

Dustin Evermore's

Fantasy Bestiary:

Demons

For FUZION

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Demon - Amorphous Horror

These foul, 800 kilogram things have no particular, discernible shape. Nearly mindless, they hunger for death and destruction.

INT	1	RES	18	SKILLS	AV
WILL	6	SPD	2	Hand to Hand: 3 (REF)	7
PRE	17	SD	8	Melee Evade: 3 (REF)	5
TECH	2	ED	8		
REF	4	END	40		
DEX	2	REC	9		
CON	4	STUN	63		
STR	8	HITS	63		
BODY	12	RUN	8		
MOVE	4	SPRINT	12		
OffX	15	SWIM	4		
DefX	25	LEAP	4		

Cost	Powers	END
3	2D6 Hardened Pseudopods - Hand to Hand Killing Attack (Total 4D6) Reduced Penetration (2x 2D6 w/STR): -1	4
8	Pseudopods - 8D6 Hand Attack	4
5	Sticky Pseudopods (5D6, 0 KD & EKD, 0 SD & ED)	2
10	Damage Reduction (75% vs. Physical Attack) Not vs. Silver or Magic, -2	
5	Growth: 3 (STR 8, Mass 800kg, x2 Size) Height: 360cm; Knockback: -3; Dex: 2; Reduced END: No Cost, +4; Always On, -2	0
8	Full Life Support	
5	Regeneration (9 Hits/Minute)	
1	Extra Limbs - Pseudopods	
2	Clinging	1

Complications	Pts
Vulnerability - 2x Damage from Holy Weapons (Infreq, Unc, Ext)	10
Confined by Pentagram (Freq, Mild, Ext)	15
Must Obey Anyone Who Knows True Name (Freq, Mild, Ext)	15
No Manipulatory Limbs (Freq, Str, Ext)	20
Phobia - Fears Holy Symbols (Freq, Paralyzing Fear, Maj)	10
Distinctive Features - Aura of Evil (Const, Not Conc, Maj)	15
Susceptibility to Holy Ground (Freq, Com, Ext) 3D6 Stun per Turn	20
Susceptibility to Holy Water (Freq, Com, Ext) 3D6 Stun per Phase	20

CHA 59 Power 47 Skills 2 Comp 125

Demon - Deceiver

This creature attempts to fool its victims into believe it is a normal member of their species. Sooner or later, the victim will be in for an unpleasant surprise! This monster depends on its powers rather than its combat skills.

INT	6	RES	18	SKILLS	AV
WILL	6	SPD	3	Hand to Hand: 3 (REF)	8
PRE	8	SD	8	Melee Evade: 3 (DEX)	8
TECH	7	ED	8		
REF	5	END	40		
DEX	5	REC	11		
CON	4	STUN	35		
STR	7	HITS	35		
BODY	7	RUN	8		
MOVE	4	SPRINT	12		
OffX	15	SWIM	4		
DefX	20	LEAP	4		

Cost	Powers	END
2	Armor (4 KD, 4 EKD)	
7	10D6 Mind Control	
	Humanoids Only, -1; Opposite Sex Only, -2	5
4	Damage Reduction (50% Physical)	
	Not vs. Silver or Magic, -2	
1	Mental Defense: 5	
1	Infrared Vision	
1	Ultraviolet Vision	
8	Full Life Support	
3	Flight: 15 m/yds	1

Complications	Pts
Vulnerability - 2x Damage from Holy Weapons (Infreq, Unc, Ext)	10
Confined by Pentagrams (Freq, Mild, Ext)	15
Must Obey Anyone Who Knows True Name (Freq, Mild, Ext)	15
Overconfident (Freq, Str, Ext)	20
Devious (Freq, Risk Ostracism, Ext)	15
Phobia - Fear of Holy Symbols (Freq, Paralyzing, Maj) 10	
Berserker - When Insulted (Freq, Cause, Ext)	15
Distinctive Features - Aura of Evil (Cons, Not Conc, Major)	15
Susceptibility to Holy Ground, 3D6 NND Per Turn (Freq, Com, Ext)	20
Susceptibility to Holy Water, 3D6 Stun Per Phase (Freq, Com, Ext)	20

CHA 59 Power 27 Skills 2 Comp 155

Demon - Demon Lord

Demon Lords are the worst of the worst. Powerful, mean, and intelligent, they delight in twisting the minds of hapless victims and wizards bold enough to try to deal with them. Bad with a capital 'B'!

