



LPJ9978



DEVIL'S WORKSHOP

archetypes:

A N G E L



description:

Suspended between Heaven and Hell, or bound on Earth to serve a purpose. Distillations of pure Good, or flawed vessels that try to serve a higher power as best they can. Either way, angels stand apart from the general run of humanity. For better or worse...

STRENGTH: 13

DEXTERITY: 16

CONSTITUTION: 15

INTELLIGENCE: 14

WISDOM: 16

CHARISMA: 18

DAMAGE: +2

FORTITUDE: +2

REFLEX: +3

WILL: +3

MELEE: +5

RANGED: +7

INITIATIVE: +3

DEFENSE: 17/14

SPEED: 30

HERO: 5

Skills: Diplomacy +7, Disguise +7, Gather Info +7, Culture +4, Perform +5, Spot +7 plus three Languages.

Feats: Attractive, Inspire, Leadership, Indomitable Will

Powers and Devices: Super-Charisma +3 (*Source: Mystical; Cost: 2pp; Total: 6pp*); Weapon +10 (*Source: Mystical; Cost: 1pp; Total: 10pp*); Gadgets +5 (*Source: Mystical; Cost: 1pp; Total: 5pp*); plus one of the following suites worth 50pp:

- Elemental Control: Air +8 (*Extras: Create Element, Elemental Blast, Elemental Movement, Shield; Stunt: Stun; Source: Mystical; Cost: 6pp; Total: 50pp*)
- Energy Control: Fire +10 (*Extras: EB, Flight, Force Field; Source: Mystical; Cost: 5pp; Total: 50pp*)
- Flight +5 (*Flaw: Wings; Source: Mystical; Cost: 1pp; Total: 5pp*); Healing +6 (*Extra: Regrowth; Source: Mystical; Cost: 4pp; Total: 24pp*); Super-Senses (*Sight*) +3 (*Source: Mystical; Cost: 2pp; Total: 3pp*); add an Extra to the Weapon (*typically Dazzle, Area, Ghost Touch, Mental or Range*), up Gadgets to +10.

customization:

Skills: Angels tend to swing to either extreme with regard to skills. Some are very naïve and will not have many skills that don't deal with mystical knowledge or people skills. Others may revel in the material world around them and will have mastered many skills, particularly Knowledges, Professions, languages, and vehicles. Some angels will have been on Earth only for a short time while others will have been here since the beginning; any range of human and pre-human knowledge is available to them. They can have any mix of skills imaginable.

Even angels trapped in a mortal form will know Enochian, the language of Heaven, and at least two other languages (*usually of the ancient world: Hebrew, Aramaic, Greek, Latin*). Some may know tongues long extinct. A few will know languages yet to be invented.

Feats: Almost all angels have an incredibly powerful sense of self. Even angels who have lost their memory or been cast down to Earth retain a tremendous amount of self-realization and worth, and humans respond to them often without realizing why. Warrior-angels that are more combat-focused of course will choose different feats, especially Aerial Combat, Attack Finesse, Dodge, Toughness and some Immunities. Those focused more on the material world may take Skill Focus or Talented. Those with a more mystical bent will take Psychic Awareness and True Sight.

Many will also take Identity Change if they wish to maintain a more human guise, or want some means of hiding their weapons or armor. They may have a regular 'stable' of human shapes, particularly if they are tasked with guiding humans towards Heaven, or maybe just the one. Some angels are actually bound to a human form or are part mortal offspring, which results in just the one shape. Other angels will have a 'super-angel' aspect, particularly if they buy the Intimidating Presence Extra to their Super-Charisma, that they use to awe viewers.

Powers and Devices: Angels customarily have access to at least one weapon, usually a spear, sword, bow or other archaic weapon. Very few will have arms of modern appearance. Also, they typically have amulets, headbands, bracers, or rings that grant them a host of mystical powers. Typically their gadget will manifest a healing or defensive power, Comprehend, Neutralize or Transmutation.

Angelic powers are usually linked to the elements of air or fire, though it's certainly possible to use any element or energy at all: there is a heavenly patron for almost everything under the sun. The first two suites presented are for the more usual 'combat

angel' who seeks to punish evil. The last is the 'stereotypical angel'; the winged healer with powerful devices to aid his quest for betterment.

Ability Scores: Angels are usually quicker than strong and wiser than educated, but that can change as well. There are entire ranks of warrior angels who would reverse their Strength/Dexterity and Constitution/Charisma.

Weaknesses: With the 10 points from a Weakness most angels will take one of the following: an Extra with their weapon (usually Ghost Touch); a set of Immunities and Amazing Save boosts; Telepathy +5, or add an Extra to their main power suite.

Vulnerability or Susceptible are unusual for an angelic being to have unless it's a half-breed or has had some unusual punishment laid upon it by God or it's superiors. If so, the substance involved is usually tied to the transgression: an angel being punished for the sin of greed could be Susceptible to money or precious metals. An angel wrenched from it's place in Heaven by a spell or artifact could find that his new material body interacts poorly with his more normal ethereal form: plastics, fluorocarbons and other very modern substances might do him harm. An even more exotic flaw would be proximity of certain negative emotions. An angel of peace or love might find itself crippled by the emotions of hatred, anger or spite. An angel who was connected to a particular nation or ethnic group might grow sick as that nation or people drifted further from God or their ideals.

Naïve is a perfectly good weakness for an angel, especially on newly arrived on Earth. It would have no concept of money or how humans interact with each other. He could be easily tricked since he's utterly unfamiliar with the way things should be done, save in cases of clear right and wrong. Having spent eternity in a place where there are no lies, it will take the angel quite some time before it truly understands that aspect of humanity.

