities listed below. Additionally, the Vampiric Underling loses 10% of their HP after every 2 in-game hours. If s/he is brought to 0HP because of this ability; instead of dying, s/he instantly is brought to 1HP and attacks the nearest target with a Bite attack, drinking their blood.

Dodge Diff.	Speed	Bonuses	Abilities
6	30ft.	Size=Medium Defense=6	Weaknesses= The following terrain cause you to take damage equal to your Power at the beginning of your turn, and if you move into it. If any damage is dealt, you add this additional damage: - Any terrain illuminated by Sunlight or UV light - Running Water - Fire - Piercing damage from wooden weapons Poison damage doesn't harm your character Once per day, your character can choose to succeed any roll. Roll a die to determine the number of successes you receive. Attack= Attacks with weapons; can also attack with a bite during your attack action, which deals damage equal to your Power. When you bite, you may choose to immediately succeed in Grappling, or drink the blood of your target. Drinking causes you to regain HP equal to half of their master's Power.

The Undead- Following the Necromancer Path of your Demon-Touched Class grants you the ability to raise the dead as zombies, ghouls, and skeletons. Zombies, ghouls, and skeletons follow your orders to the best of their abilities without question. The table below lists the abilities of your summoned undead.

Name	Dodge Diff.	Speed	Bonuses	Abilities
Zombie	10	25ft.	Size=Medium Defense=6 Immune to Poison	Zombies have HP equal to your Power Attack= (1dmg/3dmg/4dmg/6dmg/8dmg/+2dmg) Attacks are Melee strikes made with stats equal to yours and have a 10% chance to deal additional Poison damage equal to your Power
Ghoul	(static)	(static)	Size=(static) Defense=(static) Immune to Poison	Ghouls have HP equal to their HP that they had before becoming a Ghoul. Ghouls have stats equal to their respective stats that they had before becoming a Ghoul. All static listings are referred to their previous stats. Ghouls have all the abilities that they had before becoming a Ghoul.
Skeleton	8	30ft.	Size=Medium Defense=7 Immune to Poison	Skeletons have HP equal to twice your Power Attack= (2dmg/3dmg/5dmg/7dmg/9dmg/+2dmg) Attacks are Melee strikes made with stats equal to yours.
Skeletal Minutemen	8	30ft.	Size=Medium Defense=7	Skeletal Minutemen have HP equal to twice your Power

			Range=50ft. Immune to Poison	Attack= (3dmg/4dmg/5dmg/6dmg/8dmg/+3dmg) Attacks are Ranged strikes made with stats equal to yours and deal Ballistic Damage.
Skeletal Goliath	9	30ft.	Size=Large Defense=7 Reach of 10ft. Immune to Poison	Skeletal Goliaths have HP equal to seven times your Power Attack= (4dmg/8dmg/14dmg/20dmg/28dmg/+8dmg) Attacks are Melee strikes made with stats equal to yours.

Undead Machinery- Following the Necromancer Path of your Demon-Touched Class grants you the ability to re-raise a zombie from the ground piloting a zombified weapon or vehicle. Roll a die to determine the outcome of the ability.

Roll	Name	Properties
1	Axe	Your zombie now deals (2dmg/3dmg/5dmg/7dmg/9dmg/+2dmg) slashing damage
2	Segway	Your zombie is now riding a Segway and has a movement speed of 45ft. The Segway, itself, has 5HP.
3	Plate Mail	Your zombie is now wearing a rusty suit of armor and has a defense of 10
4	Claymore	Your zombie now deals (3dmg/4dmg/5dmg/6dmg/8dmg/+3dmg) slashing damage and has a reach of 10ft.
5	Blunderbuss	Your zombie now deals (5dmg/5dmg/5dmg/5dmg/8dmg/+4dmg) ballistic damage, fires in Single Fire style, has a range of 15ft., and has 4 rounds of ammo.
6	Rifle	Your zombie now deals (1dmg/4dmg/7dmg/11dmg/15dmg/+4dmg) ballistic damage, fires in Automatic style, has a range of 50ft., and has 30 rounds of ammo.
7	Motorcycle	Your zombie is now riding a powerful Harley Davidson motorcycle and has a movement speed of 70ft. The motorcycle itself has 12HP.
8	Chainsaw	Your zombie now deals (5dmg/10dmg/15dmg/20dmg/25dmg/+10dmg) slashing damage and has enough gasoline for 3 attacks
9	Rocket Launcher	Your zombie now deals (14dmg/16dmg/18dmg/20dmg/22dmg/+2dmg) ballistic damage in a 15ft.X15ft. area of impact from the target. The rocket launcher only has one round of ammo.
10	Muscle Car	Your zombie is now driving a rusty, undead Chevy Impala SS, has a movement of 80ft., and has a defense of 9 while in the driver's seat. The car itself has 20HP.

Undead War Machinery- Following the Necromancer Path of your Demon-Touched Class grants you the ability to re-raise a zombie from the ground piloting a zombified war vehicle. Roll a die to determine the outcome of the ability.

Roll	Name	Properties
1	Motorcycle	Your zombie is now riding a WW2 era military issue Harley Davidson motorcycle and has a movement speed of 60ft. The motorcycle itself has 12HP.
2	Light Jeep	Your zombie is now driving a WW2 era military issue Willys MB light jeep, has a movement speed of 70ft. and a defense of 7 while in the driver's seat. The jeep itself has 20HP.

3	Sidecar Motorcycle	Your zombie is now riding a German SS motorcycle with a side car attached to it. The sidecar has an additional zombie riding in it, which operates the light machine gun mounted to its front. The motorcycle has 13HP, a movement speed of 60ft. and the machine gun deals (1dmg/4dmg/7dmg/11dmg/15dmg/+4dmg) ballistic damage, fires in Automatic style, has a range of 50ft., and has 30 rounds of ammo.
4	Humvee	Your zombie is now driving a fallen War On Terror era military issue heavy jeep, which has a movement speed of 60ft. and a defense of 9 while in the driver's seat. The jeep itself has 40HP and a mounted light machine gun on the roof.
5	Striker	Your zombie is now driving a fallen War On Terror era Stryker, which has a movement speed of 40ft. and a defense of 10 while in the driver's seat. The armored vehicle itself has 60HP and a remote-operated grenade launcher on the roof.
6	Biplane	Your zombie bursts from the ground flying a pre-WW2 era plane equipped with light machine guns. Your zombie is allowed to make two strafing runs with its machine guns, one per round of initiative, dealing (1dmg/4dmg/7dmg/11dmg/15dmg/+4dmg) ballistic damage in a 5ft.X35ft. area, aligning to the direction of the flight path. The zombie has a defense of 7 while in the pilot's seat. The plane itself has 20HP.
7	Helicopter	Your zombie bursts from the ground flying a Soviet War era helicopter, which has 17HP; a movement speed of 45ft.; a defense of 8; a machine gun that deals (3dmg/4dmg/5dmg/6dmg/8dmg/+3dmg) ballistic damage in a 10ft.X10ft. area of impact from the target; and a rocket launcher that deals (14dmg/16dmg/18dmg/20dmg/22dmg/+2dmg) ballistic damage in a 15ft.X15ft. area of impact from the target.
8	P-51 Mustang	Your zombie bursts from the ground flying a WW2 era fighter plane. Your zombie is allowed to make two strafing runs with its machine guns, one per round of initiative, dealing (1dmg/4dmg/7dmg/11dmg/15dmg/+4dmg) ballistic damage in a 5ft.X35ft. area, aligning to the direction of the flight path. Additionally, your zombie may also drop a bomb instead. This deals (14dmg/16dmg/18dmg/20dmg/22dmg/+2dmg) ballistic damage in a 15ft.X15ft. area of impact from the target. The zombie has a defense of 8 while in the pilot's seat. The plane itself has 25HP.
9	Trench Tank	Your zombie is now driving a British Mark V tank, which has 70HP, a movement speed of 15ft., a defense of 9, and two cannons which deal (14dmg/16dmg/18dmg/20dmg/22dmg/+2dmg) ballistic damage in a 10ft.X10ft. area of impact from the target, each with 2 rounds of ammo.
10	Abrams Tank	Your zombie is now driving a fallen M1A1 Abrams Tank, which has 100HP, a movement speed of 25ft., a defense of 10, and one cannon which deals (20dmg/22dmg/24dmg/26dmg/28dmg/+4dmg) ballistic damage in a 15ft.X15ft. area of impact from the target and has 6 rounds of ammo.

