The DOOM Roleplaying Game Conversion

For use with the StarCraft RPG by Leovaunt Game Design

~By Leovaunt

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Introduction: Prepare for DOOM

DOOM is a series of video games created by ID software. The core of the setting is a laboratory on Mars that discovers the presence of Hell and tries to tap into Hell energies for mankind to harness. This does not end well; demonic agents orchestrate an invasion of Mars through various portals created by humanity. While this invasion is stopped, it is not over: shortly after the demons begin to invade Earth.

Upon their invasion, humanity is forced to enact a desperate fight for survival as the aberrational horrors from Hell massacre everything they come across. Demonic corruption in the forms of strange growths overtake large sections of the facility. Evil spirits possess the bodies and corpses of the fallen and transform them into undead minions in service of Hell. Everything has gone wrong. Humanity is on the verge of extinction, as the demonic forces harvest humans souls and threaten to drag Earth itself into Hell.

In a Doom RPG, you play as victims or survivors of the demon invasion. You may be a marine, a security guard, a scientist, or just a civilian in over your head. Whoever you were, now you must fight back to survive and put an end to the demonic invasion.

The DOOM RPG uses the StarCraft RPG rule system. In order to play this game, you will have to make use of the StarCraft RPG resource by Leovaunt Game Design. This resource consists entirely of content to use with the StarCraft rules to play a DOOM RPG.

The Premise of a DOOM RPG Campaign

In a DOOM roleplaying game, you play as a desperate survivor of a hellish invasion. Your goal is to survive against incredibly powerful and ferocious monstrosities while attempting to sabotage the demon's intrusion of the mortal universe.

A DOOM campaign should have a great deal of action while the players fight room to room to survive against the demons. However, it should also focus on the fear and terror of going against such horrible monsters. The players will encounter gruesome scenes of defilement, mutilation, sacrilege, and deformities. It should test the wills and conviction of both the players and their characters.

While action and horror are the foremost concepts, heroes must also focus on survival. In a survival-based campaign, the characters must carefully manage their resources, such as food, water, and ammunition. They must deal with traversing the toxic Mars atmosphere and may have to horde oxygen to cross the Mars surface. They will have to deal with crumbling infrastructure and possessing spirits that try to inhabit their bodies and transform them into slaves.

The DOOM games focus on the exploits of the DOOM slayer, an extraordinary and super-powered ancient killer. He kills demons by the hundreds without rest or hesitation. Ordinary survivors in the DOOM universe will not have that character's super-human resilience. Compared to the game, they will find that demons are deadly foes worthy of great fear. They will have to rely on teamwork, planning, and carefully spent resources to survive against Hell.

Chapter 1: Building a DOOM Player Character

In a DOOM roleplaying game, all characters are human. In this game system, a character begins with **30 characteristic points and gains 5 characteristic points per level**. Creating a character functions just like it does in StarCraft, with spending characteristic points to buy ability scores, skills, and talents. Follow this order of operation for creating characters:

Human Character Creation Package

Step 1: Purchase a starting occupation for your character.
Step 2: Choose a specialization for your character.
Step 3: Spend background points
Step 4: Spend remaining characteristic points.
Step 5: Finalize character name and backstory, as well as defining all your character's statistics based on the choices you've made

Character Development Guidelines in DOOM

In the DOOM RPG, certain builds are more or less viable in gameplay. Players should be aware of these differences before building a character. They should be prepared for how viable different character aspects are in game.

Influence and Combat Influence

The influence skill has very limited effectiveness in a DOOM RPG. Undead are immune to combat influence, and demons are highly resistant, always counting as having the Jaded talent. Combat influence is most effective when dealing with other surviving humans.

Pilot

The DOOM RPG usually takes place in close confines, or within the depths of Hell. Therefore, vehicles are exceptionally rare and usually all destroyed by the time of the demonic invasion. The GM will have to come up with any vehicles that wish to include in a DOOM adventure. If vehicles do play a part in a campaign, they could be a valued aid to the player's survival.

Psionics

Psionics do not exist in the DOOM campaign. All skills and talents related to psionic powers, energy fatigue, and psi level are not in the game. You cannot play as a psionic human.

Leadership and Medicine

The most successful parties of survivors have strong leaders. Low morale is a crippling detriment to suffer in the face of the forces of hell. The ferocity of demons constantly saps the morale of survivors. Only a skilled leader can ensure that the party has any benefit from morale. Likewise, medicine is very important to stay alive against the forces of Hell. Every character should have some level of training in medicine, and medical specialists are very valued.

Backup Characters

The forces of Hell are overwhelming and formidable. Every player should have a backup character prepared in case something happens to their current character. They might get possessed and turn into a zombie, are ripped to pieces by a powerful demon, or simply abandoned and left to die for the betterment of the group. Players should realize their characters are expendable, and new survivors should be prepared to introduce into the party.

Human Race Package

In the DOOM RPG, certain builds are more or less viable in gameplay. Players should be aware of these differences before building a character. They should be prepared for how viable different character aspects are in game.

Human

Characteristic Points: 4
Ability Score: 2 Strength, 2 Instinct, 2 Agility, 2 Fortitude, 2 Intelligence, 2 Willpower

Background Points: Upon creating a human character, you gain several background points. These background points are used to purchase starting equipment as well as determine what traits you possess that are beneficial in a demon invasion. A level 1 character has 25 background points. If you are starting above level 1, you start with 3 bonus background points for every level you start above 1. Thus, if you start at level 5, you would begin with 37 background points.

You must spend all background points at character creation. Any that are not spent are wasted. See the background point section later in this chapter for details on how background points work.

Adaptability: Humans have a very industrious society, forcing them to adapt and gain many different skills. Every time a human character spends a characteristic point to buy skills, they gain 3+ ½ intelligence skill points.

Specialization: At character creation, a human character chooses a specialization. Their chosen specialization gives them a unique special ability, bonuses to their ability scores, and sometimes a free talent. Characters gain a bonus specialization at levels 4, 8, 12, and 16. They gain the bonus ability score and special ability from each of the new specializations. In addition, characters gain an advanced specialization at levels 10, 14, 18, 22, 26 and 30 and a master specialization at levels 20, 24, and 28. Advanced and master specializations are bonus specializations available exclusively to higher level human characters that give bonus special traits and (in the case of master specializations) ability scores. Therefore, by level 30 a human character will have 14 specializations (5 specializations, 6 advanced, 3 master).

Starting Gear: In addition to whatever gear they purchase with their background points, human characters begin gameplay with basic clothing, an equipment belt, and backpack.

~The cybernetic Samuel Hayden leads the human ARC forces in their fight to protect humanity from extinction

Specializations

Beyond occupation, the first thing chosen in character creation is the specialization. The specialization is essentially a package that determines the starting focus of the character. The specialization includes a special ability and other bonus features to help customize your character.

Specializations come in three tiers: basic, advanced, and master. The specialization chosen at character creation is a basic specialization. Basic specializations are gained at levels 1, 4, 8, 12, and 16. They give sizable benefits, including bonus ability scores and talents, and set a strong foundation for your character early on.

You start to gain advanced specializations at higher levels: 10, 14, 18, 22, 26, and 30. Advanced specializations are generally more focused than ordinary specializations and do not give bonus ability score points and talents. However, over the course of a player's career, they will gain more advanced specializations than any other types of specializations.

Master specializations are gained at levels 20, 24, and 28. Therefore, they are restricted to only the highest-level individuals. Fittingly, master specializations have the most powerful abilities. They also give bonus ability score points, much like basic specializations.

Specializations come in special categories known as themes. Every theme has three specializations attached to it: a basic, advanced, and master specialization. Whenever you gain a specialization, you can pick any that is available to you. However, if you pick multiple specializations out a single theme, you gain an additional passive bonus to your statistics. For example, by picking two specializations from Brawler theme, you gain +2 damage with all melee attacks. If you pick all three specializations from Brawler theme, you gain +4 damage with all melee attacks.

Gaining Pre-existing Talents from Specializations

Many specializations give new talents. Occasionally, for very focused characters, you will gain a talent you already possess. If this is the case, one of two things will happen.

-If it is a multiple tiered talent, such as Weapon Mastery I-III, you gain the next tier of talent. This is even if you do not meet the requirements for it. Your fixated specialization allows you to overcome your limitation in skill and attributes.

-If it is not a multiple tiered talent, then you gain an additional bonus talent of your choice without having to pay characteristic points. You must meet the requirement of this talent. You cannot hold off this talent purchase until later; it must be taken from the list of available talents at your level.

Armored Infantry Theme

Armored infantry focus in their armor instead of their weapon. They shrug off blows designed to cripple them and walk fearlessly into battle. Armored infantry wade into battle with the fiercest enemy to take them down by absorbing fire brazenly and without fear.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's damage resistance by 1.

Basic Specialization: Hardened Soldier

Ability Score: +1 Fortitude
Talent: Resistant
Special Ability (Hard to Hurt): When wearing armor, the character gains bonus damage resistance equal to the armor's resistance rating.

Advanced Specialization: Armor Specialist

Special Ability (Advanced Armor Training): The character reduces the defense penalty of armor they wear by half.

Master Specialization: Heavy Armored Combatant

Ability Score: +1 Fortitude
Special Ability (Living Tank): The character count's the resistance rating of whatever armor they are wearing as 2 higher. For example, heavy armor they wear would have a resistance rating of +5. Furthermore, when wearing armor, the character adds their armor's modified resistance rating to their toughness and damage threshold.

Battlefield Engineer Theme

Battlefield engineers turn their knowledge of science to use in combat situations. They create versatile combat modules that they can modify and deploy in combat for various effects. Battlefield engineers are useful to have around as they can manipulate an environment and strike enemies in unexpected fashions.

Synergy Bonus: Each chosen specialization in this theme beyond the first makes the character count as 1 intelligence higher for the purpose of their device's effects.

Basic Specialization: Tinker

Ability Score: +1 Intelligence
Talent: Sabotage
Special Ability (Basic Science Tricks): The character can has learned to create modular technological devices that can be modified on the fly to replicate different effects. They gain access to Basic Science Tricks and can spend 2 scrap parts to build a battlefield gadget.

Advanced Specialization: Engineer

Special Ability (Expert Science Tricks): The character can has learned to create modular technological devices that can be modified on the fly to replicate different effects. They gain access to Expert Science Tricks and can spend 5 scrap parts to build an advanced module.

Master Specialization: Mechanist

Ability Score: +1 Intelligence
Special Ability (Master Science Tricks): The character can has learned to create modular technological devices that can be modified on the fly to replicate different effects. They gain access to Master Science Tricks and can spend 10 scrap parts to build a war engine.

Brawler Theme

Brawlers eschew the tactics and precision of ranged combat to engage close with their foes and beat them senseless with fists, bayonets, or bashes. Brawlers rely heavily on adrenaline and fervor in battle, as getting close exposes them to direct fire. The greatest brawlers can go toe to toe with the monstrous forces of hell and prevail.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's damage with melee attacks by 2.

Basic Specialization: Bruiser

Ability Score: +1 Strength
Talent: Power Strike
Special Ability (Smashing Blow): When the character makes use the heavy strike action with a melee attack, the attack gains bonus accuracy and penetration equal to ½ their strength.

Advanced Specialization: Basher

Special Ability (Improvised Weapon): The character is specialized in using Pistol Whip, Rifle Butt, and Rifle Bayonet attacks. They add double their strength to damage with those attacks, instead of half strength, and gain +2 accuracy and penetration with such attacks.

Master Specialization: Warmonger

Ability Score: +1 Strength
Special Ability (Savage Combat): The character can spend a move action to make a standard action attack if it is with a melee weapon. This is in addition to making a standard action attack in the same round. This second attack benefits from performing a Heavy Strike combat behavior, if the character made one, and does not suffer dual-wielding penalties for making a second attack.

Cultist Theme

The presence of all-powerful beings from the beyond effects the desperate and weak minded. These individuals' worship and praise demons. Awe inspired by their grandeur and glory, they praise these beings for their might and power and seek the power for themselves. It is deranged individuals like these that brought troubled times upon us all.

Synergy Bonus: Each chosen specialization in this theme beyond the first gives the character +1 defense and damage resistance against the attacks of demons.

Basic Specialization: Acolyte

Ability Score: +1 Strength
Talent: Great Speaker
Special Ability (Channel Hell): The character can channel hell energy to give you great strength. You can spend two healing thresholds as a minor action to bolster yourself. This lets you instantly restore 40 hit points, gain 20 temporary hit points, and gain the Mighty Boost (4) condition. The temporary hit points and mighty boost lasts for 2 rounds. If you do this, however, all demons within short range gain the same benefits. All demons within medium range gain half of these benefits.

Advanced Specialization: Necromancer

Special Ability (Raise the Dead): The character can summon demonic spirits to possess nearby corpses and turn them into zombies. Doing so require spending 2 healing thresholds. Success means you can turn one nearby body per point of willpower into a possessed. You can instead use two body's worth of charges to turn a single body into a possessed soldier. You can use 4 body's worth of charges to turn a single body into a possessed commando. You can control a number of zombies at once equal to your willpower. Keep in mind, powerful demons might be able to wrest control of your minions from you (GM's discretion).

Master Specialization: Cult Leader

Ability Score: +1 Willpower
Special Ability (Dread Pact): You can spend bits of your life force to summon a powerful demon into reality. Doing so requires five round ritual that costs healing thresholds. You summon a single demon that is up to your character level in power. For every 5 levels the demon possess' you lose 1 healing threshold. If the demon is a high threat, it costs +1 healing threshold. If the demon is extreme threat, it costs +2 healing thresholds. This demon serves you and follows your commands for 1 minute per point of willpower.

Dual-Wielding Theme

Dual-wielding is a combat style for duelists, show-offs, and the truly badass. Wielding two weapons instead of one, this armed warriors wade into battle firing recklessly or slashing or tearing into their foes with reckless abandon. Dual-wielding specialists turn it into an art form or a deadly dance of death.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's accuracy while dual-wielding by 1.

Basic Specialization: Dual-Wielding Enforcer

Ability Score: +1 Agility
Talent: Dual-Weapon Skill
Special Ability (Dominant Hand): When the character attacks while dual-wielding, pick one of their weapons they are attacking with. That weapon gains +5 accuracy.

Advanced Specialization: Dual-Wielding Expert

Special Ability (Combined Fire): When the character is dual-wielding, firing both weapons at the same target, and both attacks hit, both weapon attacks gain +5 penetration and rending.

Master Specialization: Battle Master

Ability Score: +1 Agility
Special Ability (Cascade): When the character is dual-wielding, they can sacrifice the attack with one weapon to empower their primary weapon. If they do so, their primary weapon gains Hailfire (+1) and a different benefit if it was melee or ranged. If was a melee attack, the character attacks all targets within their reach instead of a single target. If it was a range attack, the attack gains Burst (+1).

Guardian Theme

Guardians believe in the greater good and art of sacrifice. They fight to protect their brothers in arms from harm. Most guardians will gladly step in the way of a bullet if it spared their kin pain. Some due it as loyalty to their comrades, while others believe in self-sacrifice as a higher calling to humanity.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's damage resistance by 1.

Basic Specialization: Guardian

Ability Score: +1 Fortitude
Talent: Resistant
Special Ability (Living Shield): The character always tries to attract enemy fire from their allies as a minor action. Enemies gain a -5 penalty to attack the character's allies when they can attack this character (or their unit) instead. Allies must be within 6 squares of this character or their unit to receive this benefit. This does not stack with a taunt action.

Advanced Specialization: Protector

Special Ability (Stalwart): The character gains +2 damage threshold and gains bonus hit points equal to twice their strength score. They also gain advantage on influence tests to taunt.

Master Specialization: Hero

Ability Score: +1 Fortitude
Special Ability (Heroic Fortitude): When the character suffers a crippling wound, they gain temporary hit points equal to their Strength + Fortitude. In addition, all allies within 6 squares of them gain +2 defense while this character is standing and not debilitated.

Gunner Theme

Automatic gunners specialize in use maximum firepower from their automatic weapons. They are the experts at using weapons to clear out large numbers of enemies. They make every bullet count, and ensure they are always firing a lot of bullets!

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's ranged damage by 2.

Basic Specialization: Supporting Gunner

Ability Score: +1 Instinct
Talent: Weapon Mastery (ranged)
Special Ability (Field of Fire): When the character is making an area burst attack with an automatic weapon, they gain +1 burst area. When they perform a suppressing fire attack, they gain +2 burst area. They can choose not to utilize this ability.

Advanced Specialization: Heavy Gunner

Special Ability (Focus Fire): When the character is making an automatic burst attack, of any kind except suppressing fire, they gain +1 hailfire against the primary target.

Master Specialization: Walking Artillery

Ability Score: +1 Instinct
Special Ability (Precision Application of Firepower): The character's automatic focused burst attacks effect a Burst (1) area. When they perform an area burst attack with an automatic weapon, the area of the burst counts as suppression, following all the normal rules for suppressing fire. Finally, true suppressing fire attacks gain +20 accuracy.

Intellectual Theme

Battlefields are usually no place for those with an academic disposition. However, life and death situations demand compromise. Intellectuals are pulled to battle to contribute scientific prowess to stay alive. Intellectuals mend the wounds of the fallen and use advanced technology to their advantage. Their intelligence gives their martial allies new avenues to approach their battles.

Synergy Bonus: Each chosen specialization in this theme beyond the first allows the character to reroll one skill check per encounter.

Basic Specialization: Academic

Ability Score: +1 Intelligence
Talent: Smart Shot
Special Ability (Intellectual Solution): The character can use science to solve common problems in unique ways. By making a DC 20 Science check, the character can allow a skill or combat action to be performed in a unique manner. For example, a science check can be used to allow the character to ricochet a bullet off a wall and hit a target behind cover, applying a -5 penalty. What applications are proper use of this ability is GM's discretion. A player should not spend too much game time thinking of creative uses of this power.

Advanced Specialization: Scientist

Special Ability (Power of the Mind): The character understands the mathematics and formulas behind all actions. They use their intelligence as their core attribute for every skill, unless the related skill's attribute is higher. All the Scientist's combat augmentations have their duration determined by their intelligence, rather than normal ability scores.

Master Specialization: Prodigy

Ability Score: +1 Intelligence
Special Ability (Universally Gifted): The character is good at all actions. They gain +1 maximum skill ranks with all skills. This bonus is cumulative with skill focuses and level-based skill maximum. Furthermore, when this character makes a repair action to restore hit points to a construct, it only requires a single standard action to perform. In addition, computer and medicine skill checks with a duration of 1 minute or more take half as long to perform.

Leader Theme

Leaders know that strength comes from a cohesive group, not one lone wolf. Without leadership, most groups of survivors would crumble under a demonic invasion. Leaders are vital to keeping groups working together and coordinated when fighting terrible foes.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the morale points generated from successfully rallying by 1.

Basic Specialization: Leader

Ability Score: +1 Willpower
Talent: Inspirational Presence
Focus Skill: Leadership OR Mental Training
Special Ability (Rallying Boost): Whenever the character uses the Rally function of the Leadership skill, each ally that gains a morale point also gains temporary hit points equal to the leader's ranks in leadership.

Advanced Specialization: Military Commander

Special Ability (Push Forward): When the military commander generates morale points using the rally ability, the rally action generates 1 more morale and you can give two morale to a single ally. In addition, the character's allies under the effects of his leadership gain a bonus to their movement speed equal to their current morale level (minimum 0).

Master Specialization: Icon of Mankind

Ability Score: +1 Willpower
Special Ability (Inspirational Rally): When the character uses Rally on an ally, their ally can spend a morale point that turn without losing a morale level. In addition, allies under your leadership gain +2 morale bonus.

Lunatic Theme

The trauma of a demonic invasion causes many to lose their grasp on reality. Many simply go catatonic in such a circumstance and wait for the end to come. Others embrace the madness and use it to sharpen their survival instincts. Lunatics survive by accepting their insanity.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the morale points the character can have (despite having the Cynic talent) by 1.

*If you already have Jaded or Cynic upon taking these specializations, you do not gain additional talents to replace them.

Basic Specialization: Paranoid

Ability Score: +1 Instinct
Talent: Jaded, Cynic
Special Ability (Paranoid Movements): Once per round, when an enemy moves adjacent to the character, they can instantly shift away. In addition, despite having the Cynic talent, they can still gain 1 positive morale point. They can use this morale point on their turn to make all their movement does not provoke opportunity attacks, in addition to normal usages of a morale point. However, you cannot benefit from another character's leadership and other characters cannot benefit from your leadership.

Advanced Specialization: Delusional

Talent: Jaded, Cynic
Special Ability (Luck of the Mad): The character's fractured concept of reality sometimes warps events in their favor. Once per round, they can choose to reroll their own roll or force their enemy to reroll one of their rolls. In addition, despite having the Cynic talent, they can still gain 1 positive morale point. They can use this morale point at any point to force an additional reroll by themselves or one of their enemies, in addition to normal usages of a morale point. However, they can't benefit from the tactics augmentation.

Master Specialization: Insane

Ability Score: +1 Willpower
Talent: Jaded, Cynic
Special Ability (Insane Actions): The character is erratic and unstable and performs random actions that alternate between mind numbing stupidity and hyper focused precision. Every time the character's turn comes around, roll on the following table. The table results determines what suite of actions the character has this turn. In addition, despite having the Cynic talent, they can still gain 1 positive morale point. They can use this morale point to reroll the result on the insanity table once per turn.

Dice Result	Actions
1-7	Can perform no actions that turn
8-9	Can perform a standard action
10	Can perform the normal standard, move, and minor actions
11	Can perform a standard, move, and two minor actions
12-13	Can perform a standard, minor, and two move actions
14-15	Can perform two standard actions and a minor action
16-17	Can perform a standard, two move, and two minor actions
18-19	Can perform two standard, two move, and two minor actions
20	Can perform three standard actions, two move actions, and two minor actions

Medic Theme

Medics are an important part of war. They save lives and keep soldiers in battle. Without medics, most soldiers wounded soldiers would not survive the battle. Demons tend not leave survivors in their wake, but a worthwhile medic can give a warrior a second chance at life and let them fight another day.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the healing this character does with first aid by 15.

Basic Specialization: Medic

Ability Score: +1 Intelligence
Talent: Field Medic
Special Ability (Surgical Aid): When the medic rolls a natural 12 or higher on a first aid check, the target character also heals 1 crippling wound.

Advanced Specialization: Doctor

Special Ability (Supreme Healthcare): When the doctor rolls an unmodified result of 16 or higher on a first aid check, the target character does not use up a healing threshold.

Master Specialization: Savior

Ability Score: +1 Intelligence
Special Ability (Back from Death's Door): When this character uses first aid on a target, that target gains regeneration equal to the savior's intelligence score for 3 rounds. In addition, healed targets also gain temporary hit points equal to the savior's medicine skill ranks.

Melee Theme

While getting up close to a demon is risky and dangerous, some brave souls prefer to fight that way. Diving into combat with knives, swords, and hammers, they tear into their enemies with precise and effective strikes to hit them where it hurts.

Synergy Bonus: Each chosen specialization in this theme beyond the first gives +1 accuracy with melee attacks.

Basic Specialization: Striker

Ability Score: +1 strength
Talent: Power Strike
Special Ability (Melee Expertise): When the character attacks with a melee weapon, they improve their damage by 1 power rating.

Advanced Specialization: Slasher

Special Ability (Slashing Strikes): When the character attacks with a melee weapon, they gain +2 penetration and rending. If the character is using a dedicated melee weapon, the attack also deals 2 bleeding. Dedicated melee weapon includes any melee weapon except pistol whip, rifle butt, rifle bayonet, light tool, heavy tool, and any unarmed attacks.

Master Specialization: Gladiator

Ability Score: +1 strength
Special Ability (Clean Strikes): All of the character's melee attacks gains +1 power rating of damage, +2 penetration, and +5 maximum attack overages.

Negotiator Theme

Negotiators find a place in the Doom by dealing with other survivors and making sure their group is not taken advantage of or robbed. A negotiator can talk down a group of raiders or convince another party to give up their supplies. Very gifted orators can even demoralize demons and lower their sense of superiority.

Synergy Bonus: Each chosen specialization in this theme beyond the first gives the character +2 to influence checks.

Basic Specialization: Personality

Ability Score: +1 Willpower
Talent: Dissuade
Special Ability (Memorable Speaker): Whenever the character uses a combat influence, they can affect one additional target with their combat influence attempts. This extra target is affected by the same influence action using the same check result.

Advanced Specialization: Diplomat

Special Ability (Skilled Negotiator): The character gains advantage on all influence attempts to persuade, befriend, or interrogate. Finally, when they use a demoralize combat influence, the target drops two morale levels instead of one.

Master Specialization: Figurehead

Ability Score: +1 Willpower
Special Ability (Overwhelming Degradation): The character's psychological impact on others is devastating. On succeeding an influence check, targets of the character's combat influence attempts lose a morale level and are staggered. In addition, if the character succeeds a demoralize influence attempt on a target at negative morale, the target is stunned. A target cannot be stunned or staggered two turns in a row by this ability.

Ranged Theme

Soldiers and weapon's expert, firearms are the preferred way to fight enemies in the modern era. The ranged theme allows characters to better focus on mastering firearms and ranged weapons.

Synergy Bonus: Each chosen specialization in this theme beyond the first gives +1 accuracy with ranged attacks.

Basic Specialization: Shooter

Ability Score: +1 instinct
Talent: Close Combat Shot
Special Ability (Ranged Expertise): When the character attacks with a ranged weapon, they improve their damage by 1 power rating.

Advanced Specialization: Patient Hunter

Special Ability (Eye for Vulnerability): When the character aims and attacks with a ranged weapon, that attack gains +5 penetration and +2 rending.

Master Specialization: Trueshot Trigger Puller

Ability Score: +1 instinct
Special Ability (True Shot): All of the character's ranged attacks gains +1 power rating of damage, +2 penetration, and +5 maximum attack overages.