Disturbing is also a good choice. Angelic beings, especially those sent here for what they assumed

would be a short time, might not bother disguising parts of their Heavenly aspect. They may manifest a halo of light. Everyone around them might feel 'watched'. They might have an inhuman voice, or a beauty so pure it makes humans uncomfortable to look upon it.

Example Angel: Zeron

Adam Carpenter was always 'the odd kid' during his early childhood. He had many friends and playmates, and a large and loving family. But there was always something different about him that no one could ever quite identify. Those closest to him eventually learned to keep quiet about some of the odd things. Like the fact that even after a hard football practice under the summer sun he never smelled bad. Or that he never got sick, not even once. Or that time his tears made Suzy Hartman's broken leg straighten out. He was a skinny runt as a little boy, but he could face down bullies five times his size and make them ashamed with just a well-chosen word. He was different, but a good kind of different.

When Adam was 13, a man attempted to kidnap him out of the mall parking lot. Adam ran. The man pursued and eventually trapped the boy on a closed loading dock. Away from the sight of others, the man dropped his seeming and revealed his teeth, claws and horns. The man-thing smiled and walked towards the terrified boy, his claws sparking as he dragged them along the brick wall. "We are going to have such fun, you and I..." the thing whispered.

Adam felt a rush of warmth through his body and a sudden weight in his hand. Looking down, he saw that he now held a gleaming sword. Looking back up, he saw fear on the things face. The boy stepped forward and the thing fled, even as Adam was hefting the paper-light blade.

Adam spent some time wandering the mall, wondering what exactly had just happened to him. Finally,

he gave up and did the one thing that usually worked: he went home and asked his Mom. He felt a flood of surprise and apprehension when all she said was 'Well, I knew this day would come soon enough. Sit down; we need to talk about your father.'

Adam listened as his mother explained that the man he thought was his biological father was not. In fact, his biological father was nothing human at all: he was the angel Razeriul, banished to Earth for the sin of loving a human woman and getting her with child. Adam was, in fact, one of the nephilim, a child of human and angel. Now, at twice seven years of age, he would start to manifest some of the powers his father had possessed as that side of him grew stronger.

Adam, being 13 and still mostly human, didn't take this news very well. He was sullen and withdrawn for over a year until the week of finals. One of the students in his class couldn't take the pressure from his parents. He came to school the day of his math final with six guns and walked the halls, shooting people at random. Adam heard the shots and almost, almost turned and ran. But he knew he could stop the boy if he called on his father's powers. He did so, and transformed for the first time. He was able to keep the other boy from killing anyone, and convinced him to surrender. After that point, Adam took a new look at his life and decided he would do what needed doing, whenever possible.

Quote: *I'm here to kick demon a- uh, butt.*

Personality: Adam is still curious and confused about his heritage but he's decided that he's going to use his abilities to help others as best he can. He embodies the Boy Scout Code almost to the letter; he's brave, thrifty, etc. He has a large and loving family, all of whom live close by, and that's given him a great deal of security. He's a very 'grounded' youth, more and more able to see many sides of a problem or question. He's not a moralist loner, though; he loves hanging out with his friends at the mall or getting in a rough game of team sports.

Powers and Tactics: In combat, Zeron is impulsive and sometimes rash, preferring to charge in with his sword and see happens rather than carefully thinking things through. He is very mindful of others, though, and will not attack when doing so would bring harm to innocents. Zeron wields a silver sword made of hardened white light, and has a chain bearing the sigils of several angels; he usually invokes the power of Shields (*force field*) but can call on several other effects as needed.

Appearance: Adam is a handsome fourteen-year-old boy, a little short for his age and somewhat on the skinny side. He has long mousy brown hair, and brown eyes. He dresses like any other kid his age, has a silver ring in one eyebrow and wears steel chain necklace. He usually has an iPod with him and listens to way too much weird music that his parents hate. As Zeron, he looks to be about sixteen or seventeen, a tad under six feet tall and with a lean hard-muscled physique that would put any model to shame. His hair is long and raven-black, his skin pale and smooth like alabaster, and his voice drops to an adult register. He has huge black-feathered wings. He wields a silver broadsword and is dressed like a modern crusader; a red shirt decorated with a large white cross pattern, white jeans, red leather boots and red leather biker gloves.

Campaign Use: Zeron can appear in almost any situation. Adam's taken to the entire 'superhero' package, including regular patrols and crimefighting. He can be used to introduce any form of mystical enemy, or warn heroes of new street crimes that target kids – both are his special interests.

Zeron: PL 10; Init +3; Defense: 17 (*14 flat-footed*); Spd: 30ft (*25ft Fly*); Atk +5 (*+10S Sword of Silver Light*); SV Dmg +2, Fort +2, Ref +2, Will +2; Str 13, Dex 16, Con 15, Int 14, Wis 16, Cha 18

Skills: Diplomacy +7, Disguise +7, Gather Info +7, Culture +4, Perform +5, Spot +7; Languages: Enochian, Greek, Latin

Feats: Attractive, Inspire, Leadership, Indomitable Will

Powers and Devices: Super-Charisma +3 (*Source: Mystical; Cost: 2pp; Total: 6pp*); Weapon +10 (*Extra: Ghost Touch; Source: Mystical; Cost: 2pp; Total: 20pp*); Gadgets +10 (*Source: Mystical; Cost: 1pp; Total: 10pp*); Flight +5 (*Flaw: Wings; Source: Mystical; Cost: 1pp; Total: 5pp*); Healing +6 (*Extra: Regrowth; Source: Mystical; Cost: 4pp; Total: 24pp*); Super-Senses (*Sight*) +3 (*Source: Mystical; Cost: 2pp; Total: 3pp*);

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- Archetype: Robots
- Archetype: Super-Soldier
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