



LPJ9977



DEVIL'S WORKSHOP



archetypes

DEMON

STRENGTH: 18

DEXTERITY: 13

CONSTITUTION: 15

INTELLIGENCE: 12

WISDOM: 14

CHARISMA: 16

DAMAGE: +2

FORTITUDE: +5

REFLEX: +4

WILL: +5

MELEE: +9

RANGED: +6

INITIATIVE: +1

DEFENSE: 15/14

SPEED: 30

HERO: 5

description:

Monsters, liars, and emissaries of dark powers. Damned souls, or just bruised ones who have looked in dark places for far too long – any of these can fit the title of 'demon'. And some can very literally indeed...

Skills: Bluff +5, Diplomacy +5, Gather Info +7, Taunt +5

Feats: Darkvision, Durability, Identity Change; plus two others. Choose from Attractive, Aerial Combat, Attack Focus, Extra Limb (*tail*), Power Attack, Psychic Awareness, Scent, Talented, or Toughness.

Powers and Devices: Strike +10 (*Extras: Protection, Immunities; Source: Mystical; Cost: 4pp; Total: 40 pp*); Teleportation +5 (*Source: Mystical; Cost: 2pp; Total: 10 pp*); Flight +7 (*Flaw: Wings; Source: Mystical; Cost: 1pp; Total: 7 pp*); Amazing Save: Will +4 (*Extras: Reflex, Fortitude; Source: Mystical; Cost: 3pp; Total: 12 pp*); plus 10 points from the following choices:

- Possession +10 (*Flaw: Transfer Mind, Restricted: Gaze; Source: Mystical; Cost: 1pp; Total: 10pp*)
- ESP +10 (*Flaw: Vision only; Source: Mystical; Cost: 1pp; Total: 10pp*)
- Illusion (*sound*) + 10 (*Flaw: sound only; Source: Mystical; Cost: 1pp; Total: 10pp*)
- Obscure +5 (*Source: Mystical; Cost: 2pp; Total: 10pp*)

customization

Skills: Even combat demons can be darkly charismatic and the template skills suggest this: lies fall easily off their lips, they love to ferret out secrets, and they can match pointed jibes with the best insult comics. Additional skills are will usually be Knowledge or Profession skills but for the most part demons love being out and about in the physical world: climbing, jumping, any form of active skill is also appropriate for them. They could conceivably have many varied abilities and unlike many other supernatural creatures they love modern technology. It's not unusual to see a demonic-influenced person who knows about computers or enjoys riding motorcycles.

Demonic creatures are also known for knowing many languages, especially ones that are extinct or secret.

Feats: Most demonic feats revolve around combat but that doesn't have to be the case. Some demons are excellent liars and like to adopt a pleasing shape: Attractive suits them, as does Fame and (*if using the optional rules*) some form of material Wealth. Various Detects and additional Immunities (*especially Aging, Poison, Fire and Exhaustion*) are also welcome. Four points are left on the template to put in almost anything.

Most demonic characters are going to be either a human harboring some form of demonic power, possessed by one or more spirits, or an actual human-demon get or fusion. Most will have the Identity Change feat, allowing them to switch back and forth from a mostly human guise to one that has one or more demonic qualities including rams' horns, huge bat-like wings, rough pebbled skin, different colorings, and a tail.

Some demonic beings like to form cults or find that a cult has formed around them. They use their charisma to sway people one way or another, and so might have Minions or even a Sidekick. A demon-blooded sorcerer will certainly have an occult-based Headquarters, complete with vast library of mystic lore, a trophy room for his kindred defeated in battle, and a secure magical workshop.

Powers and Devices: Demonic beings tend not to depend on devices of any kind; they have their own innate abilities and those serve them best. A demonic entity, a possessed human, and a human-demon fusion: all of these can possess almost any minor power they wish. Demons and their offspring are so steeped in mystical energy that any form of classification beyond the overly broad is almost hopeless.

The template presented above is fairly combat-oriented, since that's the nature of many demons, but it does not have to be that way. More mystically inclined demons will usually have the Sorcery power

at some level, while those driven more by guile will up Obscure and add Invisibility, or Intangibility to the mix. Shapeshift is also an excellent choice, usually bought like so: Shapeshift +5 (*Extra: Exact; Flaw: Only Humanoid; Source: Mystical; Cost: 2pp; Total: 10pp*).