Planar Devil Spell Book

Chosen Element- Depending on the chosen element you align with, you acquire resistances and weaknesses to certain types of elemental energies. Use the table below to understand those attributes.

Chosen Element	Take Half Damage from	Take Double Damage from
Fire	Fire, Nature, and Poison	Water and Ice
Water	Water, Fire, and Earth	Nature and Lightning
Nature	Nature, Water, and Poison	Fire and Ice
Poison	Poison, Earth, and Lightning	Fire and Nature
Ice	Ice, Nature, and Fire	Earth and Lightning
Earth	Earth, Ice, and Lightning	Water and Poison
Lightning	Lightning, Water, and Ice	Poison and Earth

Elemental Blast- At Level 3, you may fire energy directly from your hands as a Magic Attack. On your attack action, for as many attacks as you have, you may make a Magic Attack and strike a target up to 70ft. away. This attack deals damage equal to half your power for every success.

Planar Devil Spell Casting- A character demon-touched by a Planar Devil gains the ability to cast magical spells. These spells come in the form of powerful elemental energy-dealing attacks and terrain altering abilities.

Level 1- Upon taking Elemental Spell Casting at Demonic Level 2, you may cast any of the spells from the Level 1 List. The spells only function in your Chosen Element. If there is a disclaimer for the spell, you must adhere to it.

Level 2- Upon taking the 1st Spell Casting Powerup, you may cast any of the spells from the Level 2 list.

Level 3- Upon taking the 2nd Spell Casting Powerup, you may cast any of the spells from the Level 3 list.

Level 4- Upon taking the 3rd Spell Casting Powerup, you may cast any of the spells from the Level 4 list.

===== Level 1 List =====		
Name	Description	MP Cost
Elemental Hammer	You swing your arms in an arc and crash a hammer made out of energy from your Chosen Element into the ground. The strike deals chosen elemental damage equal to your power to a target within melee range and engulfs the 5ft.X5ft. area in front of you in elemental energy for the rest of the round. This attack is an automatic hit.	1
Elemental Bullet	You point your fingers in the shape of a gun at a target up to 80ft. away. You can make a Ranged attack at any target you can hit. This attack deals chosen elemental damage equal to your Power for every success you achieve.	2
Elemental Javelin	You hurl a spear made of your chosen element. It flies perfectly straight up to 100ft. through targets and walls. All targets within that line attempt	4

	to Dodge. If they fail, they take chosen elemental damage equal to twice your power. If they succeed, they take half that.	
Elemental Shield	The next person you touch becomes coated in a colored light. The next 8 points of damage of your chosen elemental that character takes is ignored. You may choose to target yourself.	4

===== Level 2 List =====		
Name	Description	MP Cost
Elemental Explosion	From any spot you can see within 100ft. of you, you can cause a 20ft.X20ft. area to explode with your elemental energy. All targets within that spot attempt to Dodge. If they fail, they take chosen elemental damage equal to three times your power. If they succeed, they take half that. There is a 30% chance that the area is now coated in elemental energy.	6
Elemental Terrain	From any spot you can see within 100ft., as long as you have a clear line of sight, you may coat a 15ft.X15ft. square anywhere along that path in your elemental energy.	5
Snap Blast	<p>You snap your fingers. Immediately, one target you can see within 100ft., and the ground that target is standing on, gets enshrouded by your chosen element. Depending on your chosen element, your target suffers one of the following conditions:</p> <p>Fire= Your target's clothing and skin is ignited and takes fire damage equal to your power until it is extinguished.</p> <p>Water= A sphere of water is held in place, engulfing your target's body. The target is restrained. The target must succeed a Vitality Roll (Difficulty 7) or suffocate. The Difficulty of the Vitality roll increases by 1 every round until the target breaks free with a Strength roll (Difficulty 7).</p> <p>Nature= A mass of vine-like tentacles restrains the target. The target is restrained until it breaks free with a Strength roll (Difficulty 9).</p> <p>Poison= A collection of poison gas puffs into existence around the target. The target must succeed a Vitality Roll (Difficulty 7). If the roll has less than 3 successes, the target becomes poisoned. If the roll has no successes, the target becomes poisoned and unconscious.</p> <p>Ice= The target must pass an Aura roll (Difficulty 7). If the roll fails, the target is frozen solid.</p> <p>Earth= The target starts to sink in tar-like quicksand unless s/he/it passes a Dexterity roll (Difficulty 7).</p> <p>Lightning= The machinery and electronic gadgetry on the target's body instantly fails.</p>	5

===== Level 3 List =====		
Name	Description	MP Cost
Elemental Storm	From any spot you can see within 100ft. of you, you can cause an energy storm cloud to hover above a 30ft.X30ft. area. For the next 5 minutes, once per turn, you may cause a bolt of energy to come crashing down from anywhere the cloud is. All targets within that bolt attempt to Dodge. If they fail, they take chosen elemental damage equal to three times your power. If they succeed, they take half that. There is a 30% chance that the area is now coated in elemental energy.	9
Elemental Ray	You hold your hands outwards and spray a 50ft. cone of pure energy forward in a powerful blast. All targets within that cone attempt to Dodge.	7

	If they fail, they take chosen elemental damage equal to three times your power. If they succeed, they take half that. There is a 30% chance that the area is now coated in elemental energy.	
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Elemental Tread and Elemental Coating of Terrain- When the energy of your Chosen Element covers any area on the battlefield, those squares impose certain hazards towards anyone or anything that tries to traverse them, except you. Depending on the Chosen Element, the effect is different.

Fire- Squares that are on fire deal 5 fire damage to anything or anyone that crosses it, unless that target succeeds in a Finesse roll (Difficulty 7) with at least 3 successes.

Water- Squares coated in water impose very little hazard, however no fire may burn on these squares and if the floor is a material that would be slippery when wet, the target will need to succeed in a Dexterity roll (Difficulty 7).

Nature- Nature energy causes vines and plants to grow sporadically and rapidly on squares that it coats. Targets will need to pass a Finesse roll (Difficulty 7) with at least 3 successes or be entangled by the vines.

Poison- Poison energy causes the floor to bubble and splatter droplets of acid upwards in random directions. Squares that possess this energy make targets that traverse them roll a Vitality roll (Difficulty 7). If the roll fails, the target is poisoned.

Ice- Squares covered in Ice are incredibly slippery. Targets will need to pass a Dexterity roll (Difficulty 7) with at least 3 successes or fall prone.

Earth- Squares covered in Earth energy turns black and tar-like. Targets will need to pass a Dexterity roll (Difficulty 7) with at least 3 successes or start to sink in the quicksand-like floor.