Scout Theme

Scouts and spies use stealth and infiltration to sneak in enemy infested areas and gather intelligence. They are trained to go long periods of time without being detected and work very well on their own. Scouts gather intelligence, prepare ambushes, assassinate important enemies, and find hidden supplies without alerting their enemies.
Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's defense by 1.

Basic Specialization: Infiltrator

Ability Score: +1 Agility
Talent: Sneak Attack
Special Ability (Hide in Plain Sight): The character can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Advanced Specialization: Recon Infantry

Special Ability (Outmaneuver): The character does not need to move at half speed while hidden. In addition, they increase any cover bonus to defense they have by +2. Finally, they deal +5 damage against foes that cannot see them.

Master Specialization: Assassin

Ability Score: +1 Agility
Special Ability (Slayer in the Dark): The character gains +2 rending with all weapon attacks. In addition, the character deals +5 damage with all attacks against targets that are at Negative Morale or are unaware of them. Finally, the assassin deals +20 damage with all attacks against targets that are unconscious, helpless, immobilized, stunned, or at -5 morale.

Skirmisher Theme

Skirmishers avoid fighting in large units and blocks of troops, and instead prefer to outmaneuver and ambush their foes. Skirmishers are constantly moving to confuse the fire of their opponents. These individuals serve well as scouts, assassins, spies, and convoy ambushers.
Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's move speed by 1.

Basic Specialization: Skirmisher

Ability Score: +1 Agility
Talent: Dodge
Special Ability (Moving Cover): If a skirmisher has cover against a foe at any point during their turn and ends their turn without cover, they retain a +2 cover bonus to defense against ranged attacks. In addition, the skirmisher gains +1 movement speed.

Advanced Specialization: Guerilla Fighter

Special Ability (Run and Gun): The character moves at double their normal speed when performing an action move. Alternately, they can action move at normal speed and not break the hidden condition if they are using stealth. They also gain +5 to acrobatics tests to evade.

Master Specialization: Insurgent

Ability Score: +1 Agility
Special Ability (Rapid Reaction): The insurgent gain +3 accuracy and defense if they move at least 1 square on their turn. They gain this benefit only while they are outside a unit, or if the entire unit has this rule. In addition, they can make a bob and weave actions as a free action in any turn that they action move. Finally, they can shift as a minor action once per turn.

Slayer Theme

Slayers have perfected the artform of fighting the monstrosities spawned of Hell. Whether it is killing zombies, demons, or anything big and strong, these hunters delight at massacring hell's legions in combat. A slayer is the ultimate destroyer of evil, modeled after the Doom Slayer himself.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's damage against demons by 2.

Basic Specialization: Zombie Killer

Ability Score: +1 Instinct
Talent: Close Combat Shot
Special Ability (Shoot 'em in the Head): The character gains +5 damage and +5 rending when targeting zombies and possessed. In addition, when they aim, they can target the critical location of a zombie without suffering called shot penalties and hitting at their full accuracy.

Advanced Specialization: Demon Slayer

Special Ability (Rip and Tear): The character no longer loses morale for being in an adjacent square to a demon. In addition, they gain +5 damage and +5 penetration with all attacks against demons.

Master Specialization: Monster Hunter

Ability Score: +1 agility
Special Ability (Wear them Down): The character excels at fighting monsters that are huge-sized or larger. They gain a +5 bonus to defense against such creatures. They can also perform evade actions against all of their attacks, including melee attacks. Finally, their attacks gain +5 penetration against such monsters. This is cumulative with the bonuses from Demon Slayer, if the creature is a huge-sized demon.

Sniper Theme

Snipers are precision killers that wait in distant locations and pick off exposed pray with long rifle shots. Snipers prefer to attack from long range with high powered weapons and try to sow chaos and panic amongst enemy ranks while they take down one foe after another.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's ranged accuracy by +1.

Basic Specialization: Sniper

Ability Score: +1 Instinct
Talent: Precision Shot
Special Ability (Terror on the Range): When the character hits an enemy target with an aimed shot while you either hidden or 30 or more squares away, the target of the attack loses 2 morale levels. In addition, all allies of the target within 6 squares lose 1 morale level.

Advanced Specialization: Sharpshooter

Special Ability (Clearing the Field): While using a single aimed strike with a ranged weapon, the character can make a second standard action attack with that weapon if your first attack killed its target. This second attack does not gain the aiming bonus.

Master Specialization: Precision Killer

Ability Score: +1 Instinct
Special Ability (Weak Point): The character gains +4 rending with all ranged weapons. In addition, they gain 2x instinct penetration when attacking a vehicle. Finally, when using a single aimed strike with a ranged weapon, they deal +1 crippling wound point upon surpassing the target's damage threshold.

Survivalist Theme

Survivalist have a knack for staying alive no matter what the universe throws at them. They are tough and resilient, and frequently have a large collection of scars to prove their toughness. They are ideal soldiers, as they keep fighting even when their allies fall and their team is routed.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's maximum hit points by 15.

Basic Specialization: War Survivor

Ability Score: +1 Fortitude
Talent: Hardened Survivalist
Special Ability (Relentless): Whenever the character would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the character must roll for each separate crippling point.

Advanced Specialization: Battle Born

Special Ability (Unyielding Combatant): The character gains bonus maximum hit points equal to twice their level.

Master Specialization: Immortal

Ability Score: +1 Strength
Special Ability (Back in the Fight): The character adds their strength to damage threshold. In addition, they can perform a Second Wind action as a standard action. Doing so spends one of the character's healing thresholds, but they instantly recovers hit points equal to 5x their fortitude.

Tactical Coordinator Expert Theme

Tactical coordinators are skilled in the arts of war and strategy. They use their techniques to organize their allies, plan attacks, and prepare grand strategies to outflank and outmaneuver their enemies. Tactical coordinators can be a force multiplier for a group of survivors; their tactical training allow them to be three steps ahead of their enemies.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's effective tactics ranks by 2 for using the abilities from this theme.

Basic Specialization: Tactician

Ability Score: +1 Intelligence
Talent: Close Combat Shot
Special Ability (Tactical Points): The character can spend a move action on their turn to process telemetry data in their digital uplink. This requires having a digital uplink. This gives them 2 tactical points. Any time an ally attacks or is attacked, before rolling the strategist can chose to spend a tactical point. If they spend a tactical point on an ally attack, that ally gains a bonus to the attack roll equal to ½ this character's tactics ranks. If they spend a tactical point when an ally is attacked, they can spend a tactical point to give that ally bonus defense equal to ½ their tactics ranks against that attack. Only allies that also have a digital uplink can benefit from a tactical point. A character can have a number of tactical points at once equal to ½ their tactics skill (minimum of 2). Unspent tactical points expire at the end of an encounter.

Advanced Specialization: Strategist

Special Ability (Grand Scheme): The character can use their warfare expertise to restructure the battlefield as they will it. After initiatives are rolled but before the beginning of the encounter, they generate a number of strategy points equal to ½ their tactics ranks +1. They use their strategy points before the encounter starts for the following functions; all unused strategy points go away. They do not gain any strategy points if they are surprised.
1. The character can use a strategy points for two allies to swap initiatives
2. The character can use a strategy point to give 1 ally +2 to their initiative
3. The character can spend two strategy points to allow one ally to perform an instant move action that does not provoke opportunity attacks.
4. The character can spend a strategy point for up to 2 standing allies to start the encounter prone
5. The character can spend a strategy point for an ally to apply a combat augmentation before the encounter

Master Specialization: Architect of War

Ability Score: +1 Instinct
Special Ability (Commander's Mark): The character can mark a single enemy as a standard action. While that target is marked, all allies gain a bonus defense against that target equal to ½ their tactics skill ranks. In addition, all allies gain bonus accuracy and penetration against that target equal to ½ this character's skill ranks. This effect lasts 1 round.

Unarmed Combat Theme

Unarmed combat is rare in such an advanced age, but many brazen and bold warriors still risk charging the enemy to take them down with their bare hands. Practicing many forms of ancient martial arts, these warriors turn their bodies into lethal weapons. They prize their ability to kill any armed foe with their bare touch.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's unarmed damage by 2.

Basic Specialization: Unarmed Combat Expert

Ability Score: +1 Strength
Talent: Martial Arts Unarmed Combat Training
Special Ability (Fist of Fury): When the character is making an unarmed attack, they gain deal 2 points of damage for every attack overage they score.

Advanced Specialization: Monk

Special Ability (Flurry of Blows): The character's unarmed attacks gain Hailfire (1) and Cleaving (1) if they are not used while dual-wielding.

Master Specialization: Master of the Fist

Ability Score: +1 Agility
Special Ability (Perfect Form): The character's gains +2 damage, penetration, and rending with unarmed attacks. If they perform an unarmed attack in the same turn, they perform a Bob and Weave action, the bonus defense from Bobbing and Weaving doubles.

Veteran Theme

Veterans are pure bred warriors who feel most alive on the battlefield. Most veterans come from a military upbringing and embrace their first fights with the practice of a venerable warrior. True veterans enter battle like it is an artform and their weapons are an extension of their being.

Synergy Bonus: Each chosen specialization in this theme beyond the first increases the character's damage threshold by 4.

Basic Specialization: Warrior

Ability Score: +1 Fortitude
Talent: Survival Instincts
Special Ability (Martial Prowess): The character gains +1 maximum skill ranks with every prowess skill: Defensive Training, Durability, Melee, Mental Training, and Ranged.

Advanced Specialization: Master of Arms

Special Ability (Advanced Weapon Training): The character either choses one precise weapon or one of the following weapon categories: pistol, rifle, heavy, explosive or melee. If they chose a specific weapon, then they gain +2 power ratings whenever using that weapon. If they chose a weapon category, they gain +1 power rating whenever using a weapon from that category.

Master Specialization: Special Forces

Ability Score: +1 Instinct
Special Ability (Tactical Precision): The character adds ½ their instinct to penetration with all attacks. Furthermore, when they activate a tactics combat augmentation, they gain the benefit of 3 different tactics at once. All three tactics are activated by the same dice roll result and last for the same number of rounds (equal to instinct).

Background Point Options

An important aspect of a DOOM character is your background and starting conditions. As part of your background, you chose starting equipment and perks of your origins that represent your preparedness for the apocalypse. When creating a level 1 character, you have 25 background points. If you are creating a character above level 1, you begin with 3 additional background points per additional level you start with. For example, when starting at level 5, you begin with 37 background points (25 + (2 x 4)).

Background points are split between two different factors: starting gear and background traits. Starting gear is, obviously, the equipment you begin the game with. This allows you to custom your starting loadout with a wide variety of weaponry. More expensive gear costs more background points. They give you a large starting boost but restricts your access to alternate gear and background traits.

Background traits, on the other hand, are features that you have that benefit your survival expertise. They give little or no immediate benefit but will help you gather supplies and work with other survivors. For the long term, they will help you maintain your inventory and stock up supplies.

You must spend all background points at character creation. Any that are not spent are wasted.

Background Options: Equipment

An important part of background options is determining your starting gear. Spending more points on gear will allow you to be better off and more versatile at the beginning of the game but will have fewer background points that are useful in the long run. You can use background points to buy some pretty extreme gear options, such as powered armor or a chaingun, which will give you a strong boost early in the game, but will deprive you of much customization or access to other skills.

Weapons

Every character should have a weapon to defend themselves with. All ranged weapons come with at least some ammunition. You can spend background points to begin with extra ammo with your chosen weapon. You can only pay background points for extra ammo with a weapon you have purchased with background points. For example, you cannot buy an assault rifle and then extra ammo for the chaingun.

Weapon	Background Point Cost	Background Point Cost for Extra Ammo
Assault Rifle with 3 magazines	9	+1 magazine for 1 background point
Ballistic Pistol with 3 magazines	3	+2 magazines for 1 background point
Burst Rifle with 3 magazines	8	+1 magazine for 1 background point
Chaingun with 1 magazine	24	+1 magazine for 3 background points
Combat Knife	1	NA
Flamethrower with 1 magazine	24	+1 magazine for 2 background points
Fragmentation Grenade x2	3	+1 grenade for 1 background point
Gauss Cannon with 1 magazine	36	+1 magazine for 5 background points
Grenade Launcher with 6 grenades	18	+6 grenades for 2 background points
Hatchet	4	NA
Heavy Cannon	12	+1 magazine for 2 background points
Heavy Tool	2	NA
Light Tool	1	NA
Plasma Gun with 1 magazine	12	+1 magazine for 2 background points
Plasma Pistol with 1 magazine	5	+1 magazine for 1 background point
Rocket Launcher with 1 magazine	30	+1 magazine for 3 background points
Shotgun with 2 magazines	6	+1 magazine for 2 background points
Super Shotgun with 10 shells	10	+10 shells for 1 background point
Sword	5	NA
Reinforced Unarmed	1	NA

Armor

Armor is an important part of survival, but not as important as having a weapon. If forced to choose between the two, prioritize a weapon over armor. Better yet, balance your points and get a little of both.

Armor	Background Point Cost
ARC Trooper Armor	26
Armored Vestment	8
Assistive Body Suit	12
Combat Shield*	6
Elite Guard Armor	32
Hazard Suit	5
Padded Jacket	2
Protective Body Suit	12
Reinforced Combat Armor	18
Riot Shield*	10
Tactical Combat Armor	11

*This item is a shield, and can taken in addition to a suit of armor

Consumables

Consumables are temporary resources that come and go. As such, everything in this category is very temporary and will likely be used up and replaced quickly. However, consumables are very important and cheap to purchase, and can easily make a big difference between life and death at the beginning of the game.

Consumable	Background Point Cost
Air Tank	1
Armor Shard x2	2
Explosives x2	3
Medipack x2	1
Packed Rations x2	1
Painkillers x2	1
Repair Kit x2	1
Spare Parts x3	1
Stimulant x2	1
Water Bottle x2	1

Gear

Gear is miscellaneous items that will help you with your adventures. Unlike consumables, they are very cheap and easily replaceable, but unlike them are generally permanent. Compared to other options, gear should be your lowest priority. However, you may want to make sure that you have enough storage to carry all your gear. Remember, all characters start with an equipment belt and backpack for free.

Gear Item	Background Point Cost
Backpack	1
Beacon	4
Binoculars	1
Carrying Case	1
Cell Phone	2
Digital Uplink	2
Equipment Belt	1
Fire Extinguisher	1
Flare Gun	1
Flashlight	1
Geiger Counter	2

Gravity Boots	3
Grappling Hook Launcher	3
Hacking Tool	3
Handcuffs	1
Motion Detector	2
Navigation Unit	2
Personal Data Assistant	2
Plasma Torch	2
Radio	1
Remote Detonator	3
Rope	1 per 10 squares
Survival Gear	3
Trauma Kit	1

Background Options: Traits

Traits are features you have from your origin that will come in useful during the Hell incursion. This includes having an excess of money, survival training, military training, or just knowing the right people. While not as attractive or immediately useful as starting with a big gun, these traits will pay off in time by giving you access to resources and information that could be crucial to survival.

Background traits have various levels based on how invested you are in that trait. The more background points you spend on a trait, the greater the benefit you gain from the trait.

Contacts

Your character has a network of contacts and people they can communicate with. These contacts can get you information or help get you access to different locations. You can use this as a background feature, or you and your GM can work together to determine who your contacts are and what your relationship with them is. Higher ranks of contacts give you more information as you have more influential contacts.

Effectiveness with the contacts trait relies heavily on the influence skill and using some form of long-range communication, such as a radio, to reach your contacts. This background only gives you access to the option you unlock, not previous options as well.

Background Option	Background Point Cost	Benefit
Basic Contacts	2	You have allies and contacts within various groups, that you can call upon for information. These contacts can get you casual information about different survivor groups, the safety of different locations, identity of threats and hazards, location of individuals, and so on. These contacts may even be able to schedule introductions to different groups of survivors. Your contacts can be reached remotely via radio or cell phone. Once per day, you can make a DC 15 influence check to communicate with a contact about a source of information. On a success+, you can make contact with your ally and they are able to supply basic information about the source of your question.
Influential Contacts	4	As per basic contacts, but you also have some friends in higher positions that can give you more information about the source of your questions. This will include information such as what types of demons are found there, the name of a survivor camp's leader, the exact route to get to a location, and so on. Getting this information requires a DC 20 influence check.
Powerful Contacts	6	With powerful contacts, you know people that have high level access and knowledge, such as a military commander, facility admin, or government official. They can provide detailed information, such as basic layouts of areas, security codes, information about how to proceed with an operation or invasion, and so on. Powerful contacts are very busy and can only be contact once per 3 days. Getting this information requires a DC 25 influence check.

Followers

Your character is a magnet, a beacon of hope, to other survivors, and they flock to you for guidance. This trait allows you to collect a number of followers that you can send on missions to gather supplies, guard locations, or explore. This background trait is much more involved than others and has its own mechanics on how it functions. Your followers risk death when going on missions but can also level up on successful missions and become more effective.

Effectiveness with the followers trait relies heavily on the leadership skill.

Background Option	Background Point Cost	Benefit
Natural Leader	4	Your natural charisma has given you follows that flock to you for support and guidance. These followers do what you ask in order to survive. While they do not support you in combat, they can be sent on tasks to perform for you, in exchange for food and safety. If a follower dies, they can be replaced by spending 4 hours in a survivor camp or by making a DC 20 leadership check while traveling. See the later description for the tasks you can send your followers on.
Magnetic Personality	6	Such is your charisma that you have four followers following, supporting, and doing tasks for you.
Hero to Survivors	10	You are a hero amongst the demonic invasion. You can have up to six followers performing missions for you.

With the leader background options, you can have a selection of followers that will go on tasks for you to help you succeed with your survival. As with everything in DOOM, these tasks are dangerous and risk the follower's life. However, they will help you generate resources on their missions and even grow more powerful as the complete tasks.

At the beginning of every day, you send your followers on missions. You can send each follower on individual missions, multiple followers on a single mission, or split up however you like. If they survive the mission, they will meet back up with you after 8 hours at the before-arranged location.

Every follower you recruit is level 1. They gain a +2 bonus to completing missions for every level that they have. They increase a level after they are successful at two missions. The maximum level a follower can reach is level 5, where they would gain a +10 bonus to completing missions.

You make checks to determine your follower's success. The check bonus is your ranks of leadership (just ranks, not total bonus) plus 2 for every level worth of follower on the mission. Thus, if you have two level 1 followers on missions, they would gain a +4 bonus on mission checks. If you had a level 3 follower on a mission, they would gain +6 bonus.

When you send a follower on a mission, you determine the type of mission and the severity. More risky missions give greater rewards. Some missions have their severity determined by the GM. If you succeed your check against the mission DC, it was a success and your followers return with the spoils. If you rolled a natural 20 on the check or surpass the DC by 10 or more, you recover double spoils. If you fail, the mission was a failure and you gain nothing. In addition, roll 1d20 for each follower that went on the mission. On a 1-5, the follower dies. If you fail a mission by 10 or more, or roll a natural 1, all your followers died with no checks required.

Mission	DC	Benefit
Ammo Run: Safe	12	This mission produces 100 credits worth of ammunition of your choice
Ammo Run: Dangerous	18	This mission produces 500 credits worth of ammunition of your choice
Ammo Run: Lethal	25	This mission produces 1,000 credits worth of ammunition of your choice
Armor Shards: Safe	12	This mission produces 1 armor shard
Armor Shards: Dangerous	18	This mission produces 3 armor shards
Armor Shards: Lethal	25	This mission produces 5 armor shards

Barter	12	You send a follower to a nearby survivor camp to exchange goods. You give the follower everything you need to sell and they return with everything your wanted them to buy. Failure means they could not reach the other survivor camp. Death means they lost everything you sent them with.
Food and Water: Safe	12	This mission produces 2 water bottles and 2 packed rations
Food and Water: Dangerous	18	This mission produces 5 water bottles and 5 packed rations
Food and Water: Lethal	25	This mission produces 10 water bottles and 10 packed rations
Guard Duty	Per GM	This mission assigns your followers to guard a location and prevent the enemy from taking it. This is important if the area has something you need but cannot be present to guard. The DC of this check is determined by the GM. If it is successful, the location is secure. If it is failed, your forces are routed, and those that survive retreated and try to meet back up with you.
Medical Supplies: Safe	12	This mission produces 2 medipacks and 1 painkiller
Medical Supplies: Dangerous	18	This mission produces 4 medipacks and 2 painkillers
Medical Supplies: Lethal	25	This mission produces 5 medipacks, 4 painkillers, a trauma kit, and a stimulant.
Spare Parts: Safe	12	This mission produces 4 scrap parts
Spare Parts: Dangerous	18	This mission produces 8 scrap parts
Spare Parts: Lethal	25	This mission produces 16 scrap parts
Reconnaissance: Safe	12	This mission allows your followers to survey an area, looking for hazards. If is successful, your follow will report the general surroundings of the location, it's condition, and obvious defenses.
Reconnaissance: Dangerous	18	This mission provides the same benefits as a safe reconnaissance, but also includes detailed information such as environmental hazards, interior enemy types, and security.
Reconnaissance: Lethal	25	This mission provides the same benefits as a dangerous reconnaissance, but also has a 25% to provide a keycard that relates to the location, access codes to a computer, or any secret passages or entrances.

Military Background

Your character had origins with a human military outfit. This has given you additional combat skills and training with battlefield tactics. This is a good background trait to represent military training and is a good fit for most tactical combat characters.

Background Option	Background Point Cost	Benefit
Soldier	3	You had military experience before the demons came. You gain a +2 bonus to tactics checks and +1 penetration with weapon attacks. In addition, being a soldier might open doors for you and give you access to places a civilian might not be allowed.
Veteran	6	You were a decorated and experienced soldier before. You gain a +3 bonus to tactics checks and +2 penetration with weapon attacks. In addition, being a veteran might open doors for you and you gain +2 to influence checks with other soldiers.
Commander	9	Once upon a time, you were a military commander. You gain a +4 bonus to tactics and leadership checks and +3 penetration with weapon attacks. In addition, your military rank makes those in authority take you seriously and you gain +4 to influence checks with other soldiers and government officials.

Optimistic Survivor Background

Some individuals are trained in teamwork and working together for better survival. These individuals think for the best for both their group and the survival of society in general. They sacrifice their own health and comfort to look out for others. The more benevolent, the more they help others above themselves. You cannot have both an option from this background and from the solitary survivor background.

Background Option	Background Point Cost	Benefit
Team Builder	4	You have training in survival skills, practical knowledge, and teamwork. You reduce the cost of purchased gear by 15%. You gain +1 to influence and leadership checks. You have learned to ration and share your resources, so every food or drink you consume has enough left over to feed or provide for one other person. Finally, you can make the best out of your group's garbage and refuse. At the end of every short or long rest, you can roll a survival check for every member of your group (maximum 10). For every DC 20 you meet, you can produce a scrap part. However, your priority for caring for other people has weakened yourself. You suffer -2 damage threshold.
Thrifty Wanderer	8	Your life of experience ensure you know how to make the best use out of the resources available to you. You reduce the cost of purchased gear by 30%. You gain +2 to influence and leadership checks. You have learned to ration and share your resources, so every food or drink you consume has enough left over to feed or provide for one other person. You gain a morale at the end of each turn in combat. You regain +1 healing threshold after a short rest. Finally, you can make the best out of your group's garbage and refuse. At the end of every short or long rest, you can roll a survival check for every member of your group (maximum 10). For every DC 20 you meet, you either produce a scrap part or 30 credits of ammunition. However, your priority for caring for other people has weakened yourself. You suffer -1 healing threshold and -2 damage threshold.
Benevolent Survivor	12	You are a wise, benevolent individual who always looks out for the best of their team. You reduce the cost of purchased gear by 40%. You gain +3 to influence and leadership checks. You have learned to ration and share your resources, so every food or drink you consume has enough left over to feed or provide for one other person. You gain a morale at the end of each turn in combat. You regain +2 healing thresholds after a short rest, and your allies recover 1 additional healing threshold. An ally can only benefit from this once per rest. When you use an expendable gear item, roll a d20. On a 12+, the resource is not used up. Finally, you can make the best out of your group's garbage and refuse. At the end of every short or long rest, you can roll a survival check for every member of your group (maximum 10). For every DC 20 you meet, you either produce a scrap part, armor shard, or 50 credits of ammunition. However, your priority for caring for other people has weakened yourself. You suffer -2 healing thresholds and -4 damage threshold.

Religious Background

The demon invasion has been, at very least, a major test of faith for people. Individuals have struggled with their belief, religions have fallen, and new faiths have come into play. A character of strong faith will be tested, but will find their faith will carry, or damn them, in the face of the dark reality. A character can only pick one of the following backgrounds.

Background Option	Background Point Cost	Benefit
Old Religion	5	You keep the faith and continue to loyally follow the old monotheistic religions of ancient earth, despite the apocalypse. You gain +2 morale bonus and +2 resolve. You start every encounter at +1 morale, and you gain +2 to influence checks with other characters with this background. However, you are terrified of demons. Any time you suffer morale loss from demons, you suffer an additional morale loss. Any effect that would remove the extra morale loss from demons instead reduces it to 1 morale loss.
Disciple of Hell	5	You passively produce 3 scrap parts every day. You gain +2 accuracy with science devices and count your intelligence as 1 higher for the effects of science devices. Finally, advanced researches have their labor time reduced by 40% and their DC reduced by 4.
New Age Religion	5	Your faith has bended in the face of the horrors of the universe. Old religions have fallen, but you have adapted your faith to new creeds. You may worship the Makyrs, newly devised cults or gods, or even adopted the Doom Slayer as your religious icon. Whatever your religion, it is dedicated to fighting for the survival of mankind. Whenever you would lose a morale, roll a d20. On a 12+, you do not lose that morale. You still lose your morale normally when you spend it. However, your belief in direct action gives you disadvantage on influence checks.

Scientist Background

This background represents the education, training, and knowledge of an academic scientist. Your skill in the scientific arts makes you better at gathering key supplies, using science devices, and performing advanced research. This is an excellent background trait for a character that is taking the Battlefield Engineer specialization theme.