Ability Scores: Demons typically are strong, tough and devilishly charismatic. Some, though, especially the ones who have the Sorcery power will be vastly more intelligent: switch Strength/Intelligence and Charisma/Wisdom.

Weaknesses: Demonic beings, it could be said, are flaws in the very nature of the cosmos. It's not surprising that most if not all carry some form of weakness.

Transformation: A very common demonic weakness especially for a demonic spirit bound to a human host with neither being happy about the situation. In such a situation the human host will try to keep the demonic spirit suppressed for as long as possible until his willpower simply fails or he loses concentration. Then the demon can burst free to do as it wishes. A human/demon hybrid might have the potential for a much more monstrous form that is revealed when he encounters certain materials such as silver, holy wafers, or artifacts of pure evil.

Vulnerability or Susceptible are both good choices, as demons often have some very well known and specific weaknesses to certain materials. Holy items of any kind top this list, even extending to holy ground. A demon with Susceptibility will start to burn on holy ground; one with Vulnerability will find he cannot defend himself in certain ways (usually ones that make direct use of black magic). Silver, cold iron, sunlight, and prayer beads... the list goes on and on. Demons serving other dark gods might have an entirely different suite of weaknesses.

Disturbing is almost a prerequisite for demon characters, usually manifesting as chills, aches, sudden migraines, psychic flashes of horrific scenes, hearing distant whispering voices, or sudden violent cramps.

Quirks are also a very good choice, especially for humans that are willingly or not hosting a demonic spirit. Sudden violent swings of emotion are not unknown. Obsessions are very common, usually involving things of a certain type (clocks, artwork, music) or a particular group of people.

Example demon: Morningstar

Jason Morning was raised in the very lap of luxury. His father was a rich and powerful industrialist and head of a multinational corporation. His mother was a senior partner in a New York law firm. They were distant parents for the most part, kept apart from him and each other by the strain of their respective careers but he at least thought they loved him. He saw them several times a month individually and four times a year they would take a family vacation off to some exotic locale.

Jason never really had much connection with what normal kids did, so he thought it was only a little odd that at some point during these vacations his parents would wake him in the middle of the night and they would all go outside. Dad would build a huge bonfire and sing to it, while Jason stood beside his mother. Then she would unwrap a knife and cut him on the arm, wipe the blood off, then pass the cloth to her husband, who would then throw it in the fire. Then all three would walk around the fire, saying a chant that Jason joined as he got older.

His mother and father swore him to secrecy about the fire and the words they said, but Jason became curious. Years later his idle curiosity finally led him to his great-grandfather's collection of occult tomes, old blasphemous books that revealed to him a terrible secret. With trembling hands he stood with his back to a mirror, one hand holding another mirror so he could see the back of his own head. He lifted up the hair from his neck and saw the symbol there, faint and small but still noticeable... He was property.

When he turned 18, his parents introduced him to a

beautiful girl, the daughter of one of his father's business associates he was told. They slowly grew closer even as Jason began to have severe doubts about his family and what secrets they were keeping. At 19 he was wed to the girl. A year later he was in mourning when she died in childbirth; his son died with her. He was devastated by the twin loss and his parents seemingly indifference to it finally drove a wedge between them. He declared his intention to study in Europe that summer and surprisingly there was no outcry.

Jason fell in love again that summer and was engaged soon thereafter. His parents insisted on a grand party to celebrate his 21st birthday and his engagement; he demurred but his fiancé insisted. He agreed to meet them one last time. Everything was perfect... until the night of his birthday, when he drank too much at the party and awoke bound naked to an icy stone on a mountaintop. His mother and father walked around the stone chanting the phrases from his childhood, and then smiled to see he was awake.

They were amused at his horror and they smiled even more at the look on his face when his fiancé came into view, dressed in robes and carrying a familiar knife.

"You," his father said as he tested Jason's bonds, "are part of a bargain that was made years ago. My business was failing, and your mother was about to flunk out of law school. We were drunk and high, and decided that we wanted to be successful more than anything else in the world. We'd prayed like our parents taught us, but nothing ever came of it. Until we prayed not to God but to the devil. And our prayers were answered. For three times seven years we would have all the world had to offer just for the asking. And the end of that time we would surrender our immortal souls to the demon Balherath – we were young and twenty-one years sounded like forever to me. But your mother, bless her dark heart, was wiser than I and argued us a better bargain. We would surrender our souls... or the soul of our first born.