Lightning- Squares covered in Lightning Energy distorts technology and electrical machinery. All gadgets that cross these squares have a 50% chance of shutting down and malfunctioning.

Summon Planar Familiar- Following the PlaneWalker Path of your Demon-Touched Class grants you the ability to summon tiny flying familiars from your Chosen Element's Hellish Plane. These creatures get their own turn in Initiative; can perform their own Melee and Magic attacks; they share your stats in terms of Attributes; they can fly indefinitely; but they only have 1HP. It takes a full round action to summon a familiar while in battle.

Summon Planar Monster- Following the PlaneWalker Path of your Demon-Touched Class grants you the ability to summon large monsters that can fight for you. These creatures get their own turn in Initiative; are completely immune to the element they are aligned with; and follow the stats in the table below.

Name	Dodge Diff.	Speed	Bonuses	Abilities
Salamander (Fire)	8	35ft.	Size=Large Defense=8	Can attack twice Attack= (2dmg/4dmg/7dmg/9dmg/12dmg/+3dmg) Fire Breath= 35ft. Cone; Magic Atk; 2dmg per succ.
Shark-Fiend (Water)	7	25ft.	Size=Medium Defense=7 Swim=80ft.	Can attack twice Amphibious= Can breathe underwater Defense is 10 while underwater Attack= (3dmg/6dmg/9dmg/12dmg/15dmg/+4dmg)
Ent (Nature)	9	20ft.	Size=Large Defense=8 Reach of 15ft.	Can attack twice Attack= (3dmg/6dmg/9dmg/12dmg/15dmg/+4dmg)
Lemure (Poison)	9	15ft.	Size=Large Defense=9 Reach of 15ft.	Attack severely poisons the target on hit Attack= (2dmg/4dmg/7dmg/9dmg/12dmg/+3dmg) Sludge Spray= 40ft. Line; Magic Atk; 3dmg per succ.; atk poisons and entangles the target
Yeti (Ice)	7	35ft.	Size=Medium Defense=7	Can attack twice Attack= (2dmg/4dmg/7dmg/9dmg/12dmg/+3dmg) Ice Breath= 35ft. Cone; Magic Atk; 2dmg per succ.; targets must succeed Vitality roll (Diff. 8) or be frozen
Dinosaur Fossil (Earth)	9	30ft.	Size=Large Defense=8	Can attack three times Attack= (3dmg/6dmg/9dmg/12dmg/15dmg/+4dmg)
Mephit (Lightning)	6	30ft.	Size=Medium Defense=6	Attack= (2dmg/4dmg/7dmg/9dmg/12dmg/+3dmg) Lightning Bolt= 70ft. Line; Magic Atk; 3dmg per succ.

Difficulty and The Roll

When your GM tells you to perform a Strength Roll (for example), s/he will immediately declare the difficulty afterwards. Roll a number of dice equal to the number of your Attribute. Add any additional dice you receive from abilities from your Demonic Path Tree, Physical or Metaphysical Tree, or Assets. Remove any dice if told to do so by any Penalties or Complications your character has.

Once you roll, any dice that land on, or higher, than the mentioned Difficulty counts as a Success. Successes determine how well your character performs his/her current task at hand. Any dice that falls short is ignored. Any dice that land on a 1 removes a Success you may receive. Any 10 (or 0) you receive grants you a bonus die to roll. Tally up how many Successes you receive and tell your GM.

Here are some examples of rolls you might make depending on what action you wish to perform:

Enduring harsh weather= Vitality

Holding your breath around noxious fumes= Vitality

Climbing up a cliff side= Athleticism

Swimming beyond your maximum speed= Athleticism

Holding onto something that's frantically trying to escape your grasp= Strength

Lifting a collapsed piece of concrete= Strength

Sprinting beyond your maximum speed= Agility

Jumping farther than your maximum height= Agility

Taking acrobatic actions, like balancing on a tightrope= Dexterity Roll

Driving a car or piloting a plane= Dexterity Roll

Moving with stealth= Finesse

Pickpocketing someone= Finesse Roll

Concentrating or remembering something important= Mind

Repairing a machine= Mind Roll

Hearing a whispering sound through a wall= Perception

Noticing something far away and somewhat out of sight= Perception

Bluffing or Persuading someone else to believe you= Charisma

Performing in an entertaining way= Charisma

Assume an intimidating posture= Aura

Sensing the Demonic Energy around you= Aura

Realizing there is a magical enchantment within something you are touching= Energy

Enduring a magical force that exudes its influence on you= Energy

Here are some examples of what each level of difficulty means:

Difficulty 6 = Very Easy – This is a commoner's pursuit and a lackluster achievement. You should totally talk about them at parties.

Difficulty 7 = Easy-ish – This isn't the hardest thing you've ever done, but it's not something to really shrug off. Remember, you could always mess up.

Difficulty 8 = Just Above Average – Now we're talking: A professional attempts these kinds of tasks.

Difficulty 9 = Pretty Hard – Accomplishing this task is not a small feat. Heroes are made from this stuff.

Difficulty 10 = Its Impossible – Ever try to convince someone that the sky was pink on a sunny day?

Melee Weapons

These weapons are Melee Weapons and range from clubs, to swords, to axes, to spears and the like. They require no ammo to use and are relatively easy to wield. The name of the weapons below is a generalization; many types of items present in the world can fall under one description. Some weapons have attributes. These will be described below. Keep in mind the environment you are carrying your weapons around. Make sure you keep your equipment properly stowed away for social encounters.

Name	Damage	Attributes	Cost
Switchblade/ Pocket Knife	1dmg/1dmg/2dmg/3dmg/4dmg/+1dmg	-	\$20
Dagger/ Survival Knife	1dmg/2dmg/3dmg/4dmg/5dmg/+1dmg	Thrown	\$60
Sai/Kunai	1dmg/2dmg/3dmg/4dmg/5dmg/+2dmg	-	\$105
Brass Knuckles	1dmg/2dmg/3dmg/4dmg/5dmg/+1dmg	Martial	\$30
Punching Dagger	1dmg/2dmg/3dmg/4dmg/6dmg/+2dmg	-	\$85
Stunner	1dmg/2dmg/3dmg/4dmg/5dmg/+1dmg	Charge(20); Paralyzing	\$155
Quarterstaff/ Long Pipe	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	Large; Martial	\$15
Full Staff	3dmg/4dmg/5dmg/7dmg/9dmg/+3dmg	Large; Heavy; Martial	\$40
Javelin/ Wood Stake	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	Thrown	\$20
Short Spear	2dmg/3dmg/5dmg/7dmg/9dmg/+2dmg	Large; Reach	\$65
Long Spear/ Lance	2dmg/4dmg/6dmg/8dmg/10dmg/+3dmg	Large; Heavy; Far Reach	\$85
Halberd/Glaive	2dmg/4dmg/6dmg/8dmg/10dmg/+3dmg	Large; Heavy; Reach	\$200
Hatchet	2dmg/2dmg/2dmg/4dmg/6dmg/+3dmg	-	\$35
One Handed Axe	3dmg/3dmg/3dmg/5dmg/8dmg/+3dmg	-	\$70
Two Handed Axe/ Fireman's Axe	3dmg/4dmg/5dmg/7dmg/9dmg/+3dmg	Large	\$95
Pick/Spire	2dmg/2dmg/2dmg/2dmg/5dmg/+4dmg	-	\$20
Pickaxe/Pulaski	2dmg/3dmg/3dmg/3dmg/7dmg/+5dmg	Large; Heavy	\$100
Club/Wood Bat	1dmg/3dmg/4dmg/6dmg/8dmg/+2dmg	-	\$20
Spiked Club	2dmg/3dmg/5dmg/7dmg/9dmg/+2dmg	-	\$45
Nightstick/ Hammer	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	-	\$30
Sledgehammer	2dmg/4dmg/6dmg/8dmg/10dmg/+3dmg	Large; Heavy	\$50
Giant Hammer	2dmg/5dmg/7dmg/9dmg/12dmg/+4dmg	Large; Heavy	\$120
Machete/ Cleaver	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	-	\$25
Short Sword	2dmg/3dmg/4dmg/6dmg/8dmg/+2dmg	-	\$150
Long Sword	2dmg/4dmg/6dmg/8dmg/10dmg/+3dmg	Heavy	\$200
Bastard Sword	3dmg/4dmg/5dmg/7dmg/9dmg/+3dmg	Large; Heavy	\$250
Nunchucks	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	Martial	\$35