Background Option	Background Point Cost	Benefit
Aspiring Scientist	3	You passively produce 1 scrap part every day. You gain +2 accuracy with science devices. Finally, advanced researches have their labor time reduced by 20% and their DC reduced by 2.
Professional Scientist	6	You passively produce 3 scrap parts every day. You gain +2 accuracy with science devices and count your intelligence as 1 higher for the effects of science devices. Finally, advanced researches have their labor time reduced by 40% and their DC reduced by 4.
Accomplished Scientist	9	You passively produce 5 scrap parts every day. You gain +2 accuracy with science devices, count your intelligence as 1 higher for the effects of science devices, and your science devices cost 1 fewer scrap parts to create. Finally, advanced researches have their labor time reduced by 60% and their DC reduced by 6.

Solitary Survivor Background

This background is for people that lived on the outskirts of society and learned to live without the full benefits of society. This includes the poor, the persecuted, criminals, hermits, and those who live far from the cities. Being a survivor has its benefit after the world ends, because you can live a long time on limited resources. However, your isolation has made you bitter and unlikely to work with others. You cannot have both an option from this background and from the optimistic survivor background.

Background Option	Background Point Cost	Benefit
Frugal Origins	4	Your life of living on nothing has paid off. The hourly intervals for avoiding fatigue from famine, thirst, and wear are increased by half. In addition, you recover 1 healing threshold every 4 hours. In addition, every 4 hours you are active, you produce 30 credits worth of food, water, or ammunition. However, you suffer a -2 penalty to influence and leadership checks, and morale bonus.
Societal Outcast	8	You are adjusted to living outside the benefits of society. The hourly intervals for avoiding fatigue from famine, thirst, and wear are doubled. In addition, you recover 2 healing thresholds every 4 hours. In addition, every 4 hours you are active, you produce 100 credits worth of food, water, or ammunition. However, you suffer a -3 penalty to influence and leadership checks, and morale bonus.
Hermit	12	In the past, you've neither needed nor wanted the benefit of civilization. The hourly intervals for avoiding fatigue from famine, thirst, and wear are doubled. In addition, you recover 1 healing threshold every hour, and another at the end of every encounter. You gain the benefits of a long rest when taking a short rest. In addition, every 4 hours you are active, you produce 200 credits worth of food, water, or ammunition. However, you suffer a -5 penalty to influence and leadership checks, and morale bonus.

Advanced Research

The scientist background references advanced research, which allows players to perform strange weapon upgrades and experiments. Advanced researches are not currently covered in this document and will be available in future updates.

Treasure Hunter Background

This background means you know where to look for stashes of valuable goods. Either you are a scavenger that takes what he needs, a thief that takes what you want, or a doomsday prepper that created countless stashes to prepare for the end of the world. No matter the means, it means you can access secret stashes of valuables that can be used to help survive the end of the world.

This background relates heavily to the survival skill, which directly relates to how likely you are to find a good stash. You gain access to the level you unlocked as well as all previous levels with this background. However, when you use this trait, you can only check for one of the three levels. Thus, as a hoarder, to get hoarder benefits you must make a DC 28 check, and do not gain the lower level benefits if you fail. You can choose to check for lower level benefits instead of the higher level.

Background Option	Background Point Cost	Benefit
Scavenger	2	You have always been on the lookout for useful stashes of junk to take for your own. You know where to look for useful equipment. Every day you are traveling, you can make a DC 15 survival check. If you succeed, you have found a secret stash of goods nearby that can be uncovered. The GM determines where the stash is located. Once uncovered, you decide what goods are within the stash. It is made up of 500 credits worth of ammunition, expendable consumables, food, and water.
Thief	4	As a professional thief, you know the best places to hit up for valuables. When using this ability, if your survival check is a 22 or higher, the stash was even larger. The stash will instead have 2,000 credits of goods.
Hoarder	6	You weren't the robber; you were a doomsday prepper with stashes everywhere. You prepared for this day. When using this ability, if your survival check is a 28 or higher, your stash is massive. The stash will instead have 10,000 credits worth of goods, and can include weapons.

Wealthy Background

This background means you were once quite wealthy and had access to a huge amount of personal funds. Over time, you might gain more money as you recover some of your assets. While money is of limited usefulness at the end of the world, it can still be a valuable tool for bartering with certain groups that value it, such as Allied Nations personnel.

Background Option	Background Point Cost	Benefit
Wealthy	1	You start with an extra 500 credits and gain 500 credits every time you level up. In addition, you gain 500 credits every 2 days that pass. You cannot use these credits to purchase goods at character creation, but they are useful for bartering.
Rich	4	You start with an extra 2,000 credits and gain 2,000 credits every time you level up. In addition, you gain 2,000 credits every 2 days that pass. You cannot use these credits to purchase goods at character creation, but they are useful for bartering.
Filthy Rich	8	You start with an extra 5,000 credits and gain 5,000 credits every time you level up. In addition, you gain 5,000 credits every 2 days that pass. You cannot use these credits to purchase goods at character creation, but they are useful for bartering.

New Talents

In addition to having access to most of the talents out of the StarCrat RPG, the DOOM RPG has its own assortment of new talents.

Bravery in the Face of Death
Requirements: Willpower 6, Leadership 8
Benefit: You can inspire courage in your allies even in the face of incredible horrors. Allies under the effect of your leadership combat augmentation do not suffer extra morale damage from being adjacent to demons or a second negative morale from suffering crippling wounds from demons.

Counterattack
Requirements: Agility 6, Instinct 6, Threatening Shot
Benefit: When an enemy misses you with a weapon attack, you can make an instant opportunity attack back at them. The target must be within the opportunity attack range of threatening shot. Therefore, if you have threatening shot I, they must be within short range.

Dazing Blow
Requirements: Strength 8, Melee 8
Benefit: You can transform your melee crippling wounds into dazing blows. If you deal a crippling wound with a melee attack, you can cancel the wound and cause the target to instead be staggered for 1 round. If you dealt two or more crippling wound points with a melee attack, you can cancel the wounds to instead stun the target.

Deadly Strike
Requirements: Strength 5, Agility 5, Melee 5
Benefit: The character can sacrifice melee strikes for additional damage. By doing so, you deal +1 power rating of damage with your weapon for every possible strike you channel into damage. This can be done in concert with the Power Attack talent. The effects stack. This cannot be done when you perform a heavy strike combat behavior.

Deal with the Devil
Requirements: Influence 6
Benefit: In desperation, you've learned to plea with a demon to spare your life. As a minor action, you can make a combat influence action versus the resolve of a demon. If you succeed, the demon and all lower level demons, will exit combat and teleport back to Hell. However, this deal has a steep cost. Upon making a deal with the devil, you are marked by the demons and they know your every location. At some point, an agent of Hell will contact you and implore you to perform a deed for them that furthers the agenda of Hell. Refusal causes a large host of demons to warp into your location and kill you, including at least 1 Baron of Hell. If you survive your betrayal against the demons, they will not make a deal with you in the future. The GM can also say that certain enemies cannot be swayed by a deal. It is very rare for a demon of 1 intelligence to be swayed by a deal.

Demon Slaying I-V
Requirements: Must slain an Imp (first ranks), a Hell Razer (second rank), a Hell Knight (third rank), a Mancubus (fourth rank), and a Baron of Hell (fifth rank)
Benefit: The character gains +1 accuracy, damage, and penetration when attacking a demon. This talent has multiple ranks; each rank requires the character to have slain a certain demon. You must have encountered and slain a demon of all previous ranks in order to achieve the new ranks of talent.

Escape
Requirements: Agility 6, Acrobatics 6, Dodge
Benefit: You are prone to run away when a dangerous enemy approach you. When a large-sized foe ends their movement adjacent to you, you can make a DC 20 acrobatics test. If you succeed, you can shift make an instant shift action out of that creature's reach before it gets to act again. You can only do this once per round.

Explosives Expert
Requirements: Instinct 6, Science 5, Structural Weakness
Benefit: The character is an expert at manipulating explosive weapons. This includes the fragmentation grenade, grenade launcher, and rocket launcher. Those weapons gain +10 penetration. In addition, when using the planted explosive gear item, if you surpass the DC to plant the explosives by 10, they count as twice as many units of explosives as there is. If you surpass the DC by 20, they count as three times as many explosives. Planted explosives also gain +5 penetration.

Formulaic Procedure
Requirements: Intelligence 4/6/8/10, Science 4/6/8/10, Computer 4/6/8/10
Benefit: Your knowledge of formulas allows you to perform many skill checks without needing to make a check. This talent allows you to automatically succeed science or computer checks with a DC of 10 or less and perform them in half the time (if the time was longer than 1 full-round). This talent has multiple ranks, each rank with a higher intelligence, science, and computer ranks. The second ranks extend this benefit to DC 15 checks. The third expands the benefit to DC 20 checks, and the fourth to DC 25 checks.

Gadget Mastery
Requirements: Intelligence 6, Science 6, Specialization from the Battle Engineer Theme
Benefit: You are very efficient at making the best use out of your devices from the Battlefield Engineer specialization. Your intelligence counts as 2 higher for determining the effects of science devices. In addition, whenever you use one of these science gadgets, roll a d20. On a 15+, the battlefield gadget, advanced module, or war engine is not used up.

Glory Kill I-III
Requirements: Strength 6/9/12, Melee 6/9/12, Cannot be a creature, zombie, or demon
Benefit: The character can perform a gruesome finishing move where they rip an enemy apart in glorious fashion. They make a special Strength + Melee skill check against an adjacent foe a standard action. They gain +10 to this check if the target is stunned, or +5 to this check if the target is staggered. If the check surpasses both the target's defense and current hit point total, the creature is instantly killed. The character can then spend a healing threshold to heal hit points equal to the hit points the target had left. If the check is failed, then the action has no effect This talent has multiple ranks; each rank has a higher strength and melee requirement. The second rank gives the character a +10 bonus on their glory kill checks, while the third rank gives a +20 bonus.

Good Shot I-V
Requirements: Instinct 4/6/8/10/12
Benefit: The character gains +1 maximum ranged attack overages. This talent has multiple ranks; each rank has a higher Instinct requirement. Every rank further increases the maximum ranged attack overages by 1, to a maximum of +5.

Heat Resistance I-IV
Requirements: Endurance 3/5/7/9
Benefit: The character has grown accustomed to enduring punishing flames and energy attacks. They reduce the penetration of all Energy damage attacks against them by 2. This talent has multiple ranks, each rank with a higher Endurance requirement. The second rank increases this penetration reduction by 5, the third by 8, and fourth by 12.

Hell Veteran I-III
Requirements: Fortitude 3/6/8, Prolonged Hell Exposure (see description)
Benefit: You have spent a prolonged period in the home dimension of demons and grown tougher for it. To qualify for this talent, you must have survived a 24 hour or longer trip to Hell. This talent gives you +1 damage resistance, damage threshold, healing threshold, and toughness. This talent has multiple ranks; each rank has a higher fortitude requirement and requires you spent additional time in Hell. For the second rank, you must have survived a 72 hour journey into Hell. The benefits of the second rank are double the first. For the third rank, you must have survived a 10 day journey into Hell. The bonuses are triple normal for the third rank.

Hunter Killer I-III
Requirements: Instinct 5/8/10, Ranged 3/6/9
Benefit: The character gains +1 rending with all ranged attacks. This talent has multiple ranks, each rank with a higher instinct and ranged skill requirement. Every additional rank further increases the ranged attack rending by 1.

Outwit I-III
Requirements: Intelligence 6/9/12
Benefit: You are constantly able to get ahead of more dimwitted foes. When you are dealing with a character or creature with a lower intelligence attribute then you, you gain the following benefits: +1 to your attacks against them, +1 to your defense against them, and +1 on any opposed skill checks you make against them. This talent has multiple ranks, each rank with a higher intelligence requirement. The second rank increases these benefits to +2. The third rank increases these benefits to +3.

Quick Shot I-III
Requirements: Agility 5/7/9, Fast Reload, Quick Draw
Benefit: Once per round, you can spend a morale point to make a second standard action attack with the weapon after firing it once. The second attack must be the same firing method and target of the first attack. You cannot use this once you've made a suppressing fire attack. The second attack gains a -5 penalty. This talent has multiple ranks, each with increased agility requirements. The second rank allows the second attack to be used against a different target than the first. The third rank removes the -5 penalty on the second attack.

Scrounger I-III
Requirements: Intelligence 4/6/8, Science 3/6/9
Benefit: You are constantly scrounging together spare parts while you are exploring and surviving. Every 4 hours (1 day cycle) you are actively adventuring, you produce 1 scrap part. This does not trigger if you are resting, staying in one place, or waiting. This talent has multiple ranks, each rank with a higher intelligence and science requirement. The second rank allows you to produce 2 scrap parts per day cycle. The third rank allows you to produce 3 scrap parts per day cycle.

Shield Focus
Requirements: Defensive Training 4, Defensive Fighting I
Benefit: You can use a shield and rifle together with limited penalties. In any turn that you fire or reload your rifle, you reduce your shield's bonus to defense by half (riot shields provide cover instead of improved cover). However, you can reload the weapon as if you had a spare hand and still gain your full attack overages with attacks. You cannot, however, aim while using a rifle and shield.

Sociopath's Paradise
Requirements: Willpower 6, Cynic or Emotionless
Benefit: The character is a sociopath and, while they do not suffer from morale like normal, they do gain great pleasure from causing pain to others. Every time the character deals a crippling wound or kills another creature, they gain a depravity point. They can have up to 5 depravity points at once. Depravity points last until the end of the encounter. The character can spend a depravity point to gain a +5 bonus on a check after they rolled it. They can also spend one depravity point per round to gain 5 temporary hit points. This does not stack with multiple depravity points over multiple rounds.
Note: If you gain a benefit or penalty to your morale bonus from your background, it effects your bonus for your depravity points.

Strong Backbone
Requirements: Strength 5
Benefit: You can carry heavy goods for a long time without penalty. Your strength counts as 4 higher for determine your encumbrance and carrying capacity.

Reassurance I-II
Requirements: Willpower 6/8, Influence 5, Medicine 5
Benefit: When you heal an ally with first aid, they instantly gain +1 morale level. This talent has a second rank with a higher willpower requirement. The second ranks increases this to giving +2 morale levels.

Resolute I-II
Requirements: Mental Training 4/8
Benefit: The character adds half their Intelligence to their resolve. This talent has multiple ranks, each with higher mental training skill requirements. With the second rank, the character instead adds their full Intelligence to their resolve.

Throwing Expertise
Requirements: Agility 6, Ranged 6
Benefit: You can throw weapons with extreme accuracy and precision. When you throw any grenade, melee weapon, or other throwing object, you gain bonus accuracy equal to ½ your agility and add your full agility to range increments. If you are throwing a combat knife, you also add your full agility to damage and penetration.

Uncomfortable Living Adjustment
Requirements: Fortitude 6, Willpower 6, Endurance 6, Mental Training 6
Benefit: You have grown very accustomed to living with short and uncomfortable naps. You now only require 3 hours of sleep for a long rest or 1 hour for short rest. You never need to make endurance checks for sleeping in armor or uncomfortable environments.

Vile Mockery II
Requirements: Willpower 5/8, Influence 4/6, Distraction
Benefit: You are proficient with taunts that are very effective on demons. When you use the Distraction combat influence action on a demon, they count as 1 morale lower than they are. This lets them count as lower than negative 1 morale, even though they are jaded. This talent has a second rank with a higher willpower and influence requirement. This second rank lets all demons count as 2 morale levels lower than they are for the purpose of distraction.

Weapon Focus
Requirements: Instinct 5, Ranged 5
Benefit: You are focused in a certain group of weapons. While using those weapons, you gain a special benefit based on the chosen weapon group and the table below. This talent can be chosen multiple times. Each additional rank, you pick another weapon group.

Weapon Group	Weapons	Benefit
Ballistic	Assault Rifle, Ballistic Pistol, Burst Rifle, Chaingun, Heavy Cannon	+2 accuracy, +1 power rating of damage
Energy	Ballista, Gauss Cannon, Flamethrower/ Sentinel Flamethrower, Lightning Gun, Plasa Gun, Plasma Pistol, Vortex Rifle	+2 penetration, +1 power rating of damage
Explosives	Fragmentation Grenade, Grenade Launcher/ Sentinel Grenade Launcher, Rocket Launcher/ Paingiver	+2 accuracy, +1 power rating of damage
Shotguns	Shotgun, Super Shotgun	+1 hailfire
BFG-9000	BFG-9000	+1 burst area and +1 haiflire

Will to Survive I-V
Requirements: Fortitude 4/6/8/10/12, Hardened Survivalist talent
Benefit: The character is very tough and gains +10 maximum hit points. This talent has multiple ranks, each rank has a higher fortitude requirement. Each rank gives +10 maximum hit points, to a maximum of +50.

Zombie Hunter I-III
Requirements: Medicine 3/5/7, Tactics 3/5/7
Benefit: The character gains +1 damage and +2 rending when fighting zombies and possessed. This talent has multiple ranks, each rank requires higher ranks in Medicine and Tactics.

Chapter 2: DOOM Equipment

Just like in StarCraft, weapons, armor, and gear are essential for survival in the face of such tangible evil. This section details some of the options available in the DOOM RPG.

This first section details the weaponry available to surviving heroes. These weapons are the players only hope at survival against the demonic hordes. Heroes will need to collect new weapons, upgrades, and ammunition to sustain themselves in battle against the forces of Hell.

Unlike StarCraft, weapons do not have tiers; all weapons and items are essentially tier 1. They can support weapon upgrades as well. In fact, most weapons have specialty upgrades, called mods, that are unique to that weapon and are incredibly powerful. More on available weapon upgrades later.

All weapons and upgrades have a price. Exchanging credit is much more rare in the DOOM setting, as social order has collapsed. Most exchanges are based on bartering of supplies and goods. However, credits are usually still taken by robotic vendors and large groups of survivors, such as Allied Nations outposts.

Weapon Details

Assault Rifle
Two-handed Rifle
Base Cost: 1,000 credits

Damage: 16	**Accuracy:** +1	
RoF: Automatic	**Range:** Long	
Shots: 50 bullets	**Power Rating:** +3	**Weight:** 10 lbs.

Special Traits: Penetration (2), Fast Reload, Scope
Description: The Heavy Assault Rifle is a powerful automatic, bullet-based weapon that fires .50 caliber rounds rapidly. It is so effective that it has remained viable even with the invention of plasma weaponry. The assault rifle is a preferred weapon for long ranged combat.

Ballistic Pistol
One-handed Pistol
Base Cost: 100 credits

Damage: 16	**Accuracy:** +1	
RoF: Fast	**Range:** Medium	
Shots: 20 Bullets	**Power Rating:** +3	**Weight:** 4 lbs.

Special Traits: Fast Reload
Description: The ballistic people is a relic of an old age, a weapon that has survived past its viable life span. While a dated armament, it still uses high caliber rounds at a steady rate of fire. Most importantly, it is cheap and easily repaired and maintained.

BFG-9000
Two-handed Heavy
Base Cost: NA
Damage: 120   **Accuracy:** +5
RoF: Slow   **Range:** Distant
Shots: 3 Pure Argent Cells   **Power Rating:** +20   **Weight:** 30 lbs.
Special Traits: Piercing, Excessive Blast*, Trail of Devastation*, Overcharged Blast*, Energy Damage
Description: The BFG-9000 is the ultimate personnel weapon. It is a plasma cannon that releases an unstoppable, destructive charge that sends out a massive shockwave that disintegrates all foes within an area. The BFG is the ultimate weapon but is so rare that only a few have been created. Its ammunition, plasma cells charged with hell energies, are also incredibly rare. Therefore, this weapon is best used in the most desperate circumstances, not as a standard weapon.

The BFG has 3 unique traits associated with it. The BFG does not support weapon upgrades or weapon mods.

Excessive Blast: This weapon deals full damage to targets within a Burst (4) of the primary target. It deals half damage to targets outside a Burst (4) but within a Burst (6). It deals ¼ damage to targets outside a Burst (6) but within a Burst (10).

Trail of Devastation: When this weapon is fired, draw a line between the attacker and the target square. Every enemy target within 4 squares of that line suffers 60 piercing damage, +20 additional piercing damage for each extra cell used in the attack.

Overcharged Blast: The BFG can be used with 1-3 BFG cells per shot. The more BFG cells used, the more hailfire. A single BFG cell gives the weapon Hailifire (1); two cells gives Hailfire (2), and three cells gives Hailfire (4).

Burst Rifle
Two-handed Rifle
Base Cost: 1,500 credits
Damage: 18   **Accuracy:** +1
RoF: Average   **Range:** Long
Shots: 30 bullets   **Power Rating:** +3   **Weight:** 4 lbs.
Special Traits: Penetration (2), Burst Fire, Scope
Description: The burst rifle is an alternative to the standard assault rifle. It exchanges rate of fire and automatic flexible for striking power and a burst fire selector. It is good sniping and combat weapon with an incredible efficient ammunition capacity, using 3 bullets at a time for maximum damage.

Chaingun
Two-handed Heavy
Base Cost: 10,000 credits

Damage: 20	**Accuracy:** +1
RoF: Fully-Automatic	**Range:** Distant
Shots: 300 bullets	**Power Rating:** +3

Weight: 80 lbs.
Special Traits: Penetration (2), Linked Fire, Heavy, Extreme Recoil
Description: The chaingun is a Gatling cannon with a rotating barrel that spins up and fires bullets at incredible speed. It is used to cleave through armies of minions in short time. Its downside is its raw size, which makes it difficult to use without armored assistance.

Chainsaw
Two-Handed Melee
Base Cost: 2,000 credits

Damage: 24	**Accuracy:** +0
RoF: Slow	**Range:** Melee
Shots: 10 fuel	**Power Rating:** +4

Weight: 12 lbs**.**
Special Traits: Penetration (4), Rending (8), Hailfire (2)
Description: A chainsaw might seem an unusual weapon in such a late age, but these chainsaws possess blades made of hardened metal that can cut through bulkheads as well as flesh. It makes a solid weapon to rip apart demons with, as long as you don't mind the arterial blood spray that follows its usage.

Combat Knife
One-handed Melee Weapon
Base Cost: 100 credits

Damage: 10	**Accuracy:** +1
RoF: Fast	**Range:** Melee or Thrown
Shots: NA	**Power Rating:** +3	**Weight:** 4 lbs.

Special Traits: Throwing
Description: A typical last-resort close combat weapon, the combat knife is a small but dangerous blade instrument. While not ideal in heavy warfare, in close quarters having a knife can make the difference between life and death. The weapon is very versatile, able to hack, stab, or be thrown, and in the hands of a knife master, it can indeed be all someone ever needs.

Cultist Knife
One-handed Melee Weapon
Base Cost: 250 credits

Damage: 11	**Accuracy:** +2
RoF: Average	**Range:** Melee
Shots: NA	**Power Rating:** +3	**Weight:** 1 lb.

Special Traits: Penetration (2), Rending (3)
Description: These knives were created by the UAC to help with their murderous, sacrificial rituals. Since then, they have been distributed to convince others to undertake sacrificial rituals on behalf of the forces of hell.

Flamethrower
Two-handed Heavy
Base Cost: 5,000 credits

Damage: 25	**Accuracy:** +0
RoF: Fast	**Range:** Special
Shots: 30 fuel	**Power Rating:** +4	**Weight:** 40 lbs.

Special Traits: Penetration (2), Cone (6), Hailfire (1), Energy Damage, Flames, Long Reload, Close Quarters
Description: The flamethrower sprays a torrent of napalm-fueled fire in a large cone, pulverizing a group of enemies while having a good chance of setting them on fire. Despite their infernal native dimensions, demon's are not more resistant to fire than other creatures, and the flamethrower is ideal for purging groups of lightly armored fiends and their possessed minions.

Fragmentation Grenade
Thrown Explosive
Base Cost: 250 credits

Damage: 40	**Accuracy:** -2
RoF: Thrown	**Range:** Short
Shots: 1 (Consumable)	**Power Rating:** +5	**Weight:** 0.5 lbs.

Special Traits: Burst (2), Penetration (5), Grenade, Delay
Description: The infamous frag grenade is the perfect weapon for both breaking defenses and slaughtering groups. Packing a substantial punch, even a single grenade can tear apart clusters of smaller demons. Grenades can easily take out targets hiding behind cover, approaching masses, or deal significant damage to large demonic monstrosities.

Gauss Cannon
Two-handed Heavy
Base Cost: 25,000 credits

Damage: 50	**Accuracy:** +5
RoF: Slow	**Range:** Distant
Shots: 200 plasma cells	**Power Rating:** +5	**Weight:** 24 lbs.

Special Traits: Penetration (25), Energy Damage, Inefficient Ammo (20), Long Reload
Description: The gauss cannon is a precision cannon that uses plasma power cells to charge a magnetization chamber that it fires metal spikes at tremendous speed. This weapon hits with incredible force, enough to disintegrate limbs. The spikes for the gauss cannon are stored by the hundreds within the gauss cannon and are readably replaceable, so they power cells remain the primary ammunition needing replaced within the weapon.

Grenade Launcher
Two-handed Rifle
Base Cost: 7,500 credits

Damage: 40	**Accuracy:** +1
RoF: Average	**Range:** Long
Shots: 6 grenades	**Power Rating:** +5 **Weight:** 8 lbs.

Special Traits: Penetration (5), Burst (2), Grenade, Delay, Long Reload
Description: The grenade launcher contains a magazine of grenades that can be fired faster and further than simply throwing them. While not as effective as a rocket launcher, grenades can be fired around corners or over walls for surprise attacks.

Hatchet
One-handed Melee Weapon
Base Cost: 600 credits

Damage: 18	**Accuracy:** +0
RoF: Average	**Range:** Melee or Thrown
Shots: NA	**Power Rating:** +3 **Weight:** 3 lbs.

Special Traits: Rending (4), Throwing
Description: The hatchet is a short but wide bladed axe that hits with a cleaving blow when swung. More weaponized for combat that a common tool, the hatchet can cut limbs apart easily and is amazingly effective against zombies.