INT	8	RES	24	SKILLS	AV
WILL	8	SPD	4	Magic Skill for Power Pool: 7 (TECH)	14
PRE	13	SD	12	Acting: 3 (PRE)	16
TECH	7	ED	12	Bureaucratics: 3 (PRE)	16
REF	7	END	60	Interrogation: 3 (PRE)	16
DEX	7	REC	17	Interaction: 3 (PRE)	16
CON	6	STUN	66	Streetwise: 3 (PRE)	16
STR	11	HITS	66	Persuasion: 3 (PRE)	16
BODY	12	RUN	8	Disguise: 5 (TECH)	12
MOVE	4	SPRINT	12	Universal Translator Skill: 6 (INT)	14
OffX	27	SWIM	4	Hand to Hand: 3 (REF)	10
DefX	31	LEAP	4	Melee Evade: 3 (DEX)	10

Cost	Powers	END
28	Variable Power Pool (Magic Effects) (16-pt pool) Control Cost: 8; Change of Powers is 0 Phase Action, +4	var.
3	Claws/Bite - 1D6 Hand to Hand Killing Attack (Total 2D6)	2
5	Armor (10 KD, 10 EKD)	
12	Clairsentience (Range 600 m/yds) Senses: Normal Sight & Hearing; See into Past, +4; See into Other Dimensions, +4	6
10	Damage Reduction (75% Physical) Not vs. Silver or Magic: -2	
8	Damage Reduction (75% Energy) Only vs. Fire, -4	
2	Mental Defense: 10	
1	Power Defense: 5	
1	Lack of Weakness: +5	
1	Infrared Vision	
1	Ultraviolet Vision	
10	Extradimensional Movement (Dimension: Related Group - Earth & Hells, Mass x 16)	5
3	Mind Link (x1, Related Group - Minions) Distance: Any, +1;	
8	Regeneration (17 Hits/Round)	
4	Shapeshift: Any Humanoid (Limited Group) 2	
1	Shrinking: 1 (Size 1/2, Mass 1/8) Height: 100 cm; DEX: +1; Knockback +3	1
6	Growth: 6 (STR 17, Mass 6,400kg, x4 Size)	

Height: 8m; Knockback: -6; DEX: 3 3

Cost	Perks & Talents	AV
20	Universal Translator	

Complications	Pts
Vulnerability - 2x Damage from Holy Weapons (Infreq, Uncom, Ext)	10
Confined by Pentagrams (Freq, Mild, Ext)	15
Must Obey Anyone Who Knows True Name (Freq, Mild, Ext)	15
Overconfident (Freq, Str, Ext)	20
Bad Tempered (Freq, Incarceration, Maj)	10
Phobia - Fear of Holy Symbols (Freq, Paralyzing Fear, Maj)	10
Berserk When Insulted (Freq, Cause, Ext)	15
Distinctive Features - Aura of Evil (cons, Not Conc, Maj)	15
Susceptibility to Holy Ground - 3D6 NND Per Turn (Freq, Com, Ext)	20
Susceptibility to Holy Water - 3D6 Stun Per Phase (Freq, Com, Ext)	20
Rival - Other Demon Lords (Infreq, Mild, Maj)	5

CHA 83 Power 104 Skills 54 Comp 155

Demon - Fire Demon

Here's the traditional version of a hellfire and brimstone demon! This thing is bad news, often even for the summoner! Nasty burning heat, wings, claws, horns, the works.