Whip	1dmg/2dmg/3dmg/4dmg/5dmg/+1dmg	Far Reach	\$25
Chain	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	Far Reach	\$10
Chainsaw	5dmg/10dmg/15dmg/20dmg/25dmg/+10dmg	Gasoline(30); Large; Heavy; Loading; Consumption(3)	\$150
Flail	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	Reach	\$100
Extended Flail	2dmg/4dmg/6dmg/8dmg/10dmg/+3dmg	Far Reach	\$115
Rifle Bayonet	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	Attachable(1)	\$55
Pistol Bayonet	1dmg/2dmg/3dmg/4dmg/6dmg/+2dmg	Attachable(2)	\$100

Large- A Large weapon is too big to conceal properly. Sure, you can throw a big enough cloth over it, but it will be very conspicuous if you attempt to hide it on your person.

Heavy- A Heavy weapon is too big to be wielded by the weak. You must have at least 4 Strength to properly wield this weapon. If you do not, you suffer -1 to your Melee attack for every Strength Point below 4. Additionally, you may not attack with this weapon in just one hand. You may not use this weapon as a one-handed weapon unless you have the “Commander’s Sword” Ability from the Erinyes’ Demonic Path Tree.

Reach- This weapon is very long. You can perform attacks with this weapon up to 10ft. away from the target.

Far Reach- This weapon is very very long. You can perform attacks with this weapon up to 15ft. away from the target.

Martial- This weapon has been incorporated into a form of martial arts. If you have the “Martial Artist” ability from the Physical Tree, you add the damage listed to your unarmed attacks.

Thrown- This weapon has been specifically designed to be thrown. If your character chooses to throw this weapon, s/he adds 20ft. to the maximum range allotted.

Attachable- This weapon must be attached to its existing weapon in order to be used to its fullest potential. Attachable(1) means this weapon can attach to any weapon with the word “Rifle” in it’s title. Attachable(2) means this weapon can attach to any weapon with the words “Pistol”, “Magnum” or “Revolver” in its title.

Charge- This weapon requires an electric charge in order to function. Once fully charged, it can perform a number of attacks equal to the number designated in this attribute. This weapon can recover 1 unit of Charge by being plugged into an electrical socket for 30 minutes, or with a spell.

Paralyzing- Attacks made with this weapon impose Paralysis on the target if the target fails to succeed a Vitality roll (Difficulty 7) with at least 3 successes.

Gasoline- This weapon requires gasoline in order to function. The number designated in this attribute is how many fluid ounces of gasoline it can hold. Gasoline is considered this weapon’s ammunition.

Consumption- This weapon consumes ammunition at a faster rate than normal. The number designated in this attribute shows how much ammunition is used for each attack.

Loading- This weapon has a complex loading procedure. Reloading this weapon requires a full round action, unless you have the Gremlin’s “Demonic Sleight of Hand” ability.

Ranged Weapons

These weapons are Ranged Weapons and range from bows, to crossbows, to slingshots and anything that launches a projectile without the assistance of ballistic force. These “Non-Firearm Ranged Weapons” utilize ammo, usually uniquely made for each weapon. The name of the weapons below is a generalization; many types of items present in the world can fall under one description. Some weapons have attributes. These will be described below. Keep in mind the environment you are carrying your weapons around. Make sure you keep your equipment properly stowed away for social encounters.

Name	Damage	Mag. /Fire	Attributes	Cost
Short Bow	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	N/A	Ammo= Arrow Range= 80ft/320ft	\$55
Long Bow	3dmg/4dmg/5dmg/7dmg/9dmg/+3dmg	N/A	Large Ammo= Arrow Range= 120ft/480ft	\$70
Reflex Bow/ Composite Bow	3dmg/5dmg/7dmg/9dmg/11dmg/+4dmg	N/A	Large Ammo= Arrow Range= 90ft/360ft	\$400
Light Crossbow	1dmg/3dmg/4dmg/6dmg/8dmg/+2dmg	1 int Single	Stock Ammo= Bolt Range= 75ft/300ft	\$320
Heavy Crossbow	3dmg/4dmg/5dmg/7dmg/9dmg/+3dmg	1 int Single	Stock; Large; Heavy; Loading Ammo= Bolt Range= 100ft/400ft	\$1000
Hand Crossbow	1dmg/2dmg/3dmg/4dmg/5dmg/+1dmg	1 int Single	Ammo= Bolt Range= 40ft/120ft	\$1100
Slingshot	1dmg/1dmg/2dmg/3dmg/4dmg/+1dmg	N/A	Improvised Ammo Range= 30ft/60ft	\$30
BB Gun/ Airsoft Pistol	1dmg/1dmg/1dmg/1dmg/2dmg/+1dmg	24 box Semi	Ammo= 6mm BB Range= 20ft/40ft	\$50
BB Rifle/ Airsoft Rifle	1dmg/1dmg/1dmg/2dmg/3dmg/+1dmg	70 box Semi; Auto	Stock Ammo= 6mm BB Range= 35ft/105ft	\$95
Taser	1dmg/2dmg/3dmg/4dmg/5dmg/+1dmg	1 int Single	Paralyzing Ammo= Taser Range= 20ft/20ft	\$650
Net Gun	0dmg/0dmg/1dmg/1dmg/1dmg/+1dmg	1 int Single	Entangling; Heavy Ammo= Net Range= 30ft/60ft	\$150
Flamethrower	3dmg/5dmg/7dmg/9dmg/11dmg/+4dmg	40 int Single	Large; Heavy; Loading; Consumption(10); License(3) Ammo= Gasoline Range= 25ft/25ft	\$1250

Range- These ranged weapons have a designated effective range. For every attack made past increments of the first number mentioned, you suffer a -1 penalty. No attacks may be made past the second number.

Ammo- This weapon requires ammo in order to function. You must purchase ammo and load it into this weapon. Ammo prices are listed after the Weapons section of this document.

License- This weapon cannot be purchased without a certain official license or document. License(1) means this weapon can be purchased with a sportsman or hunting license. This can usually be bypassed by submitting to a background check or sorts. License(2) means this weapon can only be purchased by people employed with certain branches of authority or rank, such as a police officer in a SWAT division or a personal bodyguard for a corporate executive. License(3) means this weapon can only be purchased on the federal level for organizations like the military or private military contractors.

Large- A Large weapon is too big to conceal properly. Sure, you can throw a big enough cloth over it, but it will be very conspicuous if you attempt to hide it on your person.