Heavy Cannon
Two-handed Rifle
Base Cost: 2,250 credits

Damage: 19	**Accuracy:** +2
RoF: Automatic	**Range:** Long
Shots: 100 bullets	**Power Rating:** +3 **Weight:** 21 lbs.

Special Traits: Penetration (3), Rending (4), Recoil, Scope
Description: The heavy cannon is an upgrade variant of the assault rifle. Even more powerful and hard hitting, the heavy cannon excels at eliminating the weak points on enemies. However, the cannon is a dense weapon that takes a strong user or heavy armor to brace with in order to manage.

Heavy Tool
Two-handed Melee Weapon
Base Cost: 250 credits

Damage: 17	**Accuracy:** -1	
RoF: Average	**Range:** Melee	
Shots: NA	**Power Rating:** +4	**Weight:** 8 lbs. (average)

Special Traits: Smashing, Wrecker
Description: The heavy tool is actually a wide variety of items such as hammers, axes, crowbars, wrenches and similar large heavy tools. While often considered merely impromptu weapons by the desperate, beating a foe over the head with a large heavy object is a time proven tactic, and even some veteran warriors will carry a customized axe or hammer around with them for use in close quarters.

Lightning Gun
Two-handed Rifle
Base Cost: 3,500 credits

Damage: 12	**Accuracy:** +1	
RoF: Fast	**Range:** Long	
Shots: 150 power cells	**Power Rating:** +2	**Weight:** 6 lbs.

Special Traits: Penetration (8), Focusing Beam, Energy Damage
Description: An advanced UAC weapon, the lightning gun fires a concentrated beam of pure electricity that electrocutes and tears the target apart. Depending on how focused a hit it was, the lightning gun can very from mildly painful to instantly frying a victim.

Light Tool
One-handed Melee Weapon
Base Cost: 75 credits

Damage: 10	**Accuracy:** -1
RoF: Fast	**Range:** Melee
Shots: NA	**Power Rating:** +3	**Weight:** 3 lbs. (average)

Special Traits: Smashing, Wrecker
Description: The light tool is actually a wide variety of single-handed tools including hammers, axes, wrenches, and in some cases drills and screwdrivers. While generally not considered weapons, the damage these weapons can do far surpasses that of a human fist. While more warriors carry a two-handed tool as a weapon rather than the smaller variations, exceptions are always found.

Pistol Whip
One-handed Melee Weapon
Base Cost: NA

Damage: 13	**Accuracy:** -2
RoF: Average	**Range:** Melee
Shots: NA	**Power Rating:** +3	**Weight:** NA

Special Traits: None
Description: The pistol whip is simply using any pistol weapon to bash an opponent. While it is generally better to simply shoot someone, this can be used as a last resort attack.

Plasma Gun
Two-handed Rifle
Base Cost: 7,000 credits

Damage: 18	**Accuracy:** +0
RoF: Automatic	**Range:** Medium
Shots: 200 plasma cells	**Power Rating:** +3	**Weight:** 7 lbs.

Special Traits: Penetration (5), Plasma, Energy Damage
Description: The plasma gun is a common, close quarters weapon used by UAC forces. The weapon fires blasts of concentrated plasma transformed into destructive globules of energy. Powerful and gruesome, the plasma gun has the downside that its projectiles are slower and less accurate than standard bullets.

Plasma Pistol
One-handed Pistol
Base Cost: 500 credits

Damage: 15	**Accuracy:** +0
RoF: Fast	**Range:** Medium
Shots: 50 plasma cells	**Power Rating:** +3	**Weight:** 5 lbs.

Special Traits: Penetration (4), Plasma, Charged Shot
Description: The plasma pistol is the standard sidearm of UAC personnel. Effective, hard hitting, and quick on the trigger, it is suitable protection against undead and weaker demons. More powerful demons will likely require more substantial firepower.

Rifle Butt
Two-handed Melee Weapon
Base Cost: NA

Damage: 19	**Accuracy:** -2
RoF: Slow	**Range:** Melee
Shots: NA	**Power Rating:** +3	**Weight:** NA

Special Traits: None
Description: The rifle butt is simply bashing someone with the backend of any rifle-class weapon. While it is generally better to simply shoot someone, this can be used as a last resort attack.

Rocket Launcher
Two-handed Heavy
Base Cost: 12,500 credits

Damage: 40	**Accuracy:** +0
RoF: Average	**Range:** Long
Shots: 15 rockets	**Power Rating:** +5	**Weight:** 18 lbs.

Special Traits: Penetration (10), Burst (2), Rocket, Long Reload, Delay
Description: The UAC version of the rocket launcher fires small rockets at a reliable speed, allowing the weapon to support a large magazine of rockets at one time. This is a destructive weapon that can be used equally well against vehicles or large demons, and is especially dangerous when combined with weapon mods.

Rocket Launcher 'Paingiver'
Two-handed Heavy
Base Cost: 20,000 credits

Damage: 60	**Accuracy:** +0
RoF: Slow	**Range:** Long
Shots: 10 rockets	**Power Rating:** +10	**Weight:** 24 lbs.

Special Traits: Penetration (10), Burst (2), Volatile Blast, Rocket, Long Reload, Delay
Description: The paingiver rocket launcher was developed by UAC cultists during the Hell invasion of Earth. Easily recognized by its demonic design, the paingiver is much more powerful but fires more slowly and is unpredictable. It is very easy to damage oneself or their allies with the volatile blasts emitted by the high-powered explosives.

Shotgun
Two-handed Rifle
Base Cost: 750 credits

Damage: 19	**Accuracy:** +1
RoF: Average	**Range:** Short
Shots: 20 shotgun shells	**Power Rating:** +3 **Weight:** 12 lbs.

Special Traits: Spread, Long Reload, Close Quarters

Description: The shotgun is an endearing design that has survived the centuries. This weapon shot that explode into a cloud of razor shrapnel, shredding enemies to pieces. This weapon's carnage should be underestimated, for it can do considerable damage even to demons, especially at close range.

Super Shotgun
Two-handed Rifle
Base Cost: 1,500 credits

Damage: 24	**Accuracy: +**1
RoF: Slow	**Range:** Short
Shots: 2 shotgun shells	**Power Rating:** +4 **Weight:** 12 lbs.

Special Traits: Hailfire 1, Inefficient Ammo (2), Spread, Gradual Reload, Close Quarters

Description: When you really need to kill a foe up close, the super shotgun is the perfect weapon. It is essentially an upgraded, double barrel shotgun that fires with incredible power. It has the downside of needing to be reloaded between each shot, but that is a worthy sacrifice for the raw destructive power of the weapon.

Sword
One-handed Melee Weapon
Base Cost: 750 credits

Damage: 19	**Accuracy:** +2
RoF: Average	**Range:** Melee
Shots: NA	**Power Rating:** +3	**Weight:** 3 lbs.

Special Traits: Defensive, Versatile
Description: The classic long, double bladed weapon, the sword is a reliable weapon that has come back into the favor with the bold who wish the fight demons in a biblical style.

Unarmed
Unarmed Melee Attack
Base Cost: NA

Damage: 7	**Accuracy:** +0
RoF: Fast	**Range:** Melee
Shots: NA	**Power Rating:** +3	**Weight: NA**

Special Traits: Unarmed
Description: This is a typical unarmed attack by a human. It includes punching, kicking, headbutting, and all other forms of attack.

Unarmed, Reinforced
Unarmed Melee Attack
Base Cost: 100

Damage: 10	**Accuracy:** +0
RoF: Fast	**Range:** Melee
Shots: NA	**Power Rating:** +3	**Weight: NA**

Special Traits: Unarmed, Concealed Weapon
Description: This is an unarmed attack of a human using some method to enhance their strikes, like using a pair of brass knuckles.

Vortex Rifle
Two-handed Rifle
Base Cost: 10,000 credits

Damage: 30	**Accuracy:** +2
RoF: Slow	**Range:** Long
Shots: 20 power cells	**Power Rating:** +5	**Weight:** 7 lbs.

Special Traits: Penetration (12), Digital Scope, Energy Damage, Charged Shot
Description: The vortex rifle is a sniper weapon that fires concentrated blasts of Argent energy to vaporize its targets. Patience is key with this weapon, as it carefully planned ambush can allow it to charge up shots for extra potency. This is a military weapon used for key target elimination, followed by a fast retreat.

Ammunition

Ranged weapons in DOOM, like StarCraft, require ammunition to be able to fire. Usually, ammunition is loaded into clips or magazines; although some types of weapons, such as shotguns, need to be hand loaded. If the character has enough ammunition to form the magazine size of a weapon, it is usually assumed they already have the ammunition in a loading device. As ammunition is bought individually, it is also assumed the ammunition is purchased pre-loaded. Purchased weapons do not come with ammunition; bullets must be purchased separately.

There are also alternate ammunitions that grant additional properties to the ammunition. For example, a character can choose to buy Penetrator Bullets instead of standard Bullets, granting the weapon a +3 penetration value.

Ammunition	Ammunition Category	Cost (for 1)	Special
Bullets	Bullet	2	---
Uranium Rounds	Bullet	20	Penetration (+3)
Drilling Rounds	Bullet	20	Rending (+5)
Pure Argent Cell	Pure Argent Cell	100,000	----
Fuel	Fuel	5	----
Plasma Cell	Plasma Cell	4	----
Hyper Efficient Cells	Plasma Cell	20	Penetration (+3)
Argent Cells	Plasma Cell	100	Penetration (+5), +1 power rating of damage
Shotgun Shell	Shotgun Cell	5	----
Ripper Shell	Shotgun Cell	30	Penetration (+3), Rending (+3)
Hellfire Shell	Shotgun Cell	80	Flames
Rocket	Rocket	100	---
High-Explosive Rocket	Rocket	1,000	Burst (+3)
Anti-Armor Rocket	Rocket	1,000	Burst (-1), Penetration (+20)
Grenade	Grenade	50	---
Napalm Grenade	Grenade	250	Burst (+2), -10 base damage, Flames
Ice Grenade	Grenade	1,000	Weapon does 0 damage, +2 accuracy, Burst (3), Sudden Freeze trait

Weapon Upgrades

Weapon upgrades persist in the DOOM RPG. They function identically to the StarCraft RPG, except, since there are no equipment tiers, weapons can have any number of upgrades. However, every upgrade added beyond the 2nd gives the weapon -1 accuracy.

Upgrade Name	Description	Compatibility	Component Cost	DC
Digital Scope	Weapon gains bonus accuracy, range, and ignores concealment when aiming	Rifle	2,500	25
Easy Reload	Reloads one speed faster	Pistol, Rifle, Heavy Weapons	250	20
Empowered Firepower	+2 penetration	Pistol, Rifle, Heavy Weapon	5,000	20
Enlarged Blast	The explosive's burst size is 1 larger	Explosive	100	20
Flashlight	Gains an attached flashlight	Pistol, Rifle	100 + ½ weapon cost	15
Increased Potency	Weapon increases damage by power rating	All Weapons	500	20
Improved Precision	+1 accuracy	All Weapons	250	20
Monomolecular Blade	+3 penetration	Melee Weapon	500	15

Murderous Efficiency	+2 power ratings, -1 accuracy	All Weapons	15,000	20
Penetrating Grenade	Grenade gains +5 penetration	Grenade	100	20
Precision Balance	+2 accuracy	All Weapons	10,000	20
Rifle Bayonet	Weapon can be used to make superior Rifle Butt attacks	Rifle	300	20
Scope	Weapon gains bonus accuracy and range when aiming	Pistol, Rifle	500	15
Shorten	Weapon takes a -2 penalty to accuracy, but now counts as a pistol	Rifle	NA	20
Suppressor	Weapon shots do not reveal shooters location	Pistol, Rifle	250	10

Digital Scope
Rifle, Heavy Weapon
Base Cost: 2,500
Science DC: 25
Benefit: This weapon gains the Digital Scope weapon trait.

Easy Reload
Pistol, Rifle, Heavy Weapons
Base Cost: 250
Science DC: 20
Benefit: The weapon is refitted with an extremely fast and easy lock and loading system, varying depending on the base weapon. The weapon's reload speed increases by one level, and gradual reload weapons reload twice as much ammunition as a minor action.

Empowered Firepower
Pistol, Rifle, or Heavy Weapon
Base Cost: 5,000
Science DC: 20
Benefit: This weapon has extra punch. It gains +2 penetration, cumulative with any other penetration modifiers.

Enlarged Blast
Explosive, Rocket
Base Cost: 100
Science DC: 20
Benefit: This explosive is packed with extra explosive compounds, making it blow larger. The burst radius is increased by 1.

Flashlight
Pistol, Rifle
Base Cost: 100, plus one-half the cost of the flashlight
Science DC: 15
Benefit: This weapon has an under slung flashlight, allowing light to be produced without requiring a free hand to be available to hold a light.

Improved Potency
Any Weapon
Base Cost: 500
Science DC: 20
Benefit: The weapon with this upgrade quite simply strikes harder. It may have an improved firing mechanism, be sharper, create a more lethal energy charge, or simply be more weighted at the crushing end. Whatever the reason, this weapon is more dangerous and gains +1 power rating in damage.

Improved Precision
Any Weapon
Base Cost: 250
Science DC: 20
Benefit: The weapon with this upgrade is simply more accurate. It may have a longer barrel, better sights, improved targeting system, or simply more balance. Whatever the reason, this weapon is more accurate and gains +1 accuracy bonus.

Monomolecular Blade
Melee Weapon
Base Cost: 500
Science DC: 15
Benefit: The melee weapon gains +3 penetration.

Murderous Efficiency
Any
Base Cost: 15,000
Science DC: 20
Benefit: The weapon's base damage increases by two power rating, but it suffers -1 accuracy.

Penetrating Grenade
Throwing or Launcher Grenade
Base Cost: 100
Science DC: 20
Benefit: A penetrating grenade is filled with micro particles that shred armor when released in a powerful blast. A penetrating grenade has +5 penetration value.

Precision Balance
Any
Base Cost: 10,000
Science DC: 20
Benefit: The weapon increases its accuracy bonus by +2.

Rifle Bayonet
Rifle
Base Cost: 300
Science DC: 20
Benefit: This rifle has a permanently affixed or pop-out blade that allows the weapon to make much more dangerous melee attacks. When the weapon is used to make a Rifle Butt attack, the attack gains +5 damage, +2 accuracy, and +2 penetration.

Scope
Pistol, Rifle
Base Cost: 500
Science DC: 15
Benefit: This gives the weapon the Scope item quality.

Shorten
Any Rifle
Base Cost: NA
Science DC: 20
Benefit: This upgrade cuts down the barrel and the stock of the weapon, allowing it to be used one-handed with greater ease. The weapon takes a -2 penalty to accuracy, but it counts as a pistol weapon from that point out. This upgrade does not cost any components, just time in a workshop. Once performed, this upgrade cannot be reverted.

Suppressor
Pistols, Rifle (excluding shotguns)
Base Cost: 250
Science DC: 10
Benefit: This weapon has a special barrel extender which muffles the sound the weapon makes. When firing the weapon while sneaking, it does not break the sneaking condition.

Weapon Mods

Weapon Mods are a new type of upgrade in the DOOM RPG. They are more powerful than weapon upgrades and do not count as taking up an upgrade slot. However, they can be readily removed or reattached at will, by using a standard action to remove or attach. A weapon can only have 1 weapon mod on them at a time.

The modularity of weapon mods, and their power, allows a weapon to be personalized based on the situation that they are used in. Every weapon mod can only be used with a single weapon type, and they are organized by their type.

Assault Rifle or Heavy Cannon Mods

Improved Scope
Base Cost: 2,500
Description: This addons provides a dramatically improved digital scope. This scope has sensors and nightvision, ignoring concealment from darkness, clouds, fog, smoke, or other sources. It also increases the benefit from aiming with the weapon to +4. It also increases the base range of the weapon to distant. While aiming and firing a single shot, the weapon gains +12 penetration.

Micro-Missiles
Base Cost: 10,000
Micro-Missiles: This addon can convert 6 bullets into micro-missiles. This feature can only be used when the weapon is fired as a full-round action. The user converts the bullets into missiles and releases them in an explosive fury against a target. The attachment option expends 6 shots changes the weapon profile as follows: gains +4 damage, slow rate of fire, gains the Penetration (5), Burst (2), Rocket, and Hailfire (1) weapon traits.

Chaingun Mods

Energy Shield
Base Cost: 16,000
Description: The chaingun has an energy shield that can be activated as a minor action while the chaingun is equipped. When activatetd, the chaingun provides the user with an energy shield with 150 shield pool and 10 shield armor. This shield lasts until depleted or 3 rounds have passed. Either way, once the shield ends, it cannot be activated again for 10 rounds.

Gatling Rotator
Base Cost: 4,000
Description: The Gatling rotator addon allows the weapon to spin up faster and be easier to use. The weapon gains +2 accuracy and loses the Heavy weapon trait.

Mobile Turret
Base Cost: 20,000
Description: This addon allows the weapon to be converted into a powerful heavy turret that unleashes terrible devastation. It takes a move action to enter or leave mobile turret stance. While in this stance, the wielder cannot shift or evade, and moves at half speed. However, the weapon gains the Triple-linked weapon trait while in this stance.

Gauss Cannon Mods

Precision Bolt

Base Cost: 15,000

Description: This addons allows the weapon to zoom in and fire a greatly power shot. Using this feature requires spending a move action to aim. It increases the benefit from aiming with the weapon to +5 and gives the weapon Hailfire (1).

Siege Mode

Base Cost: 25,000

Description: This addon turns the weapon into a blast of unstoppable destruction. As a full-round action, this weapon can be fired in siege mode, gaining the following traits: Penetration (50), Unstoppable, Inefficient Ammo (50), and Burst (2).

Plasma Gun Mods

Heat Blast

Base Cost: 8,000

Description: This addons allows the plasma gun to build up heat that it can release in an explosive charge. Keep track of how much ammunition the plasma gun uses as it fires, this is it's overheat charge. It can gain a maximum of 50 overheat charge. It can expend it's overheat charge as a minor action. The weapon makes a single ranged attack at all targets within a Burst (3) centered on the wielder, hitting allies but not the user. The attack deals damage equal to the overheat charge points, and then loses all points. The attack gains Penetration (12) and deals half damage on a miss.

Microwave Beam

Base Cost: 12,000

Description: This addon allows you to focus a beam on a target that cooks them and causes them to explode. You can use this mode on a target within 6 squares. It requires a single attack against the target with +12 accuracy. This attack uses up twenty energy cells per round. If it hits defense, it deals 15 damage with the penetration 20 and hailfire 2 traits. If it also hits toughness, the target is stunned for 1 round. If the target is reduced to 0 hit points by this attack, they explode. This explosion effects all targets within 2 squares of the target of the attack, making a +10 attack versus defense, dealing 40 damage penetration 5 on a successful hit (half damage on a missed attack).

Stun Bomb

Base Cost: 8,000

Description: This addon allows the weapon to channel its ammunition into a powerful electric charge. Used as a standard action, this attack is a single strike that uses up 10 shots of ammunition. It deals normal damage, has a +5 accuracy bonus, but gains the Burst (1) and Stun weapon traits.

Rocket Launcher or Paingiver Mods

Remote Detonation

Base Cost: 7,500

Description: This addons allows the user to control when their projectile explodes. When the character aims with this weapon, they gain +6 accuracy instead of the normal benefits. In addition, the rocket always does half damage on a miss while the user is aiming, with no chance of soaring past its target.

Lock-on Burst

Base Cost: 20,000

Description: This addon lets the user lock onto targets and release a cluster of rockets. Locking onto a target is a standard action. If the weapon is fired on the next turn against a target that has a lock on them, 3 rockets are fired that follow the target. The attack uses three rockets, but gains Hailfire (2), +5 accuracy, and ignores concealment.

Shotgun Mods

Charged Burst

Base Cost: 2,500

Description: Instead of firing this weapon normally, the addon allows the weapon to expend a rapid-fire burst. This burst uses up 3 shots but does not give any additional strikes. Instead, it gives the weapon Hailfire (+1).

Explosive Shot
Base Cost: 7,500
Description: This addon converts shotgun shells into short ranged grenades. The user can fire the shotgun normally or use the explosive shot options. The explosive shot option changes the weapon profile as follows: lowers rate of fire to slow, increases range to medium, removes the Spread weapon trait, gains the Hailfire (2), Burst (1), and Grenade weapon traits.

Sticky Grenade Launcher
Base Cost: 12,500
Description: This addon converts shotgun shells into sticky grenades. This allows you to use the shotgun as the Grenade Launcher weapon at will, by converting 5 shotgun shells into a grenade. These grenades are sticky grenades that are especially effective when pinned on a target. If you score at least 5 attack overages on the primary target with these sticky grenades, the attack gains Hailfire (1) and Rending (5) against that target. Because this mod converts shells into grenades for ammunition, it cannot use ordinary launcher grenades, including alternate ammunition. The sticky grenade launcher benefits from all weapon upgrades on the shotgun, and its grenades benefit from any effects of alternate shotgun shells used.

Item Traits

This section reviews all the weapon traits that are used by human and demon weapons in this resource.

Burst Fire
Description: Every strike made with this weapon expends 3 ammunition. However, the weapon has Hailfire (1).

Burst (X)
Description: When this weapon is used, it makes an attack against all targets within a burst area in size based on the value under the weapon description. Characters can make evade attempts as normal.

Charged Shot
Description: This weapon can be charged over multiple rounds for additional power. Charging the weapon is a standard action, and the weapon is fired as a standard action on the next round. When fired, it gains +5 penetration and +20 damage. If it is not fired next turn, it overheats, loses all charges, and cannot fire on the next round.

Cumbersome
Description: Cumbersome armor gives the wearing character a -2 penalty to athletics, acrobatics, and stealth checks. If a character has the cumbersome trait from multiple sources such as armor and a shield, the effects stack.

Debilitating
Description: If this weapon hits a targets defense and toughness, then they are Blind and Staggered until the end of their next turn.

Defensive
Description: When the character has a weapon with this trait out and drawn and they perform a Bob and Weave action, they gain +1 defense against melee attacks

Demon's Taint
Description: This weapon is tainted with evil ichor that is deadly to mortals. Any living creature that takes hit point damage from this weapon must succeed an endurance test (DC 6+ level) or suffer (2x level) poison damage.

Energy Damage
Description: This weapon deals damage in the form of some manner of energy such as a laser, flame, or electricity. Certain traits are more resistant against energy damage attacks.

Elemental Protection
Description: This armor protects against extreme heat and cold. It allows prolonged survival in high and low temperatures, and the character does not need to make endurance checks to survive in such environments. Also, the character is immune to energy damage resulting from exposure to extreme ambient temperatures.

Extremely Long Reload
Description: This weapon takes a dedicated full-round action to reload.

Extremely Cumbersome
Description: Extremely Cumbersome armor gives the wearing character a -4 penalty to athletics, acrobatics, and stealth checks.

Extreme Recoil
Description: Due to the weapon's extreme kickback, any attacks with this weapon suffer a -10 penalty unless the character is wielding powered armor.

Fast Reload
Description: This weapon takes a minor action to reload.

Flames
Description: This weapon shoots flames as a projectile. It gives targets the Burning condition if the attack surpasses defense and toughness. Burning characters take 30 damage (penetration 5) at the start of each of their turns, and suffer a -5 penalty on all attacks, skill checks, and defenses. The burning condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.

Focusing Beam
Description This weapon consists of a single concentrated beam that focuses on a target and deals more strikes based on how accurate the hit was. The attacker makes a standard weapon attack versus the target. The weapon damage gains Hailfire (1) for every 2 points of overage, with a maximum of hailfire (5).

Gradual Reload
Description: This weapon takes a variable amount of time to reload, depending on how many shots the wielder wants to reload before firing again. Every minor action used to reload replenishes 2 more individual shots. When the weapon is either fully loaded or the character has loaded all they have time for, the character uses another minor action prepping the weapon; then it is ready to be fired again.

Hailfire (X)
Description: This weapon has the damage multiplier from the hailfire rule, after damage resistance and penetration applied, as detailed in the Chapter 6: Encounter Rules. The value of the hailfire trait is the damage multiplier, with Hailfire (1) being x2 damage and scaling up from there. Multiple sources of hailfire stack with one another.

Hazard Protection (100)
Description: This armor will absorb damage dealt to you from environmental effects. This helps protect you from lethal radiation, electricity, toxic sludge, and temperature damage. When you would be dealt damage by one of those sources, ignore the damage and the hazard protection pool of hit points (the X value) is reduced by the damage negated. Once the hazard protection is reduced to 0, the effect is broken and it will no longer provide protection.

Heavy
Description: This weapon is extremely large and cumbersome. It takes an additional -5 penalty to attack on a turn in which the character moved or evaded, on top of any other penalties. Vehicles ignore the Heavy trait.

Inefficient Ammo (X)
Description: Every strike this weapon makes, it uses up a number of shots equal to (X). Therefore, if the weapon has Inefficient Ammo (15), it uses 15 shots for every strike it makes.

Life Steal
Description: This weapon never gains attack overages to damage. However, the attacker regains hit points equal to the points of damage this weapon deals to all targets. They must spend a healing threshold to gain this healing.

Line (X)
Description: When this weapon is fired, it affects all targets in a line that is 1 square wide and a number of squares long equal to the traits value. The attack makes a single attack roll against every target in the area. Even if the attack misses, the target(s) still take half damage.

Linked Fire
Description: This weapon has multiple barrels that contribute additional firepower during automatic attacks. When using this weapon to make area burst or suppressing fire attacks, the attack gains Hailfire (+1). When using the weapon to make saturation fire or focused burst attacks, the attacks gains +10 accuracy (total of +20 for saturation fire). This weapon uses up twice as much ammunition with any automatic fire method.

Long Reload
Description: This weapon takes a move action and a minor action to reload.

Penetration (X)
Description: A weapon with this trait has a base penetration value equal to the value next to this trait. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

Piercing
Description: This weapon ignores all damage resistance.

Plasma
Description: This weapon ignores the shield armor of energy shields, and gains Hailfire (+1) on all attacks against energy shields.

