



LPJ9898



DEVIL'S WORKSHOP



archetypes: Energy Being

STRENGTH: 14

DEXTERITY: 16

CONSTITUTION: 20

INTELLIGENCE: 14

WISDOM: 12

CHARISMA: 10

DAMAGE: +5

FORTITUDE: +5

REFLEX: +2

WILL: +1

MELEE: +9

RANGED: +10

INITIATIVE: +7

DEFENSE: 23/20

SPEED: 30

HERO: 5

description:

An Energy Being is a creature without physical form, at least part of the time. An Energy Being could be composed entirely of light or fire, and typically has control over his own form and possibly the energy or element that he is composed of.

Skills: Concentration +18.

Feats: Attack Focus (*choose attack*), Immunity (*chosen energy type*), Improved Initiative, Point Blank Shot, Rapid Shot.

Powers and Devices: Alternate Form (*Energy*) +10 [*Flaws: Permanent, Cost: 4pp, Total: 40pp*]. In addition, the Energy Being may take any of the powers (*provided that the total cost does not exceed 20pp*).

1. Amazing Save (any) +10 [Cost: 1pp, Total: 10pp]
2. Blending +10 [Cost: 1pp, Total: 10pp]
3. Dazzle +10 [Cost: 2pp, Total: 20pp]
4. Electromagnetic Pulse +5 [Cost: 2pp, Total: 10pp, see Power Corrupts page 11]
5. Energy Control +10 [Cost: 2pp, Total: 20pp]
6. Invisibility +10 [Cost: 2pp, Total: 20pp]

customization:

Skills: The core concept of the Energy Being does not require the use of many skills, nor does it really imply it. However, this is not to say that some skills might not compliment such a character, or help to flesh him out somewhat. Concentration was chosen because of its direct relation to the use of powers in stressful situations, but virtually any skill or set of skills (*at lower ranks, of course*) could be substituted.

Feats: Many of the feats listed above make the assumption that an Energy Being will have a ranged attack (*such as the Energy Blast attack that comes bundled with the Alternate Form [Energy] power*). However, a melee-centric Energy Being would be perfectly justified in swapping out feats like Point Blank Shot and Rapid Shot for feats like Power Attack or Rapid Strike, or even Improved Grapple.

Powers and Devices: The primary, signature power of an Energy Being is Alternate Form (*Energy*); this power is also an expensive one, at 5pp per rank. This has been mitigated somewhat above through the application of the Permanent flaw, meaning that an Energy Being is always composed of energy. In effect, the Energy Being's Alternate Form is his only form. However, this need not be the case. The elimination of this flaw increases the cost per rank back to 5pp, and the total cost to 60pp. Though this leaves only 10pp with which to take additional powers, it does lift some of the restrictions placed on an Energy Being. In addition, an Energy Being is well served by taking additional powers that compliment his primary power, his energy form. For example, it makes sense for a being made of light to have powers like Blending or Dazzle, while a being made of electricity might have Electromagnetic Pulse instead. Many powers not on the above list could also be easily justified; for example, a being comprised of radiation might have the Drain power.

Ability Scores: The ability scores above provide a good spread of strengths with few weaknesses, and they make an Energy Being decidedly difficult to kill (*especially when his incorporeality is factored in*). They could, however, be easily swapped around. It makes just as much sense, for example, to put that 20 in Dexterity or Strength, putting either the 14 or 16 in Constitution instead.

Weaknesses: An Energy Being can have virtually any Weakness desired, but there are some that are more appropriate than others. Each Weakness taken provides a one-time bonus of 10pp, which can be spent on anything you desire. Ability score points can be bought for 1pp each, to a maximum score of 20. The Energy Being's default Base Attack Bonus is +7, and can be increased to a maximum of +10. On the other hand, default Base Defense Bonus is already +10, and cannot be increased any further (*though it can be decreased for 2pp per rank*). Skills can be bought for 1pp per rank, with a maximum rank of 13. Feats can be purchased for 2pp each. Some example Weaknesses are provided below:

- **Disturbing:** Few things are as disturbing as a being made entirely of fire or electricity. This flaw is a natural fit, especially if your Energy Being has only his energy form, and cannot easily pose as a normal human being.
- **Susceptible:** Some Energy Beings can be damaged by things that do not normally damage people. For example, a being made of darkness might be damaged by sunlight, while a being made of electricity might take damage from water. The trick is simply to match up your Energy Being's type to something that would logically cause damage.
- **Vulnerable:** Similar to the Susceptible Weakness, a Vulnerable character takes extra damage from something that already damages people under normal circumstances. For example, a cold-based Energy Being might take extra damage from fire, while a fire-based Energy Being might take extra damage from cold-based attacks.