Heavy- A Heavy weapon is too big to be wielded by the weak. You must have at least 4 Strength to properly wield this weapon. If you do not, you suffer -1 to your Ranged attack for every Strength Point below 4.

Stock- This weapon is designed to be pressed against the shoulder for steadiness and held with two hands. This weapon cannot be used as a one-handed weapon.

Loading- This weapon has a complex loading procedure. Reloading this weapon requires a full round action, unless you have the Gremlin's "Demonic Sleight of Hand" ability.

Paralyzing- Attacks made with this weapon impose Paralysis on the target if the target fails to succeed a Vitality roll (Difficulty 7) with at least 3 successes.

Entangling- Attacks made with this weapon impose Entanglement on the target if the target fails to succeed a Dexterity roll (Difficulty 7) with at least 3 successes.

Improvised Ammo- This weapon has no specific ammo designed for it, but instead launches anything diminutive in size. You can either purchase marbles, rocks, or pellets; or search for rubble or rocks on the ground. The Difficulty for this Perception Roll would be 5 and each success would grant you 2 objects.

Consumption- This weapon consumes ammunition at a faster rate than normal. The number designated in this attribute shows how much ammunition is used for each attack.

Firearms

These weapons are Firearms and range from pistols, to revolvers, to shotguns, to rifles, and anything that shoots what would be considered 'a bullet'. These 'guns' utilize ammo that fit the caliber of the receiver and barrel. The name of the caliber within the name of the weapon designates the type of ammo needed for the gun. The name of the weapons below is a generalization; many types of items present in the world can fall under one description. Some weapons have attributes. These will be described below. Keep in mind the environment you are carrying your weapons around. Make sure you keep your equipment properly stowed away for social encounters.

Name	Damage	Mag /Fire	Attributes	Cost
.22cal Pistol	1dmg/2dmg/3dmg/4dmg/5dmg/+1dmg	10 box Semi	License(1) Range= 45ft/90ft	\$330
.22cal Revolver	1dmg/2dmg/3dmg/4dmg/5dmg/+2dmg	8 cyl Semi	License(1) Range= 30ft/60ft	\$310

.32cal Pistol/ 7.65mm Pistol	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	7 box Semi	License(1) Range= 40ft/120ft	\$400
.32cal Machine Pistol	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	32 box Semi; Auto	License(2) Range= 30ft/90ft	\$1500
.32cal Lever- Action Rifle	3dmg/4dmg/5dmg/7dmg/9dmg/+3dmg	14 int Single	License(1); Stock Range= 85ft/255ft	\$900
5.7mm Pistol	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	20 box Semi	License(1) Range= 50ft/150ft	\$580
5.7mm Sub- Machine Gun	3dmg/4dmg/5dmg/7dmg/9dmg/+3dmg	50 box Semi; Auto	License(2); Stock Range= 50ft/150ft	\$3890
9mm Pistol	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	19 box Semi	License(1) Range= 60ft/180ft	\$550
9mm Revolver	2dmg/3dmg/4dmg/5dmg/7dmg/+3dmg	6 cyl Semi	License(1) Range= 45ft/135ft	\$460
9mmE Electronic Pistol	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	12 box Semi; Auto	License(1); Storm Fire Range= 65ft/195ft	\$1670
9mm Machine Pistol	2dmg/3dmg/4dmg/5dmg/7dmg/+2dmg	23 box Semi; Auto	License(2) Range= 40ft/120ft	\$1600
9mm Compact Sub- Machine Gun	2dmg/3dmg/4dmg/5dmg/7dmg/+3dmg	30 box Semi; Auto	License(2) Range= 70ft/210ft	\$2790
.40cal Pistol/ 10mm Pistol	2dmg/3dmg/4dmg/5dmg/7dmg/+3dmg	17 box Semi	License(1) Range= 50ft/150ft	\$600
.45cal Pistol/ 11.4mm Pistol	2dmg/3dmg/4dmg/5dmg/8dmg/+3dmg	8 box Semi	License(1) Range= 50ft/150ft	\$600
.45cal Revolver	2dmg/3dmg/4dmg/6dmg/9dmg/+4dmg	6 cyl Semi	License(1) Range= 35ft/105ft	\$600
.45cal Sub- Machine Gun	2dmg/3dmg/4dmg/5dmg/8dmg/+3dmg	30 box Semi; Auto	License(2); Stock Range= 60ft/180ft	\$2150
.45cal Set Cylinder	2dmg/3dmg/4dmg/5dmg/8dmg/+3dmg	2 int Semi	License(1) Range= 40ft/120ft	\$540
12 Gauge Break-Action Shotgun	2dmg/6dmg/6dmg/6dmg/7dmg/+3dmg	1 int Single	License(1); Stock Range= 20ft/60ft	\$210
12 Gauge Double Barreled Shotgun	2dmg/6dmg/6dmg/6dmg/7dmg/+3dmg	2 int Semi	License(1); Stock Range= 20ft/60ft	\$345
12 Gauge Shotgun	2dmg/6dmg/6dmg/6dmg/7dmg/+3dmg	8 int Single	License(1); Stock Range= 20ft/60ft	\$450

12 Gauge Combat Shotgun	2dmg/6dmg/6dmg/6dmg/7dmg/+3dmg	6 int Semi	License(2); Stock Range= 25ft/75ft	\$1820
12 Gauge Automatic Shotgun	2dmg/6dmg/6dmg/6dmg/7dmg/+3dmg	8 box Semi; Auto	License(3); Stock Range= 20ft/60ft	\$2500
12E Gauge Electronic Shotgun	2dmg/6dmg/6dmg/6dmg/7dmg/+3dmg	5 int Semi; Auto	License(3); Stock; Storm Fire Range= 20ft/40ft	\$3000
8 Gauge Pump-Action Shotgun	4dmg/5dmg/5dmg/5dmg/8dmg/+4dmg	5 int Single	License(2); Stock Range= 20ft/60ft	\$2000
.50inAE Magnum	3dmg/4dmg/5dmg/7dmg/9dmg/+4dmg	7 box Semi	License(1); Recoil Range= 35ft/105ft	\$1090
.44spec Revolver	3dmg/4dmg/5dmg/7dmg/9dmg/+5dmg	6 cyl Semi	License(1); Recoil Range= 45ft/135ft	\$945
.454 Casull Magnum	3dmg/5dmg/7dmg/9dmg/12dmg/+5dmg	7 box Semi	License(2); Recoil Range= 40ft/120ft	\$1470
.500 S&W Revolver	3dmg/5dmg/7dmg/9dmg/12dmg/+5dmg	5 cyl Semi	License(1); Recoil Range= 45ft/135ft	\$1200
5.56mm Combat Rifle	3dmg/4dmg/5dmg/7dmg/9dmg/+3dmg	30 box Semi	License(2); Stock Range= 80ft/240ft	\$1400
5.56mm Assault Rifle	3dmg/4dmg/5dmg/7dmg/9dmg/+3dmg	30 box Burst; Auto	License(3); Stock Range= 80ft/240ft	\$2000
5.56mm/ 20mm Dual- Feature Rifle	3dmg/4dmg/5dmg/7dmg/9dmg/+3dmg 5dmg/7dmg/10dmg/13dmg/16dmg/+4dmg	20 box Auto 4 box Single	License(3); Stock; Large; Loading; Heavy Range= 65ft/	\$4900
5.56mm Light Machine Gun	3dmg/4dmg/5dmg/7dmg/9dmg/+3dmg	74 box Auto	License(3); Large; Stock; Loading Range= 90ft/270ft	\$3300
7.62mm Bolt- Action Rifle	4dmg/5dmg/7dmg/9dmg/11dmg/+3dmg	6 int Single	License(1); Stock Range= 90ft/360ft	\$1100
7.62mm Assault Rifle	3dmg/4dmg/5dmg/7dmg/9dmg/+3dmg	30 box Auto	License(3); Stock Range= 70ft/210ft	\$1800
7.62mm Sniper Rifle	4dmg/5dmg/7dmg/9dmg/11dmg/+3dmg	10 box Semi	License(3); Stock; Large Range= 100ft/400ft	\$2100
7.62mm Light Machine Gun	5dmg/7dmg/10dmg/13dmg/16dmg/+4dmg	Link Auto	License(3); Stock; Large; Heavy; Loading Range= 90ft/270ft	\$3000
7.62mm Gatling Gun	6dmg/10dmg/14dmg/19dmg/25dmg/+7dmg	Link Auto	License(3); Stock; Large; Heavy; Loading; Consumption(5) Range= 150ft/350ft	\$210k
6.8mm Assault rifle	4dmg/5dmg/7dmg/9dmg/11dmg/+3dmg	24 box Burst; Auto	License(3); Stock Range= 100ft/300ft	\$2900

