

NAME Hellsworn RACE Demon SIZE 1 HEIGHT 6'0" WEIGHT 195lbs HL 2 EL 0

CON	<u>5</u>	AGI	<u>3</u>	INT	<u>3</u>	STR	<u>5</u>	WILL	<u>3</u>	CHA	<u>2</u>
Hit Points	<u>75</u> / <u>75</u>	Initiative	<u>6</u>	C. Mastery	<u>6</u>	Armor	<u>10</u>	SP Armor	<u>6</u>	Song Effect	<u>4</u>
Vitality	<u>150</u> / <u>150</u>	Speed	<u>6</u>	H. Mastery	<u>6</u>	MAD	<u>10</u>	M. Mastery	<u>6</u>	M. Speed	<u>4</u>
		RAD	<u>6</u>	SP Mastery	<u>6</u>					M. Damage	<u>4</u>

ATTACK # 1

Description: Claw, Bite, Punch, Kick

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6

DMG: 25 Crit DMG: 35 | SP-DMG: Crit SP-DMG:

Other: Critical Hits ignore Armor

ATTACK # 2

Description: Arcane Bolt

Type: S.N. Ranged Weapon Range: 5 Accuracy: 4/5/6

DMG: Crit DMG: | SP-DMG: 21 Crit SP-DMG: 27

Other: Critical Hits ignore SP-Armor

ABILITIES

Name: Fire Bolt Description: Target within 5 spaces tests AGI 7 DPD: Burning & 5 SP-DMG

Name: Fire Breath Description: Target within 5 spaces tests CON 7 DPD: Burning & 5 SP-DMG

Name: Unholy Judgment Description: Target within 5 spaces tests CHR 7 DPD: Lose 3 HP & 3 Almighty DMG

Name: Visions of Hell Description: Target within 5 spaces tests WILL 7 DPD: Burning & Blind

Name: Description: DPD: &

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Burning, Frost

Vulnerabilities: Almighty Damage

Traits: Cruel, Unholy Power

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

LORE

Hellsworn are demons that have emerged from the depths of Hell, spreading carnage and flames across Estaria. They're sworn to remind the living that Hell is a horribly real place.

The Hellsworn are your staple demons. They spread murder and hellfire. You can find these demons around any earthy areas, and they have been known to suddenly burst into existence from fissures in the ground below. Due to law stones, they're rarely seen around cities and towns.

During the day-time, Hellsworn carry a sinister, almost insulting demeanor. They'll mock you, burn your homes, and torture you before killing you. During the night-time, they become far more violent and focused, shedding blood with demonic purpose.

Hellsworn are strong, tough, and well rounded. Their heated skin protects them from the affects of Frost, and they're naturally immune to Burning. During the night, their eyes take on an unholy red glow, granting them immunity to Blind (*during the night only.*)

APPEARANCE

Hellsworn look like your standard devils, although larger and stronger in physique. These creatures have bright red skin that's hot to the touch, complimented by deep black eyes. During the night, their appearance flips; their skin changes to an ashen-black color, while their eyes switch to a glowing red color. No matter the time of day, they always possess horns; though at night these horns become more pronounced.

As for weapons, Hellsworn use their claws, teeth, fists, and feet as melee weapons. They're also able to shoot red-tinted arcane bolts as their ranged attacks. All their fire-based abilities produce a real reddish flame (*as opposed to orange.*) Their unholy judgment ability calls forth greater beings to critique their targets, scalding them with unholy energy if they deem the subject weak or unworthy. Visions of Hell causes their target to become overwhelmed with the visual realities of hell.

COMBAT BEHAVIOR

Hellsworn are normal enemies when it comes to combat. They move towards hostile creatures, attack them with melee attacks, and use ranged attacks and abilities when appropriate.