Radiation Shielding
Description: The wearer of this armor is immune to the penalties dealt by ambient radiation but not the damage.

Rending (X)
Description: A weapon with this trait has a base rending value equal to the value next to this trait. Rending reduces their target's damage threshold against the attack. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

Rocket
Description: When missing a target with this weapon, roll a d20. On a 1-10, it hits the ground in the target's square and explodes there, counting as a miss but still indirectly hitting the target. One a 11-20, or automatically if it is an airborne target, the rocket keeps going, making the same attack at the next target in line at -2 penalty. It continues to make attacks against targets until it strikes a target, the ground, terrain, or flies off harmlessly.

Scope
Description: When aiming, this weapon gains a +3 accuracy bonus instead of +2. Also, while aiming with the scope, the attacker's maximum attack overage is double their Instinct as long as they are only firing a single shot. These bonuses do not function on an action move. Finally, the scope can be used as a standard action to perform spotter action.

Smashing
Description: This weapon gains a point of penetration for every 3 points of the wielder's Strength.

Smashing Penetration
Description: This natural weapon has a penetration value of 2, plus 1 per 3 points of the creature's strength.

Spread

Description: When fired against adjacent targets, this weapon gains the Hailfire (3) weapon trait. When fired at short range, the weapon gains the Hailfire (2) weapon trait. When fired at medium range, the weapon gains the Hailfire (1) weapon trait.

Stun

Description: If an attack with this weapon breaks either the target's toughness, they are staggered for 1 round. Staggered characters can only perform a standard action on their turn. If it beats both their defense and toughness, they are stunned for 1 round. Stunned characters cannot perform any actions on their turn. The weapon must deal at least 1 point of damage.

Sudden

Description: This weapon deals no damage but can freeze an enemy into ice very quickly. If this weapon bypasses a target's defense, they are slowed for 2 rounds. If the weapon bypasses a target's defense and toughness, they are stunned for 2 rounds instead, as they are frozen in place.

Throwing

Description: This weapon can be thrown as a ranged weapon with the attack made at short range. If thrown, the weapon lands in the square of the target, hit or miss.

Triple-linked

Description: This weapon has two additional barrels, and whenever the trigger is pulled, a projectile is launched from all three barrels. Whenever the user makes an attack, two extra shots are fired at that target. As long as the character does not aim on their turn, a triple-linked weapon gains the Hailfire (2) special rule. The weapon uses three times as much ammunition for each attack.

Twin-linked

Description: This weapon has an additional barrel, and whenever the trigger is pulled, a projectile is launched from both barrels. Whenever the user makes an attack, an additional shot is fired at that target. As long as the character does not aim on their turn, a twin-linked weapon gains the Hailfire (1) special rule. The weapon uses twice as much ammunition for each attack.

Unstoppable

Description: If the weapon or ammunition's penetration fully surpasses the damage resistance of the target, the projectile continues and hits the next target in the line. The weapon's penetration against the next target is how much was not used against the previous target. The projectile continues until it does not fully bypass a target's damage resistance or until it goes 30 squares beyond its first target.

Versatile

Description: This weapon can be used in either one or two hands. If used in two hands, the weapon's base damage increases by two power ratings.

Very Cumbersome

Description: Very Cumbersome armor gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

Volatile Explosive

Description: When attacking with this weapon, it has a chance of having a larger or smaller burst area. After making the attack roll and deciding whether you will apply morale, roll a d20 to see how the burst changes. On a natural 1, the weapon only effects the primary target squares. On a 2-6, its burst area is reduced by 1. On a 7-13, its burst area does not change. On a 14-19, its burst area increases by 2. On a 20, the burst area increases by 4.

Wrecker

Description: This weapon gains +10 damage and +5 penetration when attacking objects.

Shields

Directional Energy Shielding technology is a valued tool for soldiers who think they are going to be taking a lot of fire in combat. These shields are energy barriers projected from a single arm that provide cover from attacks. Shields come in two forms: combat shields and riot shields. Both types of shields take up one arm, preventing any weapons from being wielded in that arm. Therefore, these shields are usually used in conjunction with one-handed weapons such as pistols.

Combat Shield
Base Cost: 1,000 credits
Description: The combat shield is a small, flexible energy shield that can be redirected quickly against attacks from different directions. A combat shield provides a +2 bonus to defense against all attacks.

Riot Shield
Base Cost: 2,000 credits
Description: The riot shield is a massive energy barrier that provides overwhelming protection against all attacks from a single direction. At the end of their turn, a character wielding the shield chooses what direction their riot shield is facing. It protects against all attacks within a 180-degree arc. The possessed has improved cover (+10 defense) against attacks in that arc, melee or ranged. This does not stack with other sources of cover. It does not provide any defense bonus from attacks outside that firing arc.

Riot shields are powerful protection, but their size means the shield can be targeted and overloaded. When targeting a riot shield, it has a defense of 15. It functions as an energy shield that does not pass damage over to its user. It has 10 shield armor and a shield pool of 200. The shield regains 25 shield points every minute it is out of combat. Once a riot shield is reduced to 0 shield points, it is deactivated until a new power cell is installed within it.

Armor

Against the forces of Hell, you will probably need armor to survive. Armor supplies protection against attacks, mounted gear, and even ability score modifiers from powered assistance built into the armor. You can even install armor segments to gain additional bonuses against attacks (see Armor Shards later).

Unlike StarCraft, powered armor does not require a special talent to use, nor does it give any special benefits beyond its traits and values.

ARC Trooper Armor
Powered Armor
Base Cost: 30,000 credits
Damage Resistance: 13 **Defense Penalty:** -2 **Resistance Rating:** +4
Mounted Gear: Radio, Gravity Boots, Equipment Belt, Flashlight, Digital Uplink
Ability Score Bonuses: Strength+1, Instinct +1, Agility +1
Weight: 140 lbs.
Special Traits: Powered Armor, Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply
Description: ARC Trooper was designed for the Armored Response Coalition, the force defending Earth from extermination by demons. Designed by Samuel Hayden, the ARC Trooper Armor is designed to be lighter than the elite guard armor used in the past and allow their user to be more maneuverable in combat.

Armored Vestment
Heavy Armor
Base Cost: 1,000
Damage Resistance: 10 **Defense Penalty:** -3 **Resistance Rating:** +3
Mounted Gear: Radio, Flashlight
Ability Score Bonuses: NA
Weight: 20 lbs.
Special Traits: Cumbersome
Description: The armored vestment is a full body suit of light composite plating complete with vest, helmet, wrist guards, and greaves. It does not possess the full body protection of tactical armor, but provides protect to all the major locations. Simple and practical, it is cheap and effective for those who think they are going to take a lot of fire.

Assistive Body Suit
Light Armor
Base Cost: 4,000
Damage Resistance: 5 **Defense Penalty:** -1 **Resistance Rating:** +2
Mounted Gear: NA
Ability Score Bonuses: Strength +3, Agility +2
Weight: 15 lbs.
Special Traits: Elemental Protection
Description: The assistive body suit is a light body weave that surrounds a person's figure and bolsters their strength and maneuverability. Originally designed to give motion to those with physical ailments, it is also used by skilled operatives to further sharpen their speed and reaction time.

Elite Guard Armor
Powered Armor
Base Cost: 25,000 credits
Damage Resistance: 16 **Defense Penalty:** -4 **Resistance Rating:** +4
Mounted Gear: Radio, Gravity Boots, Equipment Belt, Flashlight, Digital Uplink
Ability Score Bonuses: Strength+2, Instinct +1
Weight: 200 lbs.
Special Traits: Powered Armor, Very Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply
Description: The most advanced armor to date, elite guard armor is a full-body suit of powered combat armor. The armor possesses a HUD, combat guidance system, strength bolstering servos, and full body protection as well as an internal air supply and protection from extreme heat, cold, and radiation. This is the ultimate suit of armor for the toughest soldiers.

Hazard Suit
Heavy Armor
Base Cost: 250
Damage Resistance: 5   **Defense Penalty:** -2   **Resistance Rating:** +3
Mounted Gear: Radio
Ability Score Bonuses: NA
Weight: 20 lbs.
Special Traits: Cumbersome, Elemental Protection, Radiation Shielding, Oxygen Supply, Hazard Protection (500)
Description: These suits are used to protect the wearer from the effects of radiation and toxic sludge. While worn, it will absorb a great deal of damage dealt by these conditions before withering away.

Padded Jacket
Light Armor
Base Cost: 250
Damage Resistance: 3   **Defense Penalty:** -0   **Resistance Rating:** +2
Mounted Gear: NA
Ability Score Bonuses: NA
Weight: 3 lbs.
Special Traits: NA
Description: The padded jacket is simply clothing that has been reinforced with extra layers of protective fiber around the legs and torso. It provides very little protection and will not stop most demonic attacks. However, the armor is not slowing or cumbersome at all, and there is no reason not to wear a little extra protection. Who knows, it may still prevent that zombie from taking a bite out of you.

Protective Body Suit
Light Armor
Base Cost: 2,500
Damage Resistance: 8   **Defense Penalty:** -1   **Resistance Rating:** +2
Mounted Gear: NA
Ability Score Bonuses: Strength +1, Agility +1
Weight: 10 lbs.
Special Traits: Cumbersome, Elemental Protection, Radiation Shielding
Description: This tight fitting, full body weave fits snuggly around an individual's figure. It provides motion assistance, allowing personnel to work faster with additional protection in their duties. When used with the attached mask, it also provides environmental protection. It is a solid suit of armor with very little drawbacks, which is why most official personnel use these suits.

Reinforced Combat Armor
Heavy Armor
Base Cost: 8,000
Damage Resistance: 15   **Defense Penalty:** -5   **Resistance Rating:** +3
Mounted Gear: Radio, Equipment Belt
Ability Score Bonuses: NA
Weight: 60 lbs
Special Traits: Extremely Cumbersome, Elemental Protection, Oxygen Supply
Description: Reinforced combat armor is a heavy, cumbersome suit of armor that is designed for the strongest and heaviest individuals wading into battle. This armor has layers upon layers of protective plating, turning the wearer into a walking tank. However, this plating has a drawback as it greatly slows and overburdens the soldier.

Tactical Combat Armor
Heavy Armor
Base Cost: 6,000
Damage Resistance: 12   **Defense Penalty:** -3   **Resistance Rating:** +3
Mounted Gear: Radio, Equipment Belt, Flashlight, Digital Uplink
Ability Score Bonuses: NA
Weight: 40 lbs.
Special Traits: Very Cumbersome, Oxygen Supply
Description: Tactical Combat armor is the most common form of combat armor, mixing personal protection with practical features. Less heavy than reinforced combat armor, tactical armor possesses a digital uplink and mounted flashlight. The armor is designed to be efficient and non-restrictive, causing it to provide only a moderate level of encumbrance.

Armor Shard Upgrades

Armor shards are a new resource and form of upgrade that can be applied to a suit of armor in the DOOM RPG. Inevitably, over time, heroes will find armor shard pieces in their exploration of the DOOM universe. **An armor shard piece takes up 2 inventory slots, weighs 10 pounds, and has a value of 100 credits.**

These armor shards do nothing on their own. However, they can be used or combined into special, temporary, armor upgrades. These armor upgrades provide a small benefit for as long as they are installed. However, these upgrades are not permanent and can be sacrificed to mitigate critical damage from an attack.

Once you suffer a crippling wound or are reduced to 0 hit points, you can choose to sacrifice one armor shard upgrade. That upgrade is permanently destroyed. However, it reduces the punishment you suffer. If you spend an armor shard upgrade when you suffer a crippling wound, that wound is reduced by 1 wound point. If this reduces it to 0 wound points, then there is no crippling wound at all. If you spend an armor shard upgrade when you are rolling for a disfigurement, apply a -5 modifier to the disfigurement roll, likely reducing the extent of the disfigurement.

It takes a science check and 5 minutes of work to transform armor shards into an upgrade. It takes another 1 minute to apply those upgrades to a suit of armor. An armor can have up to 3 armor shard upgrades at a time. They can be the same or different upgrades. Generally, the effects stack.

Air Supply
Armor Shards: 2   **Science DC:** 15
Benefit: This upgrade applies space for an oxygen tank and an a breath mask to the armor. The air supply can use two oxygen canisters at once.

Battle Shielding
Armor Shards: 2   **Science DC:** 15
Benefit: This upgrade reduces the defense penalty of the armor by 1, to a minimum of 0.

Bladed Gauntlets
Armor Shards: 2   **Science DC:** 15
Benefit: This upgrade increases the users unarmed damage by 2.

Blast Protection
Armor Shards: 2   **Science DC:** 20
Benefit: This upgrade gives the user +3 damage resistance against area attacks.

Environmental Shielding
Armor Shards: 3   **Science DC:** 25
Benefit: This upgrade gives the user armor the Elemental Protection and Radiation Shielding traits.

Extra Layer
Armor Shards: 1   **Science DC:** 10
Benefit: This upgrade gives no benefit but can be sacrificed as normal to mitigate crippling wounds or disfigurements.

Extra Protection
Armor Shards: 2   **Science DC:** 15
Benefit: This upgrade increases the armor's damage resistance by 1.

Hazard Shielding
Armor Shards: 2   **Science DC:** 15
Benefit: This upgrade gives the user the Hazard Protection (100) trait. The armor shard is destroyed once its hazard protection is used up.

Heat Shielding
Armor Shards: 3   **Science DC:** 20
Benefit: This upgrade gives the user +3 damage resistance against attacks that deal Energy Damage.

Impact Resistance
Armor Shards: 5   **Science DC:** 30
Benefit: This upgrade gives the user 3 temporary hit points at the start of each turn. This is not cumulative round by round.

Mounted Flashlight
Armor Shards: 2   **Science DC:** 15
Benefit: This upgrade gives the armor a mounted flashlight.

Mounted Motion Detector
Armor Shards: 2   **Science DC:** 15
Benefit: This upgrade gives the armor a mounted motion detector.

Mounted Weapon
Armor Shards: 5   **Science DC:** 30
Benefit: This upgrade gives the armor a mounted pistol or rifle that can be fired as a minor action. To apply this armor shard upgrade, you must have the weapon you are attaching. It is part of the cost of the weapon in addition to the armor shards. Once it is attached, the weapon is permanently part of the armor shard. If the armor shard is destroyed, so is the weapon. The weapon cannot be removed from the upgrade. The weapon functions identically to its normal incarnation, except it gains -2 base accuracy. It can be reloaded while mounted on the armor

Super Battle Shielding
Armor Shards: 3   **Science DC:** 25
Benefit: This upgrade reduces the defense penalty of the armor by 2, to a minimum of 0.

Super Extra Layer
Armor Shards: 3   **Science DC:** 20
Benefit: When this upgrade is sacrificed to reduce the crippling wounds from an attack, it negates up to 2 crippling wound points. If it is sacrificed to reduce the disfigurement from an attack, it reduces the disfigurement by 10 instead of 5.

Super Extra Protection
Armor Shards: 3   **Science DC:** 25
Benefit: This upgrade increases the armor's damage resistance by 2.

Armor Upgrades

Armor upgrades persist in the DOOM RPG. They function identically to the StarCraft RPG, except, since there are no equipment tiers, weapons can have any number of upgrades. However, every upgrade added beyond the 2nd increases the defense penalty by 1.

Upgrade Name	Description	Component Cost	DC
Apollo Motivators	+2 agility	120,000	35
Artemis Aiming System	+2 instinct	80,000	35
Hercules Augmentation	+2 strength	100,000	35
Empowered Servos	+1 strength	20,000	25
Extra Reinforcement	+1 resistance rating to damage resistance	2,000	15
Impact Cushion	5 temporary hit points each round	50,000	30
Mounted Mechanical System	Adds the chosen gear item as a mounted system in the armor	500 + gear item	15
Reflex Enhancement	+1 agility	30,000	25
Superior Reinforcement	+2 resistance ratings to damage resistance, but increases defense penalty by 2	25,000	25
Target Guidance System	+1 instinct	25,000	25

Apollo Motivator
Base Cost: 120,000
Science DC: 35
Benefit: The armor gives a +2 armor bonus to agility, or increases its armor bonus to agility by 2.

Artemis Aiming System
Base Cost: 80,000
Science DC: 35
Benefit: The armor gives a +2 armor bonus to instinct, or increases its armor bonus to instinct by 2.

Hercules Augmentation
Base Cost: 100,000
Science DC: 35
Benefit: The armor gives a +2 armor bonus to strength, or increases its armor bonus to strength by 2.

Empowered Servos
Base Cost: 20,000
Science DC: 25
Benefit: The armor gives a +1 armor bonus to strength, or increases its armor bonus to strength by 1.

Extra Reinforcement
Base Cost: 2,000
Science DC: 15
Benefit: The armor increases its damage resistance by its resistance rating.

Impact Cushion
Base Cost: 50,000
Science DC: 30
Benefit: The armor provides its user 5 temporary hit points at the start of each turn. This hit points are not cumulative but they do refresh every turn.

Mounted Mechanical System

Base Cost: 500 + gear item
Science DC: 15
Benefit: The armor has a single gear item, such as a flashlight, motion detector, digital uplink, or similar item mounted on the armor. Where on the armor the system is added is up to discussion between the player and the GM. For example, a digital uplink can be mounted in the helmet, while a motion detector could be mounted on the wrist, or a grappling hook can be mounted on the shoulder or underneath the arm. The GM determines any penalties or decreased usability for having the item mounted or placed in unusual locations. To add this upgrade, you also have the gear item to add to the armor.

Reflex Enhancement

Base Cost: 30,000
Science DC: 35
Benefit: The armor gives a +1 armor bonus to agility, or increases its armor bonus to agility by 1.

Superior Reinforcement

Base Cost: 25,000
Science DC: 25
Benefit: The armor increases its damage resistance by twice its resistance rating. However, its defense penalty is also increased by 2.

Target Guidance System

Base Cost: 25,000
Science DC: 25
Benefit: The armor gives a +1 armor bonus to instinct, or increases its armor bonus to instinct by 1.

Gear Items

Gear are the miscellaneous items that might help the survivors stay alive or at least 1 step ahead of the enemy. Unlike StarCraft gear, DOOM gear items have no equipment tiers.

Item Name	Type	Description	Weight	Cost
Air Tank	Expendable	Provides 15 minutes of breathable air	1 lb.	100
Backpack	Worn	Container worn on the back with 16 carrying slots	3 lbs.	50
Beacon	Carried	Projects a long-range signal beacon that can be detected by powerful scans	10 lbs.	2,000
Binoculars	Carried/ Worn	Gives bonus to perception checks at a range, used for spotter and detector actions	2 lbs.	200
Carrying Case	Carried	Container with 12 carrying lots	7 lbs.	25
Cell Phone	Carried	Advanced civilian communication device with built-in computer	0.1 lbs	400
Data Disk	Carried	An information storage device compatible with any computer	0.1 lbs.	200
Digital Uplink	Worn	Visor that displays tactical data, team coordination, and aids in tests	1 lb.	300
Equipment Belt	Worn	Worn container capable of carrying 6 items that have 1 or fewer carrying capacity	1 lbs.	25
Explosives	Expendable	A pound of explosives, can be detonated on a timer or with a remote detonator	1 lbs.	500
Fire Extinguisher	Carried	Carried item used to quickly remove fires	5 lbs.	125
Flare Gun	Expendable	Single-shot launcher that fires a signal flare high in air or disperses darkness and hidden enemies	1 lbs.	100
Flashlight	Carried	Provides light in a Cone (6)	1 lb.	50
Geiger Counter	Worn	Tracks radiation within 12 squares	1 lb.	250
Gravity Boots	Worn	Allows walking on the ground in zero gravity environments	7 lbs.	500
Grappling Hook Launcher	Carried	Thrown hook that latches onto a ledge along with rope for climbing	10 lbs.	300
Hacking Tool	Carried	Tool used for effectively hacking into computer networks	1 lb.	1,000
Handcuffs	Carried	Restrains prisoner's hands and prevents them from acting	1 lb.	50
Hologram Drone	Expendable	Creates a moving hologram of the character for 5 minutes	1 lb.	2,000
Jet Pack	Worn	Allows the user to fly, float, and move faster	30 lbs.	10,000
Jump Boots	Worn	+20 to athletics checks to jumps, +20 to acrobatics tests to avoid falling damage	5 lbs	5,000
Medipack	Expendable	Allows characters to make medicine skill tests to perform first aid with a +20 bonus	1 lb.	50
Mind Shield	Worn	Protects against mind effecting demonic attacks while making it harder to gain morale	2 lbs.	8,000
Motion Detector	Carried	Carried device that reveals movement in an area around the user	3 lbs.	500
Navigation Unit	Carried	Handheld computer that reveals terrain, gives direction, identifies hazards, and more.	1 lb.	1,000
Painkillers	Expendable	Target recovers 2 healing thresholds	0.1 lb.	25
Personal Data Assistant	Carried	Secure handheld computer	1 lb.	800
Plasma Torch	Carried	Energy cutter used for cutting through walls and obstacles, or as a makeshift weapon	2 lbs.	250

Power Cell	Carried	Portable power cell that can used to power features for a short while	2 lbs.	250
Radio	Carried	Used for talking over a communication channel	1 lb.	75
Remote Detonator	Carried	Triggers up to 10 planted explosive remotely	0.5 lbs.	2,500
Repair Kit	Expendable	Allows characters to make Science skill tests to repair an object or vehicle	5 lb.	100
Rope	Carried	10 squares of rope	15 lbs.	80
Stimulant	Expendable	Boosts combat performance, at the cost of health and fatigue	0.1 lbs	50
Survival Gear	Carried	Contains supplies needed for prolonged environmental survival	20 lbs.	120
Trauma Kit	Carried	Allows characters to perform field surgery and cure crippling wounds	5 lbs.	300

Air Tank
Expendable Gear
Base Cost: 100 credits
Weight: 1 lb.   **Inventory Slots Required:** 1
Description: An air tank contains valuable oxygen needed for breathing. As a standard action, the air tank can be used to refill 15 minutes of air to an armor that has a built-in oxygen supply. Alternately, it can provide 15 minutes of oxygen on its own. It either needs to be held in one hand or be worn on the back, replacing a backpack.

Backpack
Carried Gear
Base Cost: 50 credits
Weight: 3 lb.   **Inventory Slots Required:** 4, or equal to number of slots filled
Description: The backpack allows carrying of plenty of goods without taking any hands. A backpack provides 16 slots for carrying capacity.

Beacon
Carried Gear
Base Cost: 2,000 credits
Weight: 10 lb.   **Inventory Slots Required:** 2
Description: A signal beacon can be set in place and send out a signal. Setting up a signal beacon is a full-round action. Once in place, it produces a wide-ranging signal that anyone within 100 miles can pick up and home in on. A single battery can power a beacon for 48 hours.

Binoculars
Carried Gear
Base Cost: 200 credits
Weight: 2 lb.   **Inventory Slots Required:** 1
Description: Binoculars can be used to see from a distance. If a character spends a full-round action to use the binoculars, he gains +20 to perception checks to see targets from more than 15 squares away, but -10 to see targets within 15 squares. They also ignore concealment and darkness penalties to perception checks within range. Alternately, a character can use binoculars as a standard action to perform a spotter action against all enemies within 30 squares. They can instead make a detector action with a full-round action within the same range.

Carrying Case
Carried Gear
Base Cost: 25 credits
Weight: 7 lb.   **Inventory Slots Required:** 3, or equal to number slots filled
Description: The carrying case is a bag or other container that allows transportation of bulk items. The carrying case has 12 slots of carrying capacity. However, unlike a backpack or equipment belt, it cannot be worn and is instead carried in one hand.

Cellphone
Base Cost: 400 credits
Weight: 0.1 lb.   **Inventory Slots Required:** 1
Description: A cellphone is a personal communication device that allows long distance communication with others through a communication network. Primarily a civilian or personal tool, it allows communication anywhere there is a communication network. It can also perform video calls, has internet access, and can download various programs. Cellphones are not designed for combat use and break easy. If a cellphone is carried on person while in a battle, roll a d20 after the encounter. On a 1-5, the cellphone was damaged and broke in the battle. It is up the GM's discretion whether the cellphone has call and data access in any location.

Data Disk
Carried Gear
Base Cost: 200 credits
Weight: 0.1 lb.   **Inventory Slots Required:** 0
Description: A data disk is used to contain digital information. A data disk can be used to upload information off a computer to transfer it to another location or create a secure backup. When backing up information off a hostile computer, computer checks are usually required to secure access.

Digital Uplink
Worn Gear
Base Cost: 300 credits
Weight: 1 lb.   **Inventory Slots Required:** 1
Description: A digital uplink visor, worn over the eyes, contains information detailing tactical guidance and information as detailed by the user's command net. While using the uplink visor, the wearer gains numerous benefits. Firstly, they gain advantage on all Tactics, Pilot, and Leadership skill tests to activate a combat augmentation or piloting maneuver. Secondly, the leader can issue orders to all allies through the uplink and can give Leadership bonuses to those outside visual and audio range. The visor also receives reconnaissance data surveillance information about the location of Sneaking or Cloaked enemies that have been discovered.

Equipment Belt
Carried Gear
Base Cost: 25 credits
Weight: 1 lb.   **Inventory Slots Required:** 1, or equal to number of slots filled
Description: An equipment belt is strapped around the character and allows ready access to small items. An equipment has a carrying capacity of 6 but can only hold items that have a carrying capacity of 1 or less. This includes ammunition magazines. A character can wear 3 equipment belts at once.

Explosives
Expendable
Base Cost: 500 credits
Weight: 1 lb.   **Inventory Slots Required:** 1
Description: This is a single pound of explosives, that can be set up to explode after being planted. Planting explosives involves a DC 5 science or tactics checks over 1 minute. You can set up more than 1 explosive at a time, basically combing explosives for extra effect. Every additional explosive you add increases the DC to set up by 1 and adds 1 round to the set up time. If you fail a set up check, nothing happens. If you fail by 10 or more, than the explosives go off while setting it up. The explosives are set off by a timer, determined when set up, or by using a remote detonator. They can also trigger upon taking damage from a attack. When they explode, explosives do 40 damage (penetration 5) in a Burst (2) area with an attack accuracy of +5. Every additional pound of explosive you add to the pilot increases attack accuracy by 1, burst area by 1, and damage by 5. Therefore, if you detonate 8 pounds of explosives, it would deal 75 damage (penetration 5) in a Burst (9) area with +12 accuracy.