270win Sniper Rifle	4dmg/5dmg/7dmg/9dmg/12dmg/+5dmg	5 int Semi	License(1); Stock; Large Range= 110ft/440ft	\$1900
30-.06 Sniper Rifle	5dmg/7dmg/10dmg/13dmg/16dmg/+4dmg	10 box Semi	License(3); Stock; Large Range= 115ft/460ft	\$3000
12.7mm Sniper Rifle	5dmg/8dmg/12dmg/16dmg/20dmg/+5dmg	5 box Semi	License(3); Stock; Large; Loading; Heavy Range= 150ft/600ft	\$3400
12.7mm Heavy Machine Gun	5dmg/7dmg/10dmg/13dmg/16dmg/+4dmg	Link Auto	License(3); Stock; Large; Loading; Heavy Range= 110ft/330ft	\$3500
40mm Grenade Launcher	5dmg/8dmg/12dmg/16dmg/20dmg/+5dmg	1 int Single	License(3); Stock; Attachable Range= 50ft/150ft	\$3000
83mm Rocket Launcher	14dmg/16dmg/18dmg/20dmg/22dmg/+2dmg	1 int Single	License(3); Stock; Large; Heavy; Loading Range= 250ft/750ft	\$53k

Range- These ranged weapons have a designated effective range. For every attack made past increments of the first number mentioned, you suffer a -1 penalty. No attacks may be made past the second number.

License- This weapon cannot be purchased without a certain official license or document. License(1) means this weapon can be purchased with a sportsman or hunting license. This can usually be bypassed by submitting to a background check or sorts. License(2) means this weapon can only be purchased by people employed with certain branches of authority or rank, such as a police officer in a SWAT division or a personal bodyguard for a corporate executive. License(3) means this weapon can only be purchased on the federal level for organizations like the military or private military contractors.

Large- A Large weapon is too big to conceal properly. Sure, you can throw a big enough cloth over it, but it will be very conspicuous if you attempt to hide it on your person.

Heavy- A Heavy weapon is too big to be wielded by the weak. You must have at least 4 Strength to properly wield this weapon. If you do not, you suffer -1 to your Ranged attack for every Strength Point below 4.

Recoil – Some firearms are small, but shoot a powerful round. This makes them somewhat unwieldy for the untrained. You must have at least 4 Dexterity to properly wield this weapon. If you do not, you suffer -1 to your Ranged attack for every Dexterity Point below 4.

Stock- This weapon is designed to be pressed against the shoulder for steadiness and held with two hands. Because of this, it cannot be used as a one-handed weapon.

Loading- This weapon has a complex loading procedure. Reloading this weapon requires a full round action, unless you have the Gremlin's "Demonic Sleight of Hand" ability.

Storm Fire – This weapon is specially designed with an electronic firing system. It can be set up to fire every bullet loaded with one shot. The player has the option to choose Storm Fire as a firing mode. If the player does so, the difficulty of the attack rises to 10 and adds an additional 1dmg to for each extra bullet fired, to a maximum of 9dmg.

Attachable- This weapon must be attached to its existing weapon in order to be used to its fullest potential. This particular weapon can attach to any weapon with the word "Rifle" in its title. It can also be used by itself.

Ammo and Magazines

Use this chart to determine the price of ammo and box magazines

Name	Price	Special Traits
Standard Arrows (Sleeve of 12))	\$12	-
Spearhead Arrows (Sleeve of 3)	\$12	These arrows have a bladed head that deal an additional 2dmg as Slashing damage.
Crossbow Bolts (Sleeve of 8)	\$12	-
6mm BBs (Bucket of 1000)	\$30	-
Taser Cartridge (1)	\$10	-
Net Cartridge (1)	\$	-
.22cal Rounds (Box of 150)	\$10	-
.32cal / 7.65mm Rounds (Box of 50)	\$15	-
5.7mm Rounds (Box of 50)	\$50	-
9mm Rounds (Box of 50)	\$25	-
9mmE Eject-able Chamber (1)	\$140	This chamber comes preloaded with all 12 shots.
.40cal / 10mm Rounds (Box of 30)	\$25	-
.45cal / 11.4mm Rounds (Box of 20)	\$30	-
12 Gauge Buckshot Shotgun Shell (Box of 12)	\$30	-
12 Gauge Birdshot Shotgun Shell (Box of 12)	\$35	Attacking with this ammo allows you to deal damage within a 10ft.X10ft. square of your choosing within the range of your weapon. You also subtract 2dmg from every attack.
12 Gauge Deer Slug Shotgun Shell (Box of 4)	\$35	Attacking with this ammo allows you to ignore any bonuses your target receives from half-cover and add 4dmg to every attack.
12E Gauge Eject-able Barrel	\$250	This tube comes preloaded with all 5 shots.
8 Gauge Buckshot Shotgun Shell (Box of 10)	\$90	-
.50inAE Magnum Rounds (Box of 12)	\$50	-
.44spec Magnum Rounds (Box of 20)	\$50	-
.454 Casull Magnum Rounds (Box of 8)	\$50	-
.500 S&W Magnum Rounds (Box of 10)	\$50	-
5.56mm Rounds (Box of 120)	\$80	-
20mm Grenade Rounds (1)	\$35	License(3) These explosive rounds deal damage in a 10ft.X10ft. square.
7.62mm Rounds (Box of 20)	\$8	-
6.8mm Rounds (Box of 20)	\$17	-

270win Rounds (Box of 20)	\$18	-
30-.06 Sniper Rounds (Box of 20)	\$20	-
12.7mm Anti-Material Rounds (Box of 5)	\$45	-
40mm Grenade Round (1)	\$590	License(3) These explosive rounds deal damage in a 15ft.X15ft. square.
83mm Rocket (1)	\$1300	License(3) These explosive rounds deal damage in a 20ft.X20ft. square.
Handgun Magazine (1)	\$15 - \$50	-
Rifle Magazine (1)	\$20 - \$100	-
Drum Magazine (1)	\$100 - \$500	Holds three times the number of rounds as a standard box magazine. Loading this type of magazine requires a full round action and imposes the 'Heavy' attribute upon the weapon.
Linked Belt (1)	\$45	Holds 50 rounds; can be connected to other Linked Belts for continuous feeding and larger capacities
Revolver Speed Reloader	\$15	Magnets within this device latch onto loose ammo within your pocket, automatically refilling the device

Armor

Use this chart to calculate the potency of various different types of wearable armor within the game.