"That's you, son.

"And so we are here, twenty-one years later, to renew our contract for another twenty-one years. Now don't worry about us afterwards, either; your first-born son is still alive and well and living in Europe until he is twenty-one and can serve as our proxy just as you are going to, and then his son after him... well, you get the idea."

Jason's mind tried to grasp all he'd been told. The cold glee in his parent's eyes was all the confirmation he needed. He felt his fiancé begin to carve The Mark on his chest, and his parent's chant rose to a scream.

The demon Balherath appeared to claim his due and plunged his hand into Jason's chest. Jason felt a wrenching tug as the demon grappled his soul... then Balherath screamed and recoiled. Jason looked up to see his fiancé wiping the sacrificial knife on her robes from where she'd cut his parent's throats. The demon turned on her, but she held up a thin leather scroll. "The ones you bargained with are dead, as is Jason's first-born. But I carry his seed. Grant me their boon, and the child will be yours."

The demon grinned at the woman's audacity, then did grant her the boon. The courts would find that the Mornings died in a skiing accident, and all their worldly wealth was left to this woman. She left Jason chained to the stone, certain he would die from exposure within the hour.

But he did not. The claws that pierced his soul had changed him and granted him a portion of Balherath's might. When he awoke he freed himself, then stumbled down the mountain to begin his fight against the dark forces that he now knew infested the world. And to reclaim his son before the demon reappears...

Quote: *There's going to be Hell to pay.*

Personality: Jason is driven and intense, which is quite a change from the callow and naïve boy he

was before his change. He's quiet, professional, and shuns the company of normal people as much as possible. He has two goals: kill his former lover and rescue his son. Everything else is incidental to these two things.

Powers and Tactics: Jason typically uses his charm to infiltrate a cult or organization connected with his fiancé. Once he's sure which people he needs to take care of, he changes to his demonic aspect and simply punches them until they stop moving. He's had no formal training in any sort of tactics or strategy, so for now he's relied on luck and brawn to get him this far.

Appearance: Jason is a strikingly handsome young man who could be in his late teens or early twenties. He has black hair, pale skin, and intense gray eyes with a haunted look about them. He normally wears 'American Sloppy' casual clothing; a stained t-shirt, jeans, sneakers and a black short-sleeved overshirt. He usually has a slightly scruffy appearance and goes unshaven for a day or so at least. When he allows his demonic aspect to emerge he grows about a foot, his skin becomes a dark gray, his eyes blaze crimson, and his teeth and ears become pointed.

Campaign Use: Jason can introduce an occult twist into a kidnapping storyline, or he can contact the other heroes to help him in taking down his former fiancé; she has some very powerful demonic abilities of her own, now, and a respectable cult following. He's also good for an 'evil behind the scenes of normality' storyline. Because of his disturbing aspect, he may approach the PC's to do some things for him involving normal people.

Morningstar: PL 10; Init +1 (+1 *Dex*); Defense 15 (14 *flat-footed*); Spd 30ft (*Fly 35ft*); Atk +9 (+10*S strike*); SV Dmg +2, Fort +5, Ref +4, Will +5; Str 18, Dex 12, Con 15, Int 12, Wis 14, Cha 16

Skills: Bluff +5, Diplomacy +5, Drive +5; Gather Info +7, Knowledge: Demons +5; Taunt +5

Feats: Attractive, Darkvision, Detect (Magic),

Durability, Identity Change, Toughness.

Powers and Devices: Strike +10 (*Extras: Protection, Immunities; Source: Mystical; Cost: 4pp; Total: 40 pp*); Teleportation +5 (*Source: Mystical; Cost: 2pp; Total: 10 pp*); Flight +7 (*Flaw: Wings; Source: Mystical; Cost: 1pp; Total: 7 pp*); Amazing Save: Will +4 (*Extras: Reflex, Fortitude; Source: Mystical; Cost: 3pp; Total: 12 pp*); ESP +10 (*Flaw: Vision only; Source: Mystical; Cost: 1pp; Total: 10pp*)

Weakness: Disturbing

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