INT	4	RES	18	SKILLS	AV
WILL	6	SPD	3	Hand to Hand: 3 (REF)	9
PRE	8	SD	12	Swords: 3 (REF)	9
TECH	5	ED	12	Whips: 3 (REF)	9
REF	6	END	60	Melee Evade: 3 (DEX)	8
DEX	5	REC	13		
CON	6	STUN	51		
STR	8	HITS	51		
BODY	10	RUN	8		
MOVE	4	SPRINT	12		
OffX	17	SWIM	4		
DefX	27	LEAP	4		

Cost	Powers	END
6	Whip or Sword - 4D6 Hand to Hand Killing Attack (Total 8D6) Focus: Grabbable, -4; Reduced END: No Cost, +4	4
6	Fire Blast - 8D6 Energy Blast Increased END: x2, -2	4
9	Heat Damage - 1D6 Hand to Hand Killing Attack (Total 2D6) Area Effect (Radius), +4, 7 m/yds radius; Reduced END: No Cost, +4; Always on, -2	
2	Armor (4 KD, 4 EKD)	
4	Damage Reduction (50% Physical) Not vs. Silver or Magic, -2	
2	Damage Reduction (50% Energy) Only vs. Fire, -4	
2	Mental Defense: 10	
1	Infrared Vision	
1	Ultraviolet Vision	
3	Growth: 1 (STR 8, Mass 200kg, x1.3 Size) Height: 2.5m; Knockback: -1; DEX: 5; Reduced END: No Cost, +4; Always On, -2	0
8	Full Life Support	
3	Flight: m/yds	1

Complications	Pts
Vulnerability - 2x Damage from Holy Weapons (Infreq, Unc, Ext)	10
Vulnerability - 2x Stun from Cold-Based Attacks (Infreq, Unc, Ext)	10
Confined by Pentagrams (Freq, Mild, Ext)	15
Must Obey Anyone Who Knows True Name (Freq, Mild, Ext)	15
Overconfident (Freq, Str, Ext)	15
Bad Tempered (Freq, Incarceration, Maj)	20

Phobia - Fear of Holy Symbols (Freq, Paralyzing Fear, Maj)	10
Berserker - When Insulted (Freq, Cause, Ext)	15
Distinctive Features - Aura of Evil (Cons, Not Conc, Maj)	15
Susceptibility to Holy Ground - 3D6 NND Per Round (Freq, Com, Ext)	20
Susceptibility to Holy Water - 3D6 Stun per Phase (Freq, Com, Ext)	20

CHA 62 Power 47 Skills 8 Comp 160

Demon - Hell Hound

As the name indicates, this hound is spawn from the darkest pits of hell. Sometimes they are granted as boon companions and familiars to demonimancers. Other times, they are summoned and controlled to undertake a specific task for such evil wizards.

INT	3	RES	9	SKILLS	AV
WILL	3	SPD	3	Hand to Hand: 3 (REF)	9
PRE	7	SD	6	Melee Evade: 3 (DEX)	9
TECH	4	ED	6		
REF	6	END	30		
DEX	6	REC	9		
CON	3	STUN	30		
STR	6	HITS	30		
BODY	6	RUN	10		
MOVE	5	SPRINT	15		
OffX	15	SWIM	5		
DefX	16	LEAP	5		

Cost	Powers	END
1	Armor (2 KD, 2 EKD)	
3	Bite - 2D6 Hand to Hand Killing Attack (Total 4D6) Reduced Penetration: -1	1
2	Claws - 1D6 Hand to Hand Killing Attack (Total 2D6)	2
7	3D6 No Normal Defense Attack vs. Immune to Intense Heat Area Effect (Cone), +4, 14 m/yds long; No Range, -2; Take Full Phase, -2	5
2	Tracking Scent	
1	Discriminatory Sense (Smell)	
1	Infrared Vision	
1	Enhanced Perception: +2	

Complications	Pts
Vulnerability - 2x Damage from Holy Weapons (Infreq, Unc, Ext)	10
No Fine Manipulation (cons, Sev, Maj)	15
Confined by Pentagrams (Freq, Mild, Ext)	15
Must Obey Anyone Who Knows True Name (Freq, Mild, Ext)	15
Overconfident (Freq, Str, Ext)	20
Bad Tempered (Freq, Incarceration, Maj)	10
Phobia - Fear of Holy Symbols (Freq, Paralyzing Fear, Maj)	10
Distinctive Features - Aura of Evil (Cons, Not Conc, Maj)	15
Susceptibility to Holy Ground - 3D6 NND Per Turn (Freq, Com, Ext)	20
Susceptibility to Holy Water - 3D6 Stun Per Phase	20

CHA 49 Power 18 Skills 2 Comp 150

Demon - Hordling

Small, gibbering and vicious describes these demonic creatures quite well. They tend to band together in packs and when summoned by more powerful demons or evil wizards, they hurtle forth to overwhelm their victims.