Remember, you cannot have a higher Defense than 10, even with armor equipped.

Name	Armor	Max Dex.	Price	Special Traits
Leather Jacket	+1	7	\$170	Socially acceptable as casual attire; Shreds easily
Demonic Cloth	+0	7	\$9000	Increases Power by 1 while worn; Socially acceptable as casual attire; Shreds easily
Studded Leather Jacket	+1	6	\$180	Spikes impose a +1 increase in Difficulty towards all Strength rolls made to Grapple you
Undercover Vest	+2	5	\$230	License(1) Can be concealed under normal clothing
Light Demonic Armor	+1	8	\$13k	Increases Power by 1 while worn
Motorcycle Armor	+1	7	\$300	-
Kevlar Armor	+2	6	\$500	Reduces damage from firearms by 1
Tactical Gear	+2	7	\$640	License(1) Reduces damage from firearms by 1
Medium Demonic Armor	+2	7	\$13k	Increases Power by 2 while worn
Dyneema Armor	+2	8	\$2300	License(1)
Scrap Metal Breastplate	+2	4	\$10	-

Medieval Chainmail	+2	6	\$700	-
Heavy Tactical Gear	+3	5	\$1400	License(1) Reduces damage from firearms by 2
Medieval Plate Mail	+3	6	\$5000	-
Bomb Diffuser's Armor	+4	4	\$4600	License(2) Reduces damage from explosives by 3
Heavy Demonic Armor	+4	6	\$15k	Increases Power by 3 while worn
Trash Can Lid	+1	-0	\$5	Shield
Buckler	+1	-1	\$25	Shield; Adds 1dmg to all Attacks of Opportunity made by the wearer
Small Shield	+2	-2	\$70	Shield
Riot Shield	+2	-3	\$300	Shield; Reduces damage from firearms by 2
Large Shield	+3	-3	\$300	Shield

Shield- Shields are held by one arm, preventing you from doing attacks with two-handed weapons or firearms with the Stock attribute while using one.

Enemies and Opponents

The chart below contains a few pre-rendered enemies. Alter them to accommodate different playstyles and parties.

Name	HP	Weapon(s)	Atk	Def	Dod	NCR	Abilities/Items	Threat
Standard Human	15	Melee, Ranged	4	4	5	2	Usually none...	1
Thug	20	Melee, Firearm	5	6	5	3	Usually none...	2
Corrupt Officer	20	Firearm	6	8	5	4	Pepper Spray; Handcuffs	3
Berserk Vagabond	15	Unarmed	5	5	6	3	Always attacks last offender	2
Possessed Human	35	Melee, Spells	6	7	7	5	Varies on DemonTouched	4
Tiefling	35	Melee, Spells	7	6	6	6	Summon Weapons	4
Demon Monster (Naga, Demitaur)	50	Melee, Ranged, Spells	7	9	5	5	Physical Damage Resistant; Large sized	7
Demon Berserker (Minotaur, Werewolf)	95	Melee	10	6	7	7	12 Strength; Physical Damage Resistant Huge Sized	10
Hell Knight	70	Melee, Ranged	8	8	6	7	Magical Armor; 2 Demonic Abilities; Magic Damage Resistant	10

NCR = Non-Combat Roll – Use this number when rolling something other than what is listed

Threat = Use this number to determine how many enemies to send against your party. Usually, the Threat should be equal to all your player's levels combined.

Combat

Combat within HellBent functions in a way somewhat similar to your standard tabletop role playing game, with a few key differences.

Starting Combat

At the very beginning of combat, every player rolls for Initiative. The difficulty of Initiative Rolls is always 7. Players count their successes and tell the DM, who tallies them in order. Ties are broken by Dexterity: Characters with higher Dexterity go first. The DM then rolls for every enemy present. A round consists of each player having a turn with their character, as well as all the enemies going on their turns. Combat ends when the fighting stops.

On Your Turn...

On your turn, you are entitled one Attack Action and one Movement Action. You are allowed to trade your Attack Action and take two Movement Actions instead. You are also allowed to take one Full-Round Action on your turn, ending it after that is performed. In addition, you are allowed to perform one or more Free Actions on your turn, at DM's discretion.

Movement Actions

Movement actions consist of the following:

- Moving a distance equal to your Speed (Usually, one square on the mat is equal to 5 feet)
- Reloading a weapon that does not have the Loading trait
- Using an item that does not inflict damage, like a potion or a gadget.
- Utilizing equipment, like starting a car, typing on a computer, or securing a rappel
- Undressing armor or sheathing or holstering a weapon
- Standing back up once prone
- Interacting with the environment, like lifting fallen debris, busting down a door, or otherwise altering the scenery
- Speaking, shouting, whispering, gesturing, or otherwise having a conversation with another player or character from a distance

Moving

Moving on a board of squares is simple: each square on the mat will represent a certain distance. You can move a distance equal to your character's Speed. You may move diagonally on the board, but every second diagonal square moved on counts as twice the distance of the square.

Reloading

Reloading a ranged weapon utilizes a Movement Action, unless you have the Gremlin's "Demonic Sleight of Hand" Skill. There are four types of ways weapons can be reloaded, and these depend on the style of the magazine the weapon has.

Box Magazines

Box magazines are a metal spring-loaded shapes filled with bullets that fits into its designated firearm. These pop out at the press of a button and another can simply be placed into the slot. A gun with a Box magazine is fully loaded once the player reloads the weapon, so long as they have a fully loaded box magazine to put into it. The magazines are a separate purchase from the ammo.

Cylinder Magazines

Cylinder magazines are large barrels that hold the rounds of ammo inside them. Featured on almost all revolvers and some other weapons, these cylinders eject spent cartridges, but must be reloaded manually. If the character does not have a Speed Reloader, the character must make a Dexterity Roll (Difficulty 7). The number of successes determines how many bullets are loaded into the gun.

Internal Magazines

Internal magazines are hollow chambers inside ranged weapons that store ammo. When reloading, the player must make a Dexterity Roll (Difficulty 7). The number of successes determines how many bullets are loaded into the gun. Weapons with a 1 round Internal Magazine do not require a roll to reload: simply taking the action to reload will load the weapon with the round.

Linked

When a weapon functions off of linked ammo, this means there is a belt of rounds fed into the weapon. This means that so long as the belt is continuously feeding into the weapon, the gun will never run out of ammo. When the belt does end, you must reload a new belt into the weapon. This always takes a full-round action, regardless of any skills or abilities your character may have.

Attack Actions

Attack Actions consist of the following:

- Performing a Melee, Ranged, or Magic attack
- Performing any skill that deals damage or inflicts status ailments, unless that skill states it can use a Movement Action
- Bull Rushing, Tripping, or Disarming an opponent
- Casting a spell that deals damage or inflicts status ailments

Attacking

Attacking a target “once” means you swing/use/fire as many weapons as you can wield. Some skills will allow for even more limbs/tails/parts of your character to perform attacks as well. If you can attack a target twice, this means (for example) you can swing a sword in your character’s left hand twice, and fire a pistol in your character’s right hand twice, at one target. This gives your character four opportunities to damage the target, despite penalties that are imposed for dual-wielding.

Attacks

Melee attacks consist of striking a target physically with something handheld. In order to do this, you must be standing next to your target, unless the weapon has Reach or Far Reach.