Fire Extinguisher
Carried Gear
Base Cost: 125 credits
Weight: 5 lb.   **Inventory Slots Required:** 2

Description: The fire extinguisher can be sprayed over a Cone (6) area as a standard action. It removes the Burning condition of all creatures within the area and removes any loose flames occupying the squares hit by the extinguisher. This does prevent previously burning targets or areas from catching fire again, however. The fire extinguisher has enough fuel for 10 uses.

Flare Gun
Expendable
Base Cost: 100 credits
Weight: 1 lb.   **Inventory Slots Required:** 1
Description: The flare gun can fire a single bright flare over a long distance. This can either be to signal allied forces or to illuminate an area. If used for long ranged signaling, a flare can be fired straight upwards into the air. When used this way, the flare is visible for miles, even farther at nighttime. Otherwise the flare can be fired as a weapon with a base range of Medium with -2 accuracy. When fired at location, it provides bright line in a Burst (4) area centered on the flare. If there are any hidden or sneaking enemies in the location, apply the attack roll against their defense. The hidden condition is removed from any Sneaking targets. This has no effect against Cloaked targets.

Flashlight
Carried
Base Cost: 50 credits
Weight: 1 lb.   **Inventory Slots Required:** 1
Description: The handheld flash light produces bright light in the area in front of the user. Effecting a Cone (6) area in a direction of the user's choosing, it diminishes darkness in the area. The brightness of the light makes stealth checks in the area suffer disadvantage. The battery gives 4 hours of usage.

Geiger Counter
Worn
Base Cost: 250 credits
Weight: 1 lb.   **Inventory Slots Required:** 1
Description: Generally worn on an equipment belt, the Geiger Counter detects spikes of radiation within 12 squares, including the severity of radiation within the area. This makes it useful for area of nuclear fallout or radiation leaks by allowing the user to avoid areas of radiation spikes.

Gravity Boots
Worn
Base Cost: 500 credits
Weight: 7 lb.   **Inventory Slots Required:** 2
Description: Gravity boots allow the armor to apply a gravitational pull on whatever surface they are walking on. When activated, it allows the user to walk normally while in an area without gravity. It does not allow users to walk on walls or ceilings where there is a gravitational pull against them.

Grappling Hook Launcher
Carried
Base Cost: 300 credits
Weight: 10 lb.   **Inventory Slots Required:** 3
Description: The grappling hook launcher fires a spiked hook that connects to an object while trailing a rope behind. The grappling hook launcher has a range of medium. To connect to a surface, and therefore provide a rope to climb, the user must succeed a DC 10 Ranged skill check. They suffer -5 for each range increment the target is beyond medium range. If they hit, the connection is secured, and any attached rope can be climbed. If the attack misses, the grappling hook must be reset as a standard action before it can be fired again. If the grappling hook does secure a connection, it can pull its user to the location where the hook has set in at a rate of 6 squares per round. The grappling hook launcher does not have any rope by default, but any purchased rope can be used with the launcher. The grappling hook can also be used as a weapon with the following profile.

Harpoon Gun
Two-handed Rifle
Damage: 25   **Accuracy:** +0
RoF: Slow   **Range:** Medium
Shots: 1 Harpoon   **Power Rating:** +4

Hacking Tool
Carried
Base Cost: 1,000 credits
Weight: 1 lb.   **Inventory Slots Required:** 1
Description: The hacking tool is a handheld computer that is used to hack and gain access to computers. It can be plugged into a computer console as part of initiating a hack action. The character gains +2 and advantage on all computer checks with that system, and computer checks take half as long as normal.

Handcuffs
Carried
Base Cost: 75 credits
Weight: 1 lb.   **Inventory Slots Required:** 1
Description: The handcuffs are used to bind an individual's hands, so they cannot be used. Handcuffs are designed to be opened with a certain key or digital code, depending on the design. They can be manually opened by spending a DC 20 stealth or science check to break open, but this cannot generally be done by the victim of the handcuffs. They can be broken by a character that has 8 strength or higher, but this requires a DC 20 strength check as a full-round action. If they check is failed, further attempts will also fail.

Hologram Drone
Expendable
Base Cost: 2,000 credits
Weight: 1 lb.   **Inventory Slots Required:** 1
Description: When this drone is unleashed as a standard action, it creates a holographic replication of the utilizing character. This hologram gets its full number of actions every round but is not real and cannot actually interact with anything or deal any damage. However, it appears real and will draw fire. The hologram drone lasts for 5 minutes, after which it is destroyed. It takes a detector action to reveal that the hologram is false.

Jet Pack
Worn
Base Cost: 10,000 credits
Weight: 30 lb.   **Inventory Slots Required:** 12
Description: Attached to the character's back, the jet pack can lift or help move the character at greatly accelerated rates. The jet pack has three charges of use; it regains 1 charge at the start of each turn. Using a single charge, the character can instantly launch themselves 6 squares into the air, moving horizontally, vertically, or both. They can spend multiple charges to move an additional 6 squares in a single round. If the character doesn't end on solid ground, they fall. Alternately, the jet pack can be used to boost the user's own movement for a single round by spending one or more charges. For each charge spent, the character gains +3 movement speed. If the user ends their turn in the air, where they are not touching ground, they can spend an additional charge to hover in place and not fall.

Jump Boots
Worn
Base Cost: 5,000 credits
Weight: 5 lb.   **Inventory Slots Required:** 2
Description: Jump boots are worn on the feet, and greatly improve the user's jumping capabilities. While jump boots are equipped, the character gains +20 to athletics checks to jump and +20 to acrobatics checks to reduce or avoid falling damage.

Medipack
Expendable
Base Cost: 50 credits
Weight: 2 lb.   **Inventory Slots Required:** 1
Description: The medipack can be used as part of a first aid action to heal an injured ally. Doing so requires a standard action to heal the ally, that spends one of the allies healing thresholds. The healer makes a medicine skill check with a +20 bonus. The target recovers lost hit points equal to the result.

Mind Shield
Worn
Base Cost: 8,000 credits
Weight: 2 lb.   **Inventory Slots Required:** 1
Description: The mind shield is a psionc screening device used to protect humans from the negative influence of Hell energies. Worn on the head, often beneath a helmet, the mind screen makes the wearer immune to the Creature of Nightmares demon trait, the Psychic Fear of cacodemons, the Unnerving Terror of cherubs, and the latent psychic effects of gore nests, demon totems, pools of blood, or being on Hell. However, the mind shield has the side effect that the user is nulled to all emotions, including positive. Whenever they would gain a positive morale marker from any source, roll a d20. On a 1-8, they do not increase their morale.

Motion Detector
Carried
Base Cost: 75 credits
Weight: 1 lb.   **Inventory Slots Required:** 1
Description: The motion detector traces moving enemies within 15 squares of the users. The device tracks any movement, including individuals who do not actually change squares but perform minor action such as attacking or interacting with objects. The detector can be used as a standard action to make a detector action within 15 squares. The detector must be carried in hand. The detector does not function against enemies that perform no actions on their turn.

Navigation Unit
Carried
Base Cost: 1,000 credits
Weight: 1 lb.   **Inventory Slots Required:** 1
Description: The navigation unit provides a digital topographic display of the terrain within 2 miles, including elevation changes, structures, and roads. It also provides the safest and most direct route to get to an input destination. The topographic display also shows presence and density of vegetation. The display also shows presence and depth of water.

Painkillers
Expendable
Base Cost: 25 credits
Weight: 0.1 lb.   **Inventory Slots Required:** 0
Description: Painkillers are a medicine that dulls the user's sense of pain for a short while. It can be applied as a standard action. It restores 2 spent healing thresholds to the character that it is used on.

Personal Data Assistant
Carried
Base Cost: 800 credits
Weight: 1 lb.   **Inventory Slots Required:** 1
Description: The PDA is a tablet designed to hold user information, research data, and control functions on a network. It essentially functions as a portable computer. It can be used as a hacking tool by connecting to a computer (though it gains no special benefits for doing so). It can hold plentiful files, software, and even 'dumb' AIs to manage the information, thus it is often a target of hacking. The PDA has higher security and better processing power than a cellphone and is more portable than a computer. It counts as a secure computer for the purpose of hacking.

Plasma Torch
Carried
Base Cost: 250 credits
Weight: 2 lb.   **Inventory Slots Required:** 1
Description: A plasma torch can be used to cut open sealed metal objects such as security doors and bulkheads. A single character using a plasma torch can open a tiny object in 1 full-round, small in 2, medium in 3, large in 10, or huge in 30. A plasma torch contains enough fuel for 30 rounds of use. The plasma torch can also be used as an impromptu melee weapon, using the below Plasma Torch weapon profile. Each use of it as a weapon uses 1 round's worth of fuel.

Plasma Torch
One-handed Melee Weapon
Damage: 12   **Accuracy:** -2
RoF: Slow   **Range:** Melee

Shots: 30   **Power Rating:** +2
Special Trait: Piercing

Power Cell
Carried
Base Cost: 250 credits
Weight: 2 lb.   **Inventory Slots Required:** 2
Description: A power cell is a large battery than can power industrial strength equipment for a short while. A power cell might be needed to supply lightning to an area, unlock door systems, power a computer, activate an elevator, or so on. Hording power cells is important during electrical outages or when primary generator systems fail. These cells don't last forever, but last generally between 5 minutes and an hour (GM's discretion).

Radio
Carried
Base Cost: 75 credits
Weight: 1 lb.   **Inventory Slots Required:** 1
Description: The radio allows instant communication over a military comms network. Using a radio to communicate requires connection to the correct frequency used for communication. It is GM's discretion what or whether any frequencies are available for use and whether the players know to use those frequencies. In battle, radios are essential for communicating with command, receiving orders, or spending command points for support. Many forms of armor have built in radios that are hands free and built into the helmet.

Remote Detonator
Carried
Base Cost: 2,500 credits
Weight: 0.5 lb.   **Inventory Slots Required:** 1
Description: The remote detonator can signal and detonate explosives from afar, even explosives that are not usually triggered manually. When planting an explosive, the character can, as a minor action, key them into the detonator's frequency. The remote detonator can link with up to 10 planted explosives at once. When the detonator is activated, all linked explosives trigger and activate, exploding simultaneously. The remote detonator cannot be used to activate some explosives and not others. The detonator has a range of 1 mile.

Repair Kit
Expendable
Base Cost: 100 credits
Weight: 5 lb.   **Inventory Slots Required:** 2
Description: The repair kit can be used as part of Science checks to repair an object or vehicle. Using a repair kit for this purpose expends it. Once the action is finished, the character initiating the repair makes a +30 science skill check. The object or vehicle recovers that many hit points.

Rope
Carried
Base Cost: 80 credits
Weight: 15 lb.   **Inventory Slots Required:** 4
Description: This is 10 squares length of rope, designed to make climbing easier. This can be tied to an object or used in conjunction with a grappling hook. Climbing a rope is a DC 5 athletics check. Multiple strands of rope can be easily joined together for longer distances. They can still be used with a grappling hook when used in this way.

Stimulant
Expendable
Base Cost: 50 credits
Weight: 0.1 lb.   **Inventory Slots Required:** 0
Description: Stimulants are used to enhance the performance of an individual, making them more powerful in battle. Using a stimulant on yourself, or another individual, requires a DC 10 medicine check. If the check fails, the stimulant is used, and nothing happens. If the stimulant is successfully applied, the user spends a healing threshold. For the next minute (10 rounds), they gain the following benefits: +2 move speed, +2 defense, toughness, attack accuracy, skill checks, and damage threshold. After the stimulant wears off, the user gains 1 fatigue point.

Survival Gear
Carried
Base Cost: 120 credits
Weight: 20 lb.   **Inventory Slots Required:** 3
Description: Survival gear is an essential tool kit for surviving in the wilderness for long periods. The kit contains an expandable bedroll, a lighter and fire starter, a selection of two collapsible light pylons (each producing dim light over a 3 square area), water filter, cooking utensils, and whatever else the GM decides is suitable.

Trauma Kit
Carried
Base Cost: 300 credits
Weight: 5 lb.   **Inventory Slots Required:** 2
Description: Trauma kits are essential for performing advanced field medicine that first aid cannot resolve. A trauma kit is necessary to perform surgery, heal crippling wounds, and remove the dying condition from the wounded. Many forms of disfigurements require a trauma kit. See the Medicine skill and the Dying and Disfigurement section for the effects of such injuries and how they are healed.

Key Cards

UAC facilities are usually guarded with heavy security, including powered doors that are sealed tightly. These doors can usually by bypassed by having the proper clearance, represented in key cards. Collecting key cards is important for accessing different parts of a UAC installation. Even outside UAC operations, many different corporations on Earth will also use keycards with similar schemes.

Key cards come in four varieties: yellow, blue, red, and multipurpose. Each of those varieties comes with a level of security clearance, between one and five. Yellow areas are usually limited to engineering, maintenance, and infrastructure. Blue areas are generally science and research personnel. Red areas are secured for military personnel. Multipurpose cards can access red, blue, or yellow areas with a clearance of up to their numerical rating.

For example, a Yellow-2 card can access any area secured for Yellow-1 or Yellow-2 personnel. It cannot access red or blue areas, or yellow access of 3 or above.

The following table gives a guideline on what cards are required to access which areas. It also gives an idea how valuable those cards would be. Key cards are not generally for sale, but they might be valuable bartering tools in rare instances.

Key Card	Value	Access Type
Yellow-1	100	Maintenance and Engineering Tunnels
Yellow-2	250	Mars Surface or Robotic Construction Yards
Yellow-3	2,000	Engineering Facility for Personnel with High Security Clearance
Yellow-4	5,000	Reactor Core Access
Yellow-5	10,000	Top Secret Equipment Storage Area
Blue-1	500	Medical Station Access
Blue-2	1,000	Research Lab Access
Blue-3	4,000	Restricted Research Lab Access
Blue-4	12,000	Top Secret Research Lab Access
Blue-5	30,000	Administrator's Facilities
Red-1	500	Barracks or Guard Post
Red-2	2,500	Armory or Hanger
Red-3	7,500	Command Center
Red-4	15,000	Officer's Quarters
Red-5	40,000	Top Secret Ops Center
Multipurpose-1	1,000	Temporary VIP Key Card Access
Multipurpose-2	10,000	UAC Administrator Access
Multipurpose-3	25,000	VIP Corporate Access
Multipurpose-4	75,000	Lead Administrator's Second
Multipurpose-5	200,000	Facility Lead Administrator

Food

Because the DOOM RPG often focuses on survival as well as action, players might be forced to trade or scavenge for food and water. For this reason, the following list is available for the credit costs of different meals, in case the players are trading with other survivors for food. Note that many fine meals give brief bonuses to various statistics for a short duration. This is usually from an abundance of food making the character healthier, or delicious food helping their spirits.

In general, a character needs 1 unit of food every 8 hours and 1 unit of water every 4 hours or they risk gaining fatigue.

Meal	Benefit	Cost
Packed Rations	Fulfills food requirement	10
Prepared Food (soup, salad, bread, noodles)	Fulfills food requirement, +1 on endurance checks for 4 hours	20
Fattening Meal (burgers, tacos, dessert)	Fulfills food requirement, removes 1 additional famine fatigue, +1 on endurance checks for 1 day, +1 morale bonus for 4 hours	30
Feast (several course meals with masterful preparation)	Fulfills food requirement for 1 day and removes all famine fatigue, +2 on endurance checks for 1 day, +2 morale bonus for 1 day	150
Water Bottle	Fulfills water requirement, removes 2 thirst fatigue	10
Soda	Fulfills water requirements, +1 morale bonus for 4 hours	20
Alcohol	Fulfills water requirements, +2 morale bonus and influence checks for 4 hours, -1 attack rolls for 4 hours, cumulative with multiple drinks	25
Energy Drink	Fulfills water requirements, +2 on endurance checks for 4 hours	20

Scrap Parts

Scrap parts is a term for a collection of valuable components that don't take a certain form, such as electronics, mechanical gears, and other mechanisms. Scientifically capable characters can find uses out of scrap parts. For example, battlefield engineers can use scrap parts to make modular devices that can be used for various effects. Generally, **a single unit of scrap parts has a value of 50 credits, takes up 1 inventory slots, and weighs a single pound**.

Using Scrap Parts to Craft Items

Science based characters can use scrap parts to build equipment, if they have access to a workbench. Scrap parts can be used to make weapons, weapon upgrades and mods, gear, and armor. Building a device out of scrap parts costs 1 scrap part and 5 minutes of work for every 100 credits of cost that an item has. For example, creating a plasma gun, that normally costs 7,000 credits, instead costs 70 scrap part and 350 minutes of work. The science DC to create an object is 1/1000 of its cost plus 15. Therefore, a plasma rifle would be DC 22 to craft. Failing a crafting check uses up and wastes 10% of the scrap parts per point of failure.

Advanced workstations can be found in certain environments, such as military bases and research labs. These workstations contain advanced tools, automation, and robotic assistance for crafting items. When working at an advanced workstation, you gain +5 bonus to science checks to craft items and the process takes half as long.

You can also disassemble weapons and armor for scrap parts. It requires the same science DC as creating it and takes half the time it takes to create an item. If you succeed the check, you gain scrap parts equal to 1/3 the number of scrap parts it takes to build the item (minimum 1). If you fail, you only gain 1/10 the normal scrap parts (minimum 0).

You cannot use scrap parts to create a BFG-9000, nor can you disassemble the BFG.

Science Devices

Science devices are special abilities exclusive to scientific characters who take the Battlefield Engineer specialization theme. Science devices are powers that can be used by expending special components that are created from spare parts. A character can spend a minute transforming spare parts into a science device. They can use that science device as a standard action to replicate any effect available to that tier of science device.

There are three tiers of scientific devices: basic, expert, and masterwork. Each tier is exclusive to one of the tiers of specializations in the Battlefield Engineer theme. For example, the Tinker specialization is needed to use basic science devices, while engineer is needed for expert science devices. Possessing a higher tiered specialization does not give you all the lower tiered devices as well. For example, if you take the Engineer advanced specialization, you would not gain access to the basic science devices. You would still need to take the Tinker basic specialization.

Science devices are important for intellectual characters because they allow them to adapt to different circumstances. They also allow them to have a solution for a wide variety or problems that might otherwise be very difficult to solve. Most science characters should carry a large number of modular gadgets on their person, so they can constantly use them and always have a trick leftover for a difficult situation.

Science devices generally have effects that scale based on the character's Intelligence ability score. Smarter characters generate more powerful effects. In addition, many devices require a science attack roll. The accuracy of a science attack is the character's ranks in science plus their intelligence.

Basic Science Devices

Basic science devices are gained from the Tinker basic specialization. They are some of the most generic and universally effective science devices, making them good for every level of play. Basic science devices require battlefield gadgets. Battlefield gadgets are created from 2 scrap parts, take up 1 inventory slot, and weigh a single pound.

Trick	Effect
Argent Ray	Fires a focused beam of energy at a single target
Concussive Surge	Object releases a localized blast that knocks targets backward in a cone
Black-Out Blast	Surge of energy fries all lights within an area
EMP Ray	Uses object as a ray that depletes shields in an area
Explosive Charge	Bomb that explodes once certain conditions are met
Remote Hacker	Device that automatically picks locks, shuts down a computer, or enables distant hacking
Restorative Drone	Thrown object that deals tiny healing at a range
Scanner Sweep	Device can be used to reveal hidden foes in an area around it
Seismic Charges	Bomb that deals excessive damage to terrain and structures, but none to anyone else

Argent Ray
Basic Science Device
The device is modified to emit a short-ranged beam of focused Argent energy. Make a science attack within short range, suffering accuracy penalties for shooting beyond short range, as normal. If the attack hits, the target takes a hit of energy damage equal to 5 +3x your intelligence, with a penetration of 4x intelligence and the Focusing Beam trait.

Concussive Surge
Basic Science Device
You can use your device as a localized explosive that pushes enemies backwards in a cone in front of you. This ability effects a Cone area adjacent to you equal to your intelligence. Make a standard device attack roll against the toughness all targets in the area. If they are hit, that are pushed back 1 square, +1 square for every 2 points the attack roll surpasses their toughness.

Black-Out Blast
Basic Science Device

You transform your gadget into a widespread but very weak EMP device that only has the strength to effect lighting systems. When used, this device knocks out all lights within 10x intelligence squares. This effects lights within any structure or installation, as well as flashlights, armor mounted lights, and headlights. This effect lasts a number of rounds equal to the character's intelligence.

Explosive Charge
Basic Science Device

The device is converted to an explosive charge that explodes after preprogrammed parameters are set. This includes proximity of a certain number of squares or a timer for a certain number of rounds or minutes. Once the explosive charge detonates, it explodes in a Burst (Intelligence) area. It deals 30 damage, +4 damage for every point of intelligence, with the Penetration (5) trait. It makes a standard science attack roll to hit.

Remote Hacker
Basic Science Device

Benefit: This tool is gizmo that can be launched or attached to an electronic door or computer. It comes in two parts: the connection rod that goes on the device and the computer interface used by the scientist. The rod can be attached onto an adjacent object as a standard, the same standard action used to activate this device. It can also be launched towards an object with that action. For it to connect, make a ranged science attack roll, with an accuracy penalty equal to the number of squares away the target is from the user. If it hits the defense, then it attaches, and the checks can be made.

The remote hacker has a different effect whether it is used on a computer or a door.

Door: The remote hacker instantly makes a check to unlock the door, regardless in it is a manual or electronic lock. It can also unlock doors that are sealed by a computer, unless the GM rules otherwise. The door is automatically opened if its DC is equal or less than 4x the character's intelligence.

Computer: If the target device is a computer, then the character can make hacking attempts on it without being adjacent to a computer console. Therefore, they can apply the remote hacker, and hide in cover while using the hacker's remote interface to hack the door.

No matter how it is used, the remote hacker only lasts rounds equal to the character's intelligence. Once it wears off, it can no longer be used to make remote hacking attempts and there is nothing stopping doors from shutting and sealing.

Restorative Drone
Basic Science Device

Upon converting a device into a restorative drone, the drone can be thrown at an ally to heal them. Target an ally within short range. The drone explodes over them, healing them with restorative medical nanites. They spend a healing threshold to recover 5x your intelligence hit points.

Scanner Sweep
Basic Science Device

Your battlefield gadget is transformed into a short-ranged scanner that highlights and reveals all individuals, including hidden foes. The scanner effects all nearby targets, friend or foe, within an area equal to your intelligence. Within that area, no combatant can benefit from concealment, or the hidden or cloaked conditions. This area follows you and lasts a number of rounds equal to ½ your intelligence.

Seismic Charges
Basic Science Device

The device releases a sonic charge that is devastating to terrain features, such as walls, doors, and bridges. Its shaped design also deals no direct damage to characters or vehicles within the area. The explosive does not activate instantly and instead blows after 5 turns have passed. Once it detonates, it effects a burst area equal to 2x intelligence and deals 10x intelligence damage with the Piercing weapon trait. As mentioned, it only effects terrain features within the area, not combatants. However, the effects of the charge can easily kill or maim others when a bridge collapses or a ceiling caves in.

Expert Science Devices

Expert science devices are gained from the Engineer advanced specialization. Expert science devices are some of the most efficient and useful devices. They lack the raw power of masterwork devices and the universal utility of basic devices. Expert science devices require advanced modules. Advanced modules are created from 10 scrap parts, take up 1 inventory slot, and weigh two pounds.

Trick	Effect
Anti-Gravity Mine	Lays a mine that throws those who step on it upwards
Cluster Demolition Charges	Object explodes once per round for 3 rounds, larger burst area but less damage each round
Decay Enhancement Device	Releases a toxic bomb that poisons humans, decays corpses, and devastates zombies
Force Field Projector	Creates a temporary force field that wards an area
Incendiary Room Clearer	Creates a spreading field of fire that overwhelms an area
Nanite-Delivery Unit	Releases a floating orb that heals 1 target per round for several rounds
Relocation Device	Object is launched then teleports user to the target area after a round
Targeting Luminescent	Object releases directional light, blinding and deafening those within the area

Anti-Gravity Mine
Expert Science Device

You transform your module into an anti-gravity mine that throws enemies upwards. You plant the mine as normal, and it takes a DC 25 perception check to notice. When it detonates, it effects a Burst (1/2 intelligence) area. Make a science check against the toughness of all enemies in the area. If the attack hits, the enemies are thrown up into the area, at a height of 1 square per point of intelligence. Even if the attack hits, targets are thrown ½ that distances upwards. Once thrown, enemies suffer falling damage on the way back down. If enemies collide with the ceiling, they suffer 10 damage times the distance they would have be thrown passed the ceiling. For example, if an enemy is thrown 6 squares upwards, but collides with the ceiling after 2 squares, they would suffer 40 damage. Finally, every target hit by the attack is knocked prone. Vehicles lose control instead.

Cluster Demolition Charges
Expert Science Device

The device is converted to an explosive charge that begins exploding after preprogrammed parameters are set. This includes proximity of a certain number of squares or a timer for a certain number of rounds or minutes. Once the explosive charge detonates, it explodes in a Burst (1/2 Intelligence) area. It deals 10x intelligence damage. It makes a standard science attack roll to hit. After it detonates, it remains in place, and explodes at the start of the next turn. The next turn it has a Burst area equal to Intelligence and deals 6x intelligence damage. Finally, it explodes again on the third turn, with a burst area equal to 2x intelligence and dealing 4x intelligence damage.
Note: If it is a UNSC character using the device, the explosive charge gains Penetration (5). If it is a Covenant character using the charge, it gains the Plasma weapon trait.