Example Energy Being: Seraph

Miguel Sanchez was a part of two different worlds: the world of science, and the world of religion. He had been raised Catholic, and his faith had been a large part of his life for as long as he could remember. He had never taken the existence of God as anything but pure and indisputable fact. He was surprised, however, at how many of his friends and colleagues did not share his views.

Miguel was a scientist by trade, researching ways to harness the power of light. He and his team were developing new ways to harness solar energy, as well as ways to gather reflected solar light during the night hours. While Miguel never had to rationalize his religious views with his scientific views, many of his colleagues did not understand how he could maintain such pure faith in the face of so much contradictory scientific evidence. As Miguel saw it, any-

thing was possible if you believed that God was omnipotent. Science could never disprove the existence of God, because God had created science just as He had created everything else. Still, while his views often endeared him to his colleagues, they sometimes harmed his credibility with those who provided funds for his research.

One night, eager to prove that he could accomplish what he had set out to do, Miguel stayed late at the laboratory, trying to perfect his new solar battery. He worked tirelessly through the night, until something . . . happened. Many people thought it was an accident, likely due to Miguel's lack of sleep. Miguel, however, saw it in an entirely different light. To Miguel, it was a visitation from the Divine. One minute, he was working toward a goal he wasn't even sure was possible. The next, he was surrounded by light, being bathed in its warmth. The solar battery had exploded, releasing radiant energy everywhere. The explosion destroyed Miguel's physical body, completely vaporizing it, but his consciousness remained. He became a part of the light, and he found that he could control it as if it were his own body. He was now a being of pure energy, of pure light.

Miguel was fundamentally changed that night, not just in his form, but in his devotion. This was a clear sign that God had a greater purpose for him. He had become an angelic being, a being of radiant energy, and he decided that he would devote the rest of his life to doing God's will on Earth. From that moment forward, Miguel Sanchez was changed; he was now the being known as Seraph.

Quote: *"You cannot hide from the light of God, friend."*

Personality: Seraph is completely devoted to his cause. He is an enemy to all those who prey upon others, but he does not seek to hurt or kill those he hunts; instead, his purpose is to redeem them. He attempts to show them the error of their ways, to bring them over to the side of the light. He dislikes simple violence, and he kills only when he has no

other choice, when killing an enemy would benefit the greater good more than trying in vain to redeem him.

Powers and Tactics: Seraph usually attacks with his Confession Burn power first, attempting to show his enemies what they have done wrong and punish them for it without injuring them seriously. He prefers to stay out of melee, using Flight to do so, and he uses his Energy Blast only as a last resort, because he knows that the searing light with which he can attack does cause serious injuries and can kill.

Appearance: Seraph looks like a humanoid being composed of pure light, with great wings that spread out from his shoulders. He has no discernable features, but he can form a face when he needs to, in order to communicate with others without unnerving them too much. He is heroic in his proportions, standing a full seven feet tall.

Campaign Use: Seraph can be either ally or enemy, depending on the outlook of the party, though he is most suited to being an ally. Because Seraph only attacks those who he believes have sinned against God, it might be difficult to use him as a villain or foil against the heroes, unless of course they are somewhat less than heroic.

Seraph: PL 10; Init +6 (+2 *Dex*, +4 *Improved Initiative*); Defense 22 (20 *flat-footed*); Spd 30 ft; Atk +9 ranged (10*L*, *Energy Blast*); SV Dmg +2, Fort +2, Ref +2, Will +5; Str 10, Dex 14, Con 14, Int 12, Wis 20, Cha 16.

Skills: Concentration +4, Knowledge (*religion*) +9, Science (*physics*) +9.

Feats: Immunity (*fire*), Improved Initiative, Point Blank Shot, Skill Focus (*Knowledge [religion]*), Skill Focus (*Science [physics]*).

Powers: Alternate Form (*Energy/Light*) +10 [*Flaws: Permanent, Cost: 4pp, Total: 40pp*], Confession Burn (*Stun Damage*) +10 [*Cost: 3pp, Total: 30pp, see Power Corrupts page 7*].

Weakness: Vulnerable (*cold damage*).

Artwork: *Tony Perna*

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