Attacking with a weapon

If you attack with a weapon, like a sword, you are not allowed to punch or kick with your other limbs. Even if you are holding just one sword, it is assumed your character uses two hands to deliver maximum strength to the blow. Roll a Melee attack against the character’s Dodge or Defense (depending if the target is aware of you) and deal damage following the rules below.

Attacking without a weapon

If you attack with no weapon, you are considered to be punching the target. You may punch the target once with each hand, dealing damage twice. This is considered non-lethal damage unless you take the “Martial Artist” Skill. Your damage dealt is 1dmg/2dmg/3dmg/4dmg/5dmg/+1dmg regardless of your Strength or Athleticism.

Attacking with an Improvised Weapon

If you attack with anything that the DM determines can be wielded like a weapon that is not listed as a weapon on the Melee Weapons chart, it is considered an Improvised Weapon. These are unwieldy and not durable, and include things like unloaded firearms, large sticks or table legs, debris, and trash. Because of this, they simply add +1dmg to your overall attack, as long as you score at least one success. If you take the WrathBeast’s “Improvisation” skill, Improvised weapons grant you +2dmg instead. “Improv Training” grants you +3dmg. Massive Improvisation grants you +4dmg instead of +2dmg.

Attacking with a Firearm

If you attack with a Firearm, you must have at least enough ammo loaded in the gun to

perform all your possible attacks. Guns that have no ammunition loaded will not fire. You must spend actions to reload your weapon. There are four types of firearms: Single Fire, Semi-Automatic, Burst Fire, and Automatic. Single Fire Firearms fire one round of ammo, than must be cycled manually. No more than one attack can be made with this firearm per turn. Semi-Automatic Firearms use the pressure of the gunshot to cycle the next round into the chamber. With the “Hair-Trigger” Skill, you may make two attacks with this weapon with one Attack Action. Burst Fire Firearms fire 3 rounds of ammo with each shot. Automatic Firearms fire 5 rounds of ammo with each shot and deal damage in a 10ft.X10ft. square from the target being attacked. Some firearms have two or more options for fire modes. You must declare what firing mode your firearm is set to before attacking if there is a choice.

Attacking with a Non-Firearm Ranged Weapon

Non-Firearm Ranged Weapons must be loaded just like Firearms. The only exceptions are Bows: The Short Bow, the Long Bow, and the Reflex Bow/Composite Bow. These weapons never need to be loaded, as the action of knocking an arrow from a quiver counts as a free action. You can only attack once, unless you take the “Double Physical Attack” Skill.

Attacking with Magic or with a Spell

Sometimes, you will be asked to attack using a Magic Attack. If this is the case, simply roll your attack based off the Magic Attack stat on your character sheet. If you want to cast an offensive spell at a target, the same thing happens: pay your MP cost and then roll a Magic Attack against the target’s Dodge or Defense (depending if the target is aware of you). All you need is one success in order to deal the full effect of the spell. If the spell lists another condition for imposing the effects, follow those instructions instead.

Free Actions

Free Actions consist of the following:

- Speaking, shouting, whispering, gesturing, or otherwise delivering a SHORT message to another player or character from a distance
- Reloading a weapon when you have the Gremlin’s “Demonic Sleight of Hand” Skill
- Pressing a button, opening a door, opening a chest, or triggering a device
- Dropping a weapon onto the ground
- Changing the firing mode of a weapon

Attacking and Being Attacked

When attacking, or being attacked, you must determine if the target, or your character, is aware of the attack. For example: if you are being attacked, the rolls needed depend on if s/he can perceive the attack coming his/her way. If you can, you may choose to either make a Dodge Roll or Block, forcing the attacker to roll against your Defense. If your character is unaware, the attacker always rolls against your Defense, using that number as the Difficulty of his Attack Roll.

Dodging

If you choose to dodge the incoming attack, the difficulty of your Dodge Roll is always equal to your character’s Dodge Difficulty. The attacker rolls his/her Attack Roll using that same difficulty. Subtract the amount of successes you get from the number of successes the attacker gets. The attacker deals damage if s/he still has successes left after the subtraction. If there is a tie, and no successes remain, the attack is considered a miss. If your character manages to receive more successes on the Dodge Roll than the attacker does on the Attack Roll, you can counter-attack using the amount of successes you still have left from your Dodge. This only works if you are within range to make a Melee Attack. You can only counter-attack with a Melee Attack.

Defense

If you choose to defend, or if you are forced to defend because your character is unaware of

the incoming attack, the attacker rolls his/her Attack Roll with a difficulty equal to your Defense. Your character takes damage equal to the amount of damage listed for the weapon being used. If the character rolls fewer than zero successes (for instance, if 1's are rolled), you can counter-attack using the amount of negative successes the attacker scored. This only works if you are within range to make a Melee Attack. You can only counter-attack with a Melee Attack.

Sanity, Insanity, and Strikes

Strikes to your Sanity mark your character's progression to complete and utter madness. You can receive six strikes to your Sanity before going insane; get your seventh and you lose it. When your character goes insane, you lose your character sheet and the DM controls your character from that point on. The outcome of your character's madness depends on your character's backstory and Demon-Touched Class. Unless a strike is removed from your character through a plot-driven item, other players can attempt to try to snap you out of it. This will require a Roll on that player's part: you cannot make a roll until another player makes an attempt to save you. Each success on that player's roll will subtract from the number of success you need to get to regain your character's Sanity, starting at 10 successes. Afterwards, make a Sanity Roll (Difficulty 10). If you manage to score the number of successes needed, you can remove one strike on your Sanity and regain control of your character.

Health Points (HP), Life-Force, and Dying

In the event that your character is brought down to zero HP or less, your character becomes incapacitated and starts to bleed out (unless you have the WrathBeast's "Remain Conscious" Skill). While bleeding out, your character struggles to stay alive. Any attacks you take are rolled directly against your Defense, and any succeeding attacks simply add a Strike to your Life-Force. On each of your turns, or once every in-game minute, make a Life Roll (Difficulty 7+Strikes). If you fail, you take a strike on your Life-Force. A reviving spell, or a reviving item like a defibrillator, can stabilize your character, but the strikes on your Life-Force remain after being revived. If you manage to acquire four strikes on your Life-Force, your body loses the ability to retain your character's soul. S/he is officially dead, in a manner of speaking: your body stops breathing, but the following happens to your soul.

A soul that has been forcefully removed from the body goes to the Astral Plane and is unaware of everything that just occurred for the past hour. That soul can interact with other souls and anything else in the Astral Plane, but cannot re-enter his/her body as long as that body has four strikes on its Life-Force. Two things must occur for a soul to return to its former body:

- The body must have less than four strikes on its Life-Force; strikes must be removed from the lifeless corpse
- The soul must be made aware that it has been removed from its body and convinced to return

If a soul refuses/cannot return to its body, as time passes, the soul changes form. Depending on what Realm the soul is trapped, the change differs. In the Human Realm, a soul slowly degrades into nothingness, eventually vanishing from existence and dying once and for all. A soul can stay in the Astral Plane for a number of hours equal to the character's Soul. In the Demon Realm, the soul slowly transforms into a Banshee if it is not first eaten by a Demon. A soul in the Demon Realm does not degrade, but must make a Sanity Roll (Difficulty 4+Strikes) every hour. It becomes a Banshee when it reaches insanity and dies once and for all. Keep in mind that this is just one of the ways to die in the Demon Realm.

By James Rocco Dybisz

Profession
Alignment



Body

Physical Tree

1	_____
2	_____
4	_____
6	_____
9	_____
12	_____
16	_____
20	_____
25	_____
30	_____

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Backstory

Notes

Gold

Cash

Equipment