Decay Enhancement Device
Expert Science Device

This device has bio-toxic particles within it that quickly eat away at tissue, especially dead tissue. This device can be thrown to a location within 15 squares, after which it emits a Burst (10) cloud of toxic gas. This gas poisons humans within the area, forcing them to take a DC 13 endurance check each round or suffer 10 poison damage. It also disintegrates all human corpses in the area after 5 rounds. Against zombies, it is even more effective, dealing 20 piercing damage to every zombie in the area (no attack roll required) every rround. The cloud lasts for 10 rounds.

Force Field Projector
Expert Science Device

You convert the module into a temporary force field projector. After spending a full-round action to set up the projector, it creates a flat wall that blocks fire from passing through it. This wall is a number of squares wide equal to ½ intelligence. The force field projector counts as an energy shield that blocks attacks passing through it. The force field projector has an energy shield pool of 20x intelligence and 10 shield armor. While it blocks attacks, the force field projector can be moved through as normal. If not destroyed, it lasts for 1 minute per point of intelligence.

Incendiary Room Clearer
Expert Science Device

This device creates a quickly spreading field of fire that burns in contact with any substance. The device is placed on an adjacent square as a standard action and activates after 2 rounds have passed. When activated, it sets a Burst (2) area centered around the device on fire. The fire deals 40 damage (penetration 5) to anyone who passes through or starts their turn in the area. Every round, the device's area doubles, until it expands to a Burst (32). The fire lasts for 1 hour, or until someone puts it out.

Nanite Delivery Unit
Expert Science Device

You convert your module into a floating drone that dispenses medical nanites to nearby allies as needed. You set up the drone in adjacent square of your choosing, and it lasts a number of rounds equal to your intelligence. Every round, at the start of your turn, pick an ally within 3 squares of the drone. They recover 3x intelligence hit points without needing to spend a healing threshold.

Relocation Device
Expert Science Device

The relocation device is a one-time use teleportation platform that teleports the user to the appointed location. When created, it can be thrown to any location within sight that is within 15 squares. Once it lands, it begins the charge up. At the start of the user's next turn, they are instantly teleported to where the device deployed, as long as they are still within 1 kilometer of it.

Targeting Luminescent
Expert Science Device

The module releases a blinding blast of light in a directed area of effect. Make a science attack roll against all targets within a Line equal to 3x intelligence. If the attack rolls succeeds, targets are blinded. To end the blinded effect, the targets can make an Endurance check at the end of each turn (DC 15+ intelligence). On a success, they are no longer blinded.

Masterwork Science Devices

Masterwork science devices are gained from the Mechanist master specialization. Masterwork science devices are definitively the most powerful. However, they are the hardest to use and most situational. Masterwork science devices require war engines. War engines are created from 30 scrap parts, take up 2 inventory slots, and weigh ten pounds. Because of their size, they cannot be carried on an equipment belt.

Trick	Effect
Advanced Auto Turret	Releases a floating turret that makes three laser attacks per turn
Banishment Device	Instantly thrusts 1 or more demons back to hell
Burst Shield Projector	Item explodes to create an energy shield around self or adjacent target, high shield armor
Hell Rift	Opens a hell rift, causing demons to pour into the universe
Neutralizing Charge	Massive EMP explosion that shuts down electronics in a large area for a short time
Nuclear Charge	Massive explosion that deals considerable damage in a large area
Omega Power Cell	Powerful plasma cell that gives overwhelming energy yields for a short while
Regeneration Device	The object, while worn, gives the recipient regeneration for 2 hours
Stealth Field Generator	Item creates a cloaking field that hides all nearby allies for a duration

Advanced Auto Turret
Masterwork Science Device

You transform your war engine into an advanced floating turret that fires plasma blasts at nearby foes. You set up the turret in any unoccupied square adjacent to you. At the start of each of your turns, it fires a ranged attack at 3 foes within long range. Make a single science attack roll against each target. If the attack hits, the target takes 15 +2x intelligence damage with penetration equal to 3x intelligence. This attack has the Energy Damage weapon trait. It lasts for 1 minute before collapsing.

Banishment Device
Masterwork Science Device

You turn your engine into a grenade that creates a reverse hell rift that sends demons back to their native plane. The banishment device has a short range and makes a science attack roll against all targets in the area. It has a Burst 1 area. The attack gains +5 accuracy for every square beyond the first that is overlapping the creature's space. Thus, if the area of the device is touching 3 of a target's squares, it gains +10 accuracy. If the attack bypasses the toughness of a demon, they are instantly defeated as they are sucked back to hell. This device has no effect when used in hell.

Burst Shield Projector
Masterwork Science Device

You create a device that explodes and creates a temporary but very powerful energy shield around yourself or an adjacent ally. This device gives the target a personal energy shield with a shield pool of 25x intelligence and shield armor equal to 3x intelligence. If the target already has an energy shield, then those shields are applied only after this shield is depleted. This shield cannot recover shield pool by any means. It lasts until depleted or 1 minute per point of intelligence passes.

Hell Rift
Masterwork Science Device

In a moment of madness or desperation, you have turned your device into an explosive that creates a hell rift upon activation. This device is a planted explosive that triggers once the circumstances you set activate. Once the hell rift activates, roll a d20. The rift summons that many demons into the universe, at a rate of 2 per round. Generally, the rift starts with weaker demons and escalates to more powerful demons. The more demons that a rift summons, the more likely it is to summon more powerful demons. It is up to the GM what demons are summoned. This device has no effect when used in hell.

Neutralizing Charge
Masterwork Science Device

The neutralizing charge is an EMP explosive designed to deactivate all electronics within a massive area. Activated as a full-round action, this ability effects all computers, vehicles, AIs, and robots within a Burst (20x intelligence area). Every AI and construct are effectively stunned. Cybernetic parts shut down, crippling those who wear them. Moving vehicles lose control. This effect lasts 1 round, plus 1 additional round per 5 points of intelligence you possess.

Nuclear Charge
Masterwork Science Device

You create a miniature, nuclear device. This device is less effective than a full-sized nuke, but still capable of destroying entire buildings or city blocks. Building this item requires spending 5 minutes to combine 3 war engines. Once combined, this device can be planted and activated after 1 minute. It comes with a timer, that will go off at the set time, between 1 minute and 1 hour. When it explodes, it effects a Burst (100), dealing 60 damage with Penetration (20) and Hailfire (4). Most likely, this bomb will destroy whatever structure or ship it is placed within, unless it is excessively large. Even then, it will do considerable structural damage.

Omega Power Cell
Masterwork Science Device

The omega power cell is a super-charged source of energy. It can be used to give an energy weapon a substantial boost for a short while, or act as a portable power source that can power even great machinery. When plugged into a weapon that uses power cells, the omega power counts as a magazine of 250 for whatever weapon is using it. It also gives the weapon +10 damage and +10 penetration while using that magazine. When used to power machinery, the omega power cells has all the kick of a major power reactor, but can only function as one for a few rounds. Smaller, simpler machines can be charged almost indefinitely, while a major piece of machinery that requires a full reactor can be charged for 3 rounds.

Regeneration Device
Masterwork Science Device

You create a device that, while worn, regularly pumps restorative nanites into your bloodstream. You or any of your allies can wear the device after it is created. It takes up 3 slots on an equipment belt. While the device is active, it gives the user regeneration every round equal to your intelligence value. It lasts for 1 hour before expiring.

Stealth Field Generator
Masterwork Science Device

Your engine becomes a portable stealth field generator that hides all nearby allies. This object is a one-handed item that must be carried in hand. All allies within 6 squares of you gain the Cloaked trait while the field is active. This device lasts a number of rounds equal to your intelligence before expiring.

Chapter 3: Playing as a Night Sentinel

The story of DOOM did not start with humanity. Another race, known as the Argenta, once had power and settlements throughout the dimensions. They were protected by a knightly warrior caste, known as the Night Sentinels, who safeguarded their world from violent monsters and protected their civilization. The Argenta lived on the world of Argent D'Nur, where they benefited from a powerful energy created for them by elemental wraiths. They were further sphereded by divine, angelic beings known as the Makyr, who further uplifted their society.

The Argenta's dominance did not last. Their world was invaded by demons of Hell. Even more atrocious, the demons became allied with both the Makyrs and the ruling priest class of the Argenta, known as the Order of Daeg. Together, they built a citadel in Hell that funneled the souls of Argenta slain by demons into the Makyr's realm, Urdak. When the warrior caste of Argent D'Nur learned of this betrayal, they launched a rebellion that ultimately failed. Most of the noble Night Sentinels died with that rebellion.

However, some may have survived, fighting in Hell all this time to gain vengeance against their enemies. As an alternative, some previously neutral Night Sentinels may have been inspired by their tale and become disgusted at the corruption of their society. These warriors may start to fight the demon hordes in the legacy of those great warriors. This is the premise of the Night Sentinel playable race.

A player Night Sentinel is a great, knightly warrior of the Argenta who has sworn a crusade against the forces of Hell. This race is ideal for players who want to play a great warrior similar in skill set to the Doom Slayer himself. Night Sentinels work well in elite, small parties of their own kind fighting against the forces of Hell or coming together with humans on Earth as they fight the demons trying to take their world.

Night Sentinel Race Rules

Night Sentinels are a much more powerful race that focuses on combat and crafting their own, unique, equipment. Make sure you have your Game Master's approval before creating a Night Sentinel character.

Note that Night Sentinels do not use background points and only gain 2 +1/2 intelligence skill points when spending characteristic points to increase skills.

Night Sentinel

Characteristic Points: 22
Ability Score: 3 Strength, 3 Instinct, 3 Agility, 4 Fortitude, 3 Intelligence, 4 Willpower

Sentinel's Ferocity: Night Sentinels have a unique mechanic known as Ferocity. Sentinels gain ferocity by eliminating enemies and channeling their warrior training. Sentinels begin combat with no ferocity. They gain a ferocity the first time they reduce an enemy to 0 hit points in a turn or if they spend a full-round action channeling their ferocity. If they successfully use the glory kill talent, they gain 2 ferocity. They can have a maximum of 3 ferocity points at a time.

Focus can be used on the Sentinel's turn to enact one of the following effects:

-Onslaught: Instantly make a standard action attack. If this is a melee attack, they gain +10 accuracy
-Warrior Focus: Gain a +5 bonus on all skill checks until the start of your next turn. This does not apply to attack rolls.
-Retaliate: When an enemy's turn, when you suffer damage from an attack, you can make a standard action attack back at them even though it is their turn.
-Exhilaration: Spend a healing threshold upon killing an enemy to recover 10x Fortitude hit points
-Revitalize: Regain a spent healing threshold as a free action (requires spending 3 ferocity)

Using Sentinel's Ferocity requires no actions, but can only be used on your turn (with the exception of Retaliate). Sentinels only gain ferocity while within an encounter and lose all ferocity once outside an encounter. They begin every encounter with 0 ferocity, unless they have an ability that allows otherwise. A sentinel cannot gain a ferocity point from an action that they spend a focus on.

Wargear: Night Sentinels are always working on their weapons and armor, hoping to perfect their equipment to be the ultimate warrior. At level 1, the only equipment you begin with is your Sentinel Training Armor and two level 1 unlock (not upgrade) wargear choices from the following list: spear, axe, dagger, blade, cuirass, greaves, gauntlet, or helmet. Every level after 1st, you gain a wargear upgrade. This upgrade is used to buy new weapons or armor or to upgrade your weapons or armor with new features. If you lose one of your default or unlocked weapons or armor, you can spend 24 hours in a forge to make a replacement.

See Sentinel Wargear later in this chapter for the rules on wargear.

Specialization: Night Sentinels chose and gain specializations just like human characters. They use the same list of specializations that are described in the beginning of this resource.

Demon Slayers: Night sentinels do not lose morale for ending their turn adjacent to a demon. In addition, they always start with the Glory Kill I talent and do not spend healing thresholds when performing a successful glory kill.

Heroic Race: Night Sentinels cannot be played as non-heroic characters. Night Sentinels are always High threat characters, and count as 2 individuals for rewarding or dividing experience.

Description: Night Sentinels were the warrior caste of the Argenta, an ancient culture hailing from the world of Argent D'nur. They engaged in a prolonged battle with the demons of Hell, until they realized they were betrayed by their own priests. In secret, their priests, in service to their god, Khan Makyr, devised a plan to syphon the souls of dead Argenta into hell. They used the war to butcher their own people and twist their souls into an energy form that would power Khan Makyr's dimension, Urdak. A civil war broke out between the Night Sentinels, some fighting for justice and the preservation of their people, while others serving the twisted and selfish machinations of their god. The followers of the Makyr won the war, and what little society they had left was crippled and corrupted.

The race is for a remaining member of the Argenta night sentinels who carries on the battle against Hell. With their armies gone, these isolated warriors have fought alone or in small groups to defeat the forces of Hell. Their crusades may bring them across dimensions or into the beating heart of Hell itself. With the demonic invasion of Earth, they may even come to the humans to fight their enemies as they invade our world.

Night Sentinels are elite warriors who have great ferocity and training, as well as a collection of their own wargear. Cut off from supply chains and society, Night Sentinels have learned to craft, replace, and upgrade their own gear, as well as making personal modifications over time to their equipment. In addition, they might readily use the equipment of humans as well.

Night Sentinel Wargear

Night Sentinels must know how to craft, upgrade, and replace their own weapons and armor. At character creation, a sentinel only knows their most basic armaments; the Sentinel Armor and two level 1 unlock wargear (unlock, not upgrade) choices from the following list: spear, axe, dagger, blade, cuirass, greaves, gauntlet, or helmet. Every time they gain a level, starting at level 2, they gain a new wargear upgrade. They pick a weapon or armor that they have not unlocked and add it to their repertoire. Alternatively, they can select a weapon or armor they have unlocked and upgrade it. Many upgrades have a choice of what benefit you can gain at each upgrade level. Once chosen, they are permanent and cannot be undone.

There is more possible wargear upgrades than there are levels in the game. Make sure you prioritize the essential upgrades for how you want you sentinel to fight, while finding a balance between weapons and armor.

Sentinel Armor

All sentinels begin with a basic suit of Sentinel Training Armor. This armor functions as described below.

Sentinel Training Armor
Sentinel Heavy Armor
Base Cost: NA
Damage Resistance: 6   **Defense Penalty:** -3   **Resistance Rating:** +3
Mounted Gear: NA
Ability Score Bonuses: NA
Weight: 40 lbs.
Special Traits: Cumbersome, Situational Environmental Protection*

*__Situational Environmental Protection:__ If the sentinel using their training armor has unlocked their basic cuirass, gauntlet, greaves, and helmet, then this armor gains Elemental Protection.

Every armor upgrade further enhances your armor, until it becomes a magnificent, impenetrable bulwark at higher levels. These armor upgrades are broken into different physical locations, namely cuirass, helmet, gauntlets, and greaves. Not matter which physical slot they occupy; all armor upgrades enhance your suit of armor and add their benefit to wearing the armor as a whole.

Each upgrade, after their initial purchase, can be upgraded up to 3 times. Each upgrade gives you a choice of what benefit your armor gains. Remember, once these benefits are chosen, they cannot be undone.

Cuirass Upgrades

The cuirass upgrades empower and protect your torso and shoulders.

Cuirass Unlock
Minimum Level: 1
Benefit: Your armor gains +4 base damage resistance.

Cuirass Upgrade 1
Minimum Level: 1
Benefit: Your armor gains +2 base damage resistance and one of the following two upgrades.

Ablative Plating: You gain 3 temporary hit points each turn for every armor shard upgrade on your armor.
Sturdy Reinforcement: You gain +4 damage threshold while wearing your armor.

Cuirass Upgrade 2
Minimum Level: 5
Benefit: Your armor gains +2 base damage resistance and one of the following two upgrades.

Force Field: Your armor provides you with an energy shield. This energy shield has a shield pool of 40 and 5 shield armor. You can recharge 20 points to your energy shield by spending a warrior's ferocity as a minor action.
Physical Enhancement: While worn, your armor gives you +1 strength and agility. This stacks with other enhancements that give your armor bonus ability scores.

Cuirass Upgrade 3
Minimum Level: 10
Benefit: Your armor gains +2 base damage resistance and one of the following two upgrades.

Relic: Your armor reduces the penetration of all attacks against you by 5. In addition, piercing damage attacks instead have penetration 20 against you.
Ancestral: While wearing your armor, you start all encounters with 1 ferocity point, and your maximum ferocity increases by 1. This is cumulative with other armor upgrades that have this enhancement.

Gauntlets Upgrades
The gauntlet upgrades protect your hands and arms.

Gauntlet Unlock
Minimum Level: 1
Benefit: Your armor gains +1 base damage resistance and gives +1 strength. This stacks with other enhancements that give your armor bonus ability scores.

Gauntlet Upgrade 1
Minimum Level: 1
Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Brawling Knuckles: Your unarmed attacks gains +6 damage, +6 penetration, and +2 accuracy while using your armor.
Empowered Servos: All of your melee attacks gains bonus penetration equal to ½ your strength score.

Gauntlet Upgrade 2
Minimum Level: 5
Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Mighty Strength: While worn, your armor gives you +2 strength. This stacks with other enhancements that give your armor bonus ability scores.
Cleaving Blade: One of your suit's arms has an underslung, retractable blade. You can use this blade as a melee weapon. It is drawn or put away as a free action. It uses the following attack profile. In addition, you gain +5 to glory kill checks when you have this blade.

Cleaving Blade
One-handed Melee Weapon

Damage: 16	**Accuracy:** +2	
RoF: Average	**Range:** Melee	
Shots: NA	**Power Rating:** +3	**Weight:** NA

Special Traits: Penetration 4, Rending 4

Gauntlet Upgrade 3
Minimum Level: 10
Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Blood Punch: You can perform a blood punch, an incredibly powerful melee strike. Doing this requires spending 2 ferocity and a standard action. You make a single melee strike against an enemy with bonus accuracy equal to twice your strength score. The attack deals damage equal to 10x your strength score. If the attack hits, all enemies adjacent to your target suffer 5x strength score damage if the attack hits them as well.
Ancestral: While wearing your armor, you start all encounters with 1 ferocity point, and your maximum ferocity increases by 1. This is cumulative with other armor upgrades that have this enhancement.

Greaves Upgrades

The greaves upgrades protect your feet and legs.

Greaves Unlock
Minimum Level: 1
Benefit: Your armor gains +1 base damage resistance and gives +1 agility. This stacks with other enhancements that give your armor bonus ability scores.

Greaves Upgrade 1
Minimum Level: 1
Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Dash: As a minor action, you can perform a quick dash. This dash allows you to make a shift action, except that you move 5 squares and must move in a straight, horizontal line. This can even be used while jumping to get extra horizontal distance in your leap. You can perform up to 2 dashes in a single turn.
Boost: You gain +2 base movement speed while wearing your armor.

Greaves Upgrade 2
Minimum Level: 5
Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Accelerated: While worn, your armor gives you +2 agility. This stacks with other enhancements that give your armor bonus ability scores.
Coordinated Movements: While wearing your armor, you gain a +20 bonus to athletics and acrobatics tests. This does not apply to acrobatics tests used to evade.

Greaves Upgrade 3
Minimum Level: 10
Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Trample: You can move through enemies' squares while wearing your armor. This only effects enemies that are large-sized or smaller, and you can only move through one of a single enemy's square each round. Every enemy whose square you move through suffers 25+ your strength score damage, no attack roll required.
Ancestral: While wearing your armor, you start all encounters with 1 ferocity point, and your maximum ferocity increases by 1. This is cumulative with other armor upgrades that have this enhancement.

Helmet Upgrades

The helmet upgrades protect your head.

Helmet Unlock
Minimum Level: 1
Benefit: Your armor gains +1 base damage resistance and gives you +2 damage threshold while worn. In addition, your helmet includes a digital uplink.

Helmet Upgrade 1
Minimum Level: 1
Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Infravision: Your helmet allows you to see in the darkness perfectly. You can also ignore concealment and improved concealment. Finally, you can make spotter actions as a move action on your turn, at a range of 30 squares.
Warrior's Eyes: You can make detector actions as a minor action on your turn at a range of 30 squares.

Helmet Upgrade 2
Minimum Level: 5
Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Accelerated: While worn, your armor gives you +2 instinct. This stacks with other enhancements that give your armor bonus ability scores.
Vital Sight: Your HUD shows your enemies weak spots. While worn, you gain +4 rending with all weapon attacks.

Helmet Upgrade 3
Minimum Level: 10
Benefit: Your armor gains +1 base damage resistance and one of the following two upgrades.

Spectral Sight: Your helmet can see through dimensions. While activated as a minor action, you can see through walls within 30 squares, realizing what hides behind them. In addition, by spending 2 ferocity in an encounter, you can attack through a wall or any sort of cover with an attack. This allows the attack to bypass total cover and ordinary line of sight.
Ancestral: While wearing your armor, you start all encounters with 1 ferocity point, and your maximum ferocity increases by 1. This is cumulative with other armor upgrades that have this enhancement.

Weapons

By unlocking a weapon, you can craft and maintain that weapons. That weapon is part of your arsenal, and you likely carry it with you wherever you go. In general, unlock a weapon means that you have the parts and materials to have one of that weapon. All sentinels begin with the Sentinel Spear and Sentinel Daggers wargear options.

Each upgrade, after their initial purchase, can be upgraded up to 4 times. Many upgrades give you a choice of what benefit your armor gains. Remember, once these benefits are chosen, they cannot be undone.

Sentinel Axe Unlock

Minimum Level: 1

This upgrade gives you a sentinel axe, a vicious and mighty kill instrument.

Sentinel Axe
One-handed Melee Weapon
Base Cost: NA

Damage: 24	**Accuracy:** +0	
RoF: Slow	**Range:** Melee	
Shots: NA	**Power Rating:** +4	**Weight:** 15 lbs

Special Traits: Penetration (6), Rending (2)

Axe Upgrade 1
Minimum Level: 1
Benefit: The physical blade of the axe has been replaced with a weaponized blade of sentinel energy. The axe gains +6 penetration.

Axe Upgrade 2
Minimum Level: 5
Benefit: Your weapon gains +1 accuracy and deals +1 power rating of damage and gains one of the following two upgrades.

Extended Blade: Your weapon gains the Cleaving (1) trait.
Unstable Energies: Your weapon deals +2 power ratings of damage.

Axe Upgrade 3
Minimum Level: 10
Benefit: Your weapon gains +3 penetration and gains one of the following two upgrades.

Blocking: Your weapon can briefly turn into a shield. When you perform a bobbing and weaving action with the axe drawn, you gain an additional +2 defense above normal.
Animated: The weapon moves almost with a life of its own. It increases to Average attack speed.

Axe Upgrade 4
Minimum Level: 15
Benefit: Your weapon gains +1 accuracy and deals +1 power rating of damage and gains one of the following three upgrades.

Argent Energy: Your weapon utilizes pure Argent energy, siphoned from Hell, to empower the weapon. The weapon gains +2 power ratings of damage, gains +2 penetration, and +2 rending
Makyr: Enhanced with the alien, advanced technology of the Makyrs, this weapon quickly disintegrates foes with huge amounts of energy. The weapon deals Piercing damage.
Elemental: The weapon is enhanced with the power of the Elemental Wraiths that sustained Argenta civilization. Your weapon deals +1 crippling wound point upon dealing a wound. Furthermore, when you gain max attack overages with an attack with this weapon, the bonus damage from overages is doubled.

Sentinel Blade Unlock

Minimum Level: 1

      This upgrade gives you a sentinel blade, modeled after the crucible, that is a balanced and swift weapon.

Sentinel Blade

One-handed Melee Weapon
Base Cost: NA

Damage: 21	**Accuracy:** +3	
RoF: Average	**Range:** Melee	
Shots: NA	**Power Rating:** +4	**Weight:** 9 lbs

Special Traits: Penetration (2), Rending (2)

Blade Upgrade 1

Minimum Level: 1
Benefit: The physical blade of the sword has been replaced with a weaponized blade of sentinel energy. The axe gains +6 penetration.

Blade Upgrade 2

Minimum Level: 5
Benefit: Your weapon gains +1 accuracy and deals +1 power rating of damage and gains one of the following two upgrades.

Great Sword: Your weapon is now a two-handed great sword. It requires two hands to use, but gains +2 penetration, +2 rending, and +2 power ratings of damage.
Finesse: Your weapon has a narrower blade and is more balanced. It gains Fast attack speed, the defensive trait, and functions with the Knife Master talents.

Blade Upgrade 3

Minimum Level: 10
Benefit: Your weapon gains +3 penetration and gains one of the following two upgrades.

Executing: While you have a blade equipped, you gain +5 to Glory Kill checks.
Slaying: The weapon deals +5 damage for every size category the target is above medium.

Blade Upgrade 4

Minimum Level: 15
Benefit: Your weapon gains +1 accuracy and deals +1 power rating of damage and gains one of the following three upgrades.

Argent Energy: Your weapon utilizes pure Argent energy, siphoned from Hell, to empower the weapon. The weapon gains +2 power ratings of damage, gains +2 penetration, and +2 rending
Makyr: Enhanced with the alien, advanced technology of the Makyrs, this weapon quickly disintegrates foes with huge amounts of energy. The weapon deals Piercing damage.
Elemental: The weapon is enhanced with the power of the Elemental Wraiths that sustained Argenta civilization. Your weapon deals +1 crippling wound point upon dealing a wound. Furthermore, when you gain max attack overages with an attack with this weapon, the bonus damage from overages is doubled.

Sentinel Dagger Unlock

Minimum Level: 1

      This upgrade gives you a pair of sentinel daggers, light and flexible killing instruments. All of your upgrades apply to both of your sentinel daggers.

Sentinel Dagger

One-handed Melee Weapon
Base Cost: NA

Damage: 14	**Accuracy:** +1	
RoF: Fast	**Range:** Melee	
Shots: NA	**Power Rating:** +3	**Weight:** 4 lbs

Special Traits: Rending (4), Light Weapon*

Light Weapon*: Your accuracy penalties while dual-wielding this weapon are reduced by 3. The weapon functions with the Knife Master talents.