INT	3	RES	9	SKILLS	AV
WILL	3	SPD	3	Hand to Hand: 3 (REF)	8
PRE	3	SD	4	Melee Evade: 3 (DEX)	8
TECH	4	ED	4		
REF	5	END	20		
DEX	5	REC	7		
CON	2	STUN	25		
STR	5	HITS	25		
BODY	5	RUN	8		
MOVE	4	SPRINT	12		
OffX	13	SWIM	4		
DefX	17	LEAP	4		

Cost	Powers	END
2	Armor (4KD, 4EKD)	
3	Stinger - Hand to Hand Killing Attack (Total 2D6)	2
6	3D6 Stun Drain (Fade 1/Minute)	
	Only if Stinger Does Hits, -1	3
1	Damage Reduction (25% Physical)	
	Not vs. Silver or Magic, -2	
3	Flight: 15 m/yds	1

Complications	Pts
Vulnerability - 2x Damage from Holy Weapons (Infreq, Unc, Ext)	10
Confined by Pentagrams (Freq, Mild, Ext)	15
Must Obey Anyone Who Knows True Name (Freq, Mild, Ext)	15
Malicious (Freq, Risk Ostracism, Ext)	15
Phobia - Fears Holy Symbols (Freq, Paralyzing Fear, Maj)	10
Berserk When Insulted (Freq, Cause, Ext)	15
Distinctive Features - Aura of Evil (Cons, Not Conc, Maj)	15
Susceptibility to Holy Ground - 3D6 NND per Turn (Freq, Com, Ext)	20
Susceptibility to Holy Water - 3D6 Stun per Phase (Freq, Com, Ext)	20

CHA 39 Power 15 Skills 2 Comp 135

Demon - Succubus/Incubus

This demon comes in female (succubus) and male (incubus) varieties. Their specialty is seducing their victims and then stealing their life force. Well, at least the victims die sort of happy...

INT	6	RES	18	SKILLS	AV
WILL	6	SPD	3	Hand to Hand: 4 (REF)	9
PRE	7	SD	6	Melee Evade: 4 (DEX)	9
TECH	6	ED	6	Interaction: 5 (PRE)	12
REF	5	END	30	Interrogation: 5 (PRE)	12
DEX	5	REC	10	Persuasion: 5 (PRE)	12
CON	3	STUN	35	Seduction: 5 (PRE)	12
STR	7	HITS	35	Climbing: 1 (STR)	8
BODY	7	RUN	8		
MOVE	4	SPRINT	12		
OffX	16	SWIM	4		
DefX	20	LEAP	4		

Cost	Powers	END
2	Armor (4 KD, 4 EKD)	
4	Shape Shift to Any Humanoid	2
7	10D6 Mind control	
	Humanoids Only, -1; Opposite Sex Only, -2	5
4	Damage Reduction (50% Physical)	
	Not vs. Silver or Magic, -2	
1	Mental Defense: 5	
1	Infrared Vision	
1	Ultraviolet Vision	
8	Full Life Support	
6	Flight: 30 m/yds	3

Complications	Pts
Vulnerability - 2x Hits from Holy Weapons (Infreq, Unc, Ext)	10
Vulnerability - 2x PRE Attacks from Holy Men (Infreq, Unc, Ext)	10
Confined by Pentagrams (Freq, Mild, Ext)	15
Must Obey Anyone Who Knows True Name (Freq, Mild, Ext)	15
Overconfident (Freq, Str, Ext)	20
Devious (Freq, Risk Ostracism, Ext)	15
Phobia - Fears Holy Symbols (Freq, Paralyzing Fear, Maj)	10
Malicious (Freq, Str, Ext)	15
Distinctive Features - Aura of Evil (Cons, Concealable, Maj)	10
Susceptibility to Holy Ground, 4D6 NND/Round (Freq, Com, Ext)	20
Susceptibility to Holy Water, 6D6 Killing (Infreq, Com, Ext)	15

CHA 56 Power 34 Skills 21 Comp 155