Dagger Upgrade 1
Minimum Level: 1
Benefit: The physical blade of your dagger has been replaced with a weaponized blade of sentinel energy. The dagger gains +6 penetration.

Dagger Upgrade 2
Minimum Level: 5
Benefit: Your weapon gains +1 accuracy and deals +1 power rating of damage and gains one of the following two upgrades.

Throwing: You can throw one or both of your daggers at medium range as an attack. They gain +4 accuracy when used in this way. Hit or miss, they return to you at the end of your turn. The weapon counts as combat knife for the Throwing Expertise talent.
Soul Seeker: Your weapon aims for the vital points containing the life force of an enemy. They gain +2 rending and +2 accuracy.

Dagger Upgrade 3
Minimum Level: 10
Benefit: Your weapon gains +3 penetration and gains one of the following two upgrades.

Executing: While you have a dagger equipped, you gain +5 to Glory Kill checks. If you have both daggers equipped, you gain +10 instead.
Perfect Balance: When making multiple strikes with your weapon, you gain +6 accuracy for every additional weapon strike, instead of +4.

Dagger Upgrade 4
Minimum Level: 15
Benefit: Your weapon gains +1 accuracy and deals +1 power rating of damage and gains one of the following three upgrades.

Argent Energy: Your weapon utilizes pure Argent energy, siphoned from Hell, to empower the weapon. The weapon gains +2 power ratings of damage, gains +2 penetration, and +2 rending
Makyr: Enhanced with the alien, advanced technology of the Makyrs, this weapon quickly disintegrates foes with huge amounts of energy. The weapon deals Piercing damage.
Elemental: The weapon is enhanced with the power of the Elemental Wraiths that sustained Argenta civilization. Your weapon deals +1 crippling wound point upon dealing a wound. Furthermore, when you gain max attack overages with an attack with this weapon, the bonus damage from overages is doubled.

Sentinel Spear Unlock
Minimum Level: 1
This upgrade gives you a sentinel spear, a powerful and versatile polearm.

Sentinel Spear
One-handed Melee Weapon
Base Cost: NA
Damage: 24   **Accuracy:** +2
RoF: Average   **Range:** Melee
Shots: NA   **Power Rating:** +4   **Weight:** 15 lbs
Special Traits: Penetration (2), Versatile Reach*

Versatile Reach*: When this weapon is wielded in 2 hands, it gains +1 power rating of damage, +1 accuracy, and +1 reach.

Spear Upgrade 1
Minimum Level: 1
Benefit: The physical blade at the tip of your spear has been replaced with a weaponized blade of sentinel energy. The spear gains +6 penetration.

Spear Upgrade 2
Minimum Level: 5
Benefit: Your weapon gains +1 accuracy and deals +1 power rating of damage and gains one of the following two upgrades.

Blasting: You can shoot your energy spear tip as a full-round action. Treat your spear as a ranged attack with medium range instead of a melee attack for that turn.
Searing Blade: Your weapon melts through hard surfaces, gaining +3 penetration.

Spear Upgrade 3
Minimum Level: 10
Benefit: Your weapon gains +3 penetration and gains one of the following two upgrades.

Fleshbane: Your weapon deals 3 bleeding damage upon hitting an enemy.
Thunderous Impact: When your weapon bypasses a target's defense and toughness, they are pushed back 1 square and knocked prone.

Spear Upgrade 4
Minimum Level: 15
Benefit: Your weapon gains +1 accuracy and deals +1 power rating of damage and gains one of the following three upgrades.

Argent Energy: Your weapon utilizes pure Argent energy, siphoned from Hell, to empower the weapon. The weapon gains +2 power ratings of damage, gains +2 penetration, and +2 rending
Makyr: Enhanced with the alien, advanced technology of the Makyrs, this weapon quickly disintegrates foes with huge amounts of energy. The weapon deals Piercing damage.
Elemental: The weapon is enhanced with the power of the Elemental Wraiths that sustained Argenta civilization. Your weapon deals +1 crippling wound point upon dealing a wound. Furthermore, when you gain max attack overages with an attack with this weapon, the bonus damage from overages is doubled.

Ballista Unlock

Minimum Level: 5

This upgrade gives you a ballista, a powerful, focused ranged energy weapon. This weapon requires plasma cells to operation, meaning you will need to scavenge them from humans or other races.

Ballista
Two-handed Ranged Weapon
Base Cost: NA

Damage: 40	**Accuracy:** +4	
RoF: Slow	**Range:** Distant	
Shots: 250 plasma cells	**Power Rating:** +5	**Weight:** 35 lbs.

Special Traits: Penetration (25), Hailfire (1), Energy Damage, Inefficient Ammo (25), Long Reload

Ballista Upgrade 1
Minimum Level: 10
Benefit: With this upgrade, you can craft one out of the two weapon mods for the ballista. This functions identically to the weapon mods on human firearms. When you chose this upgrade, chose on of the mods. You have that mod to affix to your gun. Unlike other upgrades, this upgrade can be done more than once. If taken a second time, you gain the second weapon mod to swap out on your weapon.

These are the possible weapon mods for the ballista.

Arbalest
Description: The arbalest allows the ballista to be fired as a full-round action, transforming into a projectile that sticks to a target. Once it hits a target and deals damage, it sticks to the target and explodes at the start of the player's next turn. When it explodes, it makes a +20 attack roll versus the stuck target and everyone within 2 squares of them, dealing normal weapon damage on a hit or half that much on a miss.

Destroyer Blade
Description: This addon allows the ballista to fire a wide blade of sweeping death. The weapon can be fired as a full-round action, using up twice as much ammunition and suffering a -5 accuracy penalty. However, the weapon fills up a wide line from the attacker, that is 3 squares wide and 30 squares long. All within the area suffer the attack, or suffer half damage on a miss.

Ballista Upgrade 2
Minimum Level: 15
Benefit: Your weapon gains +1 accuracy and deals +1 power rating of damage and gains one of the following two upgrades.

Quick Shot: The weapon increases to Average attack speed.
Unstoppable: The Ballista gains the Unstoppable trait.

Ballista Upgrade 3
Minimum Level: 20
Benefit: Your weapon gains +1 accuracy and deals +1 power rating of damage and gains one of the following two upgrades

Decimation: Your weapon gains +2 power ratings of damage and +10 penetration.
Twin-Beam: Your weapon instantly destroys energy shields, regardless of shield value, on a hit. In addition, any target that loses their energy shields to this weapon suffer an automatic hit of 100 damage, no penetration or attack overages.

Equipment Launcher Unlock

Minimum Level: 10

This upgrade mounts a special munitions launcher on your sentinel armor. This munitions launcher can be either a grenade launcher or flamethrower (or, eventually, both). It is used as a minor action once per 5 rounds. When you first select this weapon, you chose whether you want the grenade launcher or flamethrower.

You can take the equipment launcher upgrade a second time to gain the other weapon on your sentinel launcher. You choose which one you want to use when you fire it.

Sentinel Grenade Launcher

Equipment Launcher
Base Cost: NA

Damage: 40	**Accuracy:** +1
RoF: Slow	**Range:** Long
Shots: Self-Sustaining	**Power Rating:** +5

Special Traits: Penetration (5), Burst (2), Grenade, Delay, Equipment Launcher*

Sentinel Flamethrower

Equipment Launcher
Base Cost: NA

Damage: 25	**Accuracy:** +0
RoF: Fast	**Range:** Special
Shots: Self-Sustaining	**Power Rating:** +4

Special Traits: Penetration (2), Cone (6), Flames, Equipment Launcher*

***Equipment Launcher**: The equipment launcher manages its own internal ammunition supply and reloads itself. However, after being fired, it cannot be fired again for 5 rounds. It can be fired as a minor action.

Equipment Launcher Upgrade 1

Minimum Level: 15
Benefit: Your weapon gains +1 accuracy, +1 power rating of damage, and +3 penetration.

Equipment Launcher Upgrade 2

Minimum Level: 20
Benefit: Your weapon gains +1 accuracy, and +1 power rating of damage. The grenade launcher becomes a Burst (4) and the flamethrower becomes a Cone (12).

Sentinel Shield Unlock

Minimum Level: 1

This upgrade gives you a sentinel shield. Not exactly a weapon, it is carried on one arm and used for sentinels that prize defense above offense.

Sentinel Shield

Base Cost: NA
Description: The sentinel shield is a small, flexible energy shield that can be redirected quickly against attacks from different directions. A sentinel shield provides a +2 bonus to defense against all attacks. The arm that carries the shield cannot be used for anything else.

Shield Upgrade 1

Minimum Level: 5
Benefit: The sentinel shield, in addition to directional warding, provides an energy shield that absorbs attackers directed towards you. This shield gives the wielder an energy shield with shield points equal to 5x their level, with 5 shield armor.

Shield Upgrade 2

Minimum Level: 5
Benefit: Your shield provides a bonus +1 defense and gains one of the following two upgrades.

Fortress Shield: The shield's energy shield projects in a small area around the shield. All adjacent allies gain the benefit of your energy shield.
Immovable: Your energy shield gains +5 shield armor.

Shield Upgrade 3

Minimum Level: 10
Benefit: Your shield provides a bonus +1 defense and gains one of the following two upgrades.

Repulsion: When your shield suffers damage, all adjacent enemies suffer a hit of 30 damage.
Propulsion: When you perform a melee charge against the enemy, if your attack bypasses defense and toughness, the target suffers a bonus hit of 30 damage and is pushed back 1 square and is knocked prone.

Chapter 4: DOOM Campaign Rules

Going through a Hell invasion involves more than just fighting monsters with guns. There are a variety of special rules that must be thought of, both for the survival and environmental aspects of the game. This chapter will go over many special rules involving playing in the DOOM universe.

Necessities of Survival

Demon invasions cause the general breakdown of social order and supply chains. Therefore, survivors in a Doom campaign need to worry about food and water in order to survive. Not attending to your food and water will cause you to gain stacks of fatigue points. Every point of fatigue gives you -1 to attack accuracy, defense, toughness, resolve, and strength and agility related skill checks.

Different meals give different benefits when consumed. See the equipment chapter above for different types of foods and drinks that you can acquire.

Food and Famine

Living beings must regularly consume food to keep up their strength. Those who do not quickly weaken.

If a character goes eight hours without consuming at least 1 unit of food, they gain 1 fatigue point. Afterwards, they gain an additional 1 fatigue every additional day cycle they go without eating.

Eating a meal removes 1 point of fatigue from famine. Each additional full-sized meal removes another point of fatigue.

Water and Thirst

Even more important than food is water. Without water, a living creature will not last long.

A character must consume at least 1 unit of water every 4 hours or suffer 1 fatigue point. Characters in areas of extreme heat must consume 1 unit of water or suffer 2 fatigue points. This includes Hell, deserts, wastelands, and areas that are being terraformed into Hell.

Drinking fluids reduces thirst fatigue. Pure water removes 2 fatigue points from thirst. A substitute, such as a soda or beer, removes only 1 fatigue. This fatigue only goes away with application of fluids and is known as thirst fatigue.

Wear and Exhaustion

Even if a character gets sufficient food and water, a person will eventually tire from too much exertion or exposure. This is fatigue is known as wear fatigue

Wear fatigue comes from several different sources. All these cause fatigue.

Prolonged Activity

Prolonged activity means the character has been too active for too long. In game turns, this is from the character going more than 12 hours without resting. By doing so, the character gains 2 fatigue for every 4 hours they go without resting after the first three cycles. Resting for at least 4 hours resets the timer for prolonged activity.

Extreme Temperatures

Wandering around for a long period of time in extreme heat or cold will quickly exhaust or even kill a group of unprepared characters. Extreme heat is anything above 100 degrees Fahrenheit, while extreme cold is anything below 30 degrees Fahrenheit. For every 1 hour spend in these environments, the character must make a DC 15 endurance check or suffer

1 fatigue. Therefore, a character that spends four 4 hours in those environments must make 4 checks. Characters with the environmental shielding armor trait do not have to make these checks.

Sprinting

A character can only sprint one round for each 2 points of fortitude every minute. Each additional round of sprinting fatigues the character gives the character +1 fatigue score (see Fatigue Score below). These fatigue points last until the character takes 2 minutes of complete rest.

Tread Water

Each hour spent swimming or treading in water, a character must make a DC 15 Endurance check or gain 1 wear fatigue score. Therefore, if a character spends 4 hours treading or swimming, they must make 4 endurance checks.

The Short Rest

The predations of demons rarely allow for a full, long rest cycle. Therefore, players must rest whenever they gain the opportunity. This is called the short rest, an extended nap where the players rest and recharge without getting a healthy amount of sleep. A short rest requires sleeping for 2 hours. After taking a short rest, the characters recover 2 lost healing thresholds, remove 2 wear fatigue, and regain hit points equal to five times their fortitude.

As normal, if the characters have time to spare, they can take a long rest for 8 hours, regaining all lost healing thresholds and hit points and removing all wear fatigue.

Game Environment Section

Demon invasions cause hazardous conditions. A hell incursion can warp reality as they slowly pull the mortal world into Hell. Many of these hazards can hinder your survivability in an invasion. However, there is opportunity as well. Human society had a large amount of technology that greatly improved quality of life for its citizens. Much of these technologies are still around and can be activated to help you survive.

This section details some DOOM specific environmental traits that can help or hinder your chances for survival.

Blood Pools

Blood pools are common in Hell and regions of the mortal universe where there have been mass slaughters. Wading knee deep in the visceral remains of the dead can be disheartening. If you start your turn in a pool of blood, you lose 1 morale level unless you have the Jaded talent. If you start your turn tun in a pool of blood and are at or are reduced to negative morale, you must make a DC 15 endurance check or gain the Tormented condition for 1 round as you are overcome with nausea.

Demon Totem

+2 attack accuracy, +2 to skill checks, +2 defense, and 10 temporary hit points

Demon totems are grotesque artifacts that channel Hell energy in an area around them. They are created from the twisted remains of butchered by demons. A demon totem creates a 30 square aura around it the empowers demons within the area with the Power of the Underworld condition. All demons benefiting from Power of the Underworld gains . In addition, once every 3 rounds, the demon totem summons 10 levels worth of demons. All these demons must be medium threat or lower.

The demon totem can be destroyed like an object, removing its ability to summon demons and provide the Power of the Underworld condition. It counts as a medium-sized light object, with 75 hit points, 15 damage threshold, and 6 damage resistance. If it receives the damaged condition, it can no longer summon demons.

Food Processing Machines and Vending Machines

Food processing machines are valuable tools that can automatically produce food as needed. They use refrigerator raw materials to cook and prepare meals to serve. A single machine can create up to thirty prepared meals per day. However, every 5 meals it creates, roll a d20. On a natural 1, it means the machine has broken down and needs repairs. Repairing a broken food processor requires a DC 25 science check that requires 8 hours of work and a repair kit.

Food processor machines can also make fattening meals if you so choose, but it can only make fewer of them and has a greater chance of breaking down. Every fattening meal costs 3 daily uses of prepared meals. In addition, you need to make a breakdown check every 2 fattening meals it creates, instead of 5.

Food processing machines are valuable, and often heavily guarded for their ability to maintain a large population of survivors. They are often within or near survivor encampments.

Another solid source for food is a vending machine. These machines will exchange credits for food and drinks. The cost at a vending machine is generally less than the barter cost, but these machines only take credits, not an exchange of goods. A vending machine might be restricted in its contents or give all possible contents. For example, there might be machines that only gives snacks, only gives drinks, or even more restricted and only gives alcohol.

Vending Product	Cost
Snacks (every 2 counts as 1 ration)	2 per item
Prepared Food	20 per item
Water Bottle	5 per item
Soda	10 per item
Alcohol	20 per item
Energy Drink	10 per item

Vending machines have a limited amount of product. In general, a vending machine only has 1d20-2 of every item that it sells. Machines that only sell a single item type instead have 3d20 of that item type. Once all of the items of that type have been purchased, the machine cannot provide any more.

In the wake of social collapse, you may wish to simply wreck a machine and take its contents. You must be careful though, as damaging a machine can reduce its contents. A vending machine counts as a Medium-sized, Dense object (12 damage resistance, 20 damage threshold, 100 hit points). If it gains the damaged condition, you can loot all of it's contents that were not destroyed. In this case, you are able to salvage 80% of each time of foodstuff contained within. Therefore, if the machine held 12 bottles of water, 9 bottles have no been compromised by the machine's destruction. However, if you completely destroy the machine, instead of damaging it, you gain less. Completely destroying the machine reduces you only 20% of the contents. Thus, it is better to break the machine and access it, rather than completely destroying it.

Gore Nests

Gore nests are very important to Hell. Created through hell growths and the accumulation of mangled corpses, they are an anchor that connects the invasion location to Hell. The existence of a gore nest weakens the divide between dimensions, allowing demons to come freely into the world. Destroying gore nests is important for survivors, as it prevents more demons from filling the surrounding area.

A gore nest is a Large-sized, Light Object (6 damage resistance, 20 damage threshold, 100 hit points). It is usually guarded by zombies and lesser demons. If a gore nest is threatened, many demons will teleport to its location to assist in its defense. This force usually consists of 5-20 medium threat demons and 1-6 high threat demons. They will usually split into 2-3 groups, with another group teleporting in 4 rounds after the previous group was summoned.

Once a gore nest is destroyed, Hell's grip on the world will weaken after a few minutes. This will cause demons to stop teleporting in and hell growths to dissipate. This is often a very important plot point in a DOOM campaign; destroying gore nests in order to secure an area from Hell.

Grinders and Smashing Walls

Grinders and smashing walls are defensive measures or torture implements used in hell and cultist bases. Smashing walls spiked walls that smash down or to the side, pulverizing everything they touch by squishing them into paste. Grinders are rolling rows of spike that rip anything inside the pieces. These devices can be automated, activated by a pressure plate, or manually activated from a control room. When activated, the smashing walls or ceilings collide together and pulverize anything inside the area. Grinders rip apart anything that is adjacent to them.

When a smashing wall is triggered, it makes a +12 attack roll against everyone within the affected area. This can be evaded by characters with the Dodge talent. If the attack hits, it deals 80 damage, or half that much damage on a missed attack. Characters within the area also gained the Immobilized and Crushed conditions while they are in the wall. They can make a DC 30 acrobatics test to move their shift speed to wiggle out of the smashing wall's grasp. One round after activation, the smashing wall retracts, removing the conditions and freeing up movement. It will can be activated after another round passes.

Grinders, when activated, make a +15 attack roll against every that is touching or adjacent to them. On a successful hit, the grinder deals 40 damage with the Penetration (5), Rending (5), and Hailfire (2) weapon traits. On a missed attack, it deals half damage and hailfire.

Health Station

These useful stations were developed by the UAC to help their workers survive workplace hazards. By using a health station, taking 2 full-rounds, you regain all lost hit points and healing thresholds as your body is recharged by an injection of nourishing, restorative nanobots. After being used, a health station cannot be used again, by anyone, for another 4 hours.
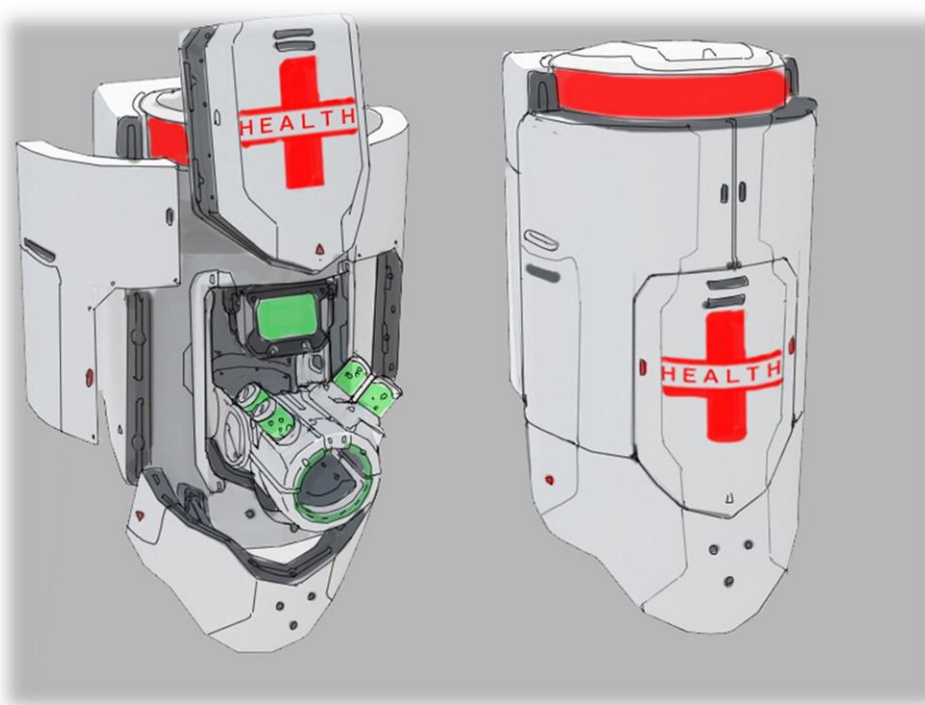
Hell

Hell is the home plane to the demons and where they drag the souls of their victims after they die. A successful hell invasion also pulls entire worlds into their fiendish dimension, ready to be added to the infinite hellscape. Hell is known for its skulls, tortured souls, lakes of blood and lava, ancient ruined structures, and floating islands. There are so many hazards in Hell that it is beyond description. The one core rule in Hell is that all mortal characters start encounters with 2 less morale, normally resulting with them starting with 1 negative morale level. Jaded characters only start with 1 less morale, normally starting with no morale levels at all.

Taking rest actions in Hell is dangerous, potentially suicidal even. Unless you have constructed substantial defenses, you have a large chance of being interrupted while you sleep. If you take a long rest in Hell, roll a d20. On a 4+, your camp will be attacked by demons. If you take a short rest in hell, this instead occurs on a 12+. As usual, the GM can alter these odds as they choose based on the environment.

Jump Pads

Jump pads are platforms that, when stepped upon, will launch you off the ground and soaring into the air. They are often built by the UAC to move personnel and cargo over distances when physical transfers are too costly. When you step onto a jump pad, it automatically sends you to the target location, freely moving you both vertically and horizontally to the destination determined by the jump pad. For example, a jump pad may launch you to a location that is 6 squares vertical and 5 squares horizontal of the location of the jump pad. The pad's design determines where you move to. If the jump pad does not launch you onto solid ground, you fall at the end of your movement. Jump pads always launch you at least 1 square vertically.

Key Doors

Many areas are locked behind heavily sealed doors requiring color coded key cards. These doors are usually protected from tampering based on how highly secured of an area they are. Key cards were mentioned in the last chapter. They have a value of 1 through 5 and are yellow, red, or blue in color. You need to have a key card of the right color and at least high enough security access to open the door.

Doors with a security level of 3 are resistant to tampering. Using a plasma torch to cut into the room requires five times as much fuel and time. Doors with a security level of 4 or 5 cannot generally be pierced without heavy, specialty equipment.

Laser Defenses

Laser defenses are cutting beams of energy that block an area from being accessed. Trying to pass through a laser defense is a painful process that requires an acrobatics test to pass through. Otherwise, moving through them will deal an incredible amount of damage. Laser defenses are broken into tiers, which determines how many laser beams you are trying to bypass.

Laser Tier	Damage	Weapon Traits	Acrobatics DC	Attack Roll (if moving)
Tier 1 Laser	10	Penetration (10), Rending (5), Hailfire (2)	DC 20	+15
Tier 2 Laser	12	Penetration (20), Rending 5, Hailfire (4)	DC 30	+30
Tier 3 Laser	16	Penetration (40), Rending (5), Hailfire (6)	DC 40	+50

If you try to move through the beams, you take an automatic hit with the damage listed, using the weapon traits also listed. You can spend a full-round action to try to move through the beams, but this requires an acrobatics test. If you are pushed into the beams, you take normal damage. Normally, the beams can be deactivated by using a computer console or destroying their power source.

Sometimes, the beams will sweep back and forth across a hallway to try to purify the area of everything within. If this is the case, the laser wall moves at a speed of 4-10 squares per round, depending on the setup. If it moves through a character's square, it then makes an attack roll against them to see if it deals damage. If the attack misses, the character has dodged the laser defenses.

Power Emitters

Power emitters are broken energy conduits that will occasionally spray energy in an area around them. At the start of each round, roll a d20. On a 11+, power emitter shoots out a blast of energy that shocks everyone around it. Everyone within a Burst (2) centered on the conduit suffers a +15 attack against them. On a hit, it deals 30 damage with the Penetration (10) and Stun weapon traits. If it misses, it deals half damage. The area persists afterwards, and deals the attack to anyone that ends their turn in the area.

Power emitter can be targeted and destroyed, counting as Tiny-sized, Hard objects (20 damage resistance, 7 damage threshold, 35 hit points). If they are damaged, then automatically release their energy pulse every round, no check required. If they are destroyed, they explode, with a +10 attack against everyone within a Burst (4) area, dealing 40 damage on a hit. However, they no longer emit electrical pulses.

Purple Goo

What is commonly known as 'purple goo' is a toxic bio-fluid emitted from hell growths. It gradual grows into pools where it slowly is shed from biological hell structures in some sort of natural process. Once within the goo, it can be very difficult to get out, as the substance is sticky and extremely thick. If you are standing in purple goo, you take a -20 penalty to athletics and acrobatics tests and gain the Slowed condition. If you fall prone in the toxic soup, it takes a DC 20 strength test as a full-round action to stand up. Drinking, on purpose or accidentally, the purple goo is not advised. You must make a DC 20 endurance check to vomit up the goo upon ingestion. If you fail, you suffer 40 poison damage and gain the Tormented condition for 1 hour.

Tentacle

Hell invasions are accompanied by an extensive biological growth on the target world. This often manifests in a network of tentacles that burrow across the realm. These tentacles have burrows where they emerge to feed upon the unwary. These burrows are difficult to notice holes in the ground. Seeing them requires a DC 25 perception check. Not all burrows will have a tentacle within them. Seeing if there is a tentacle within requires spending a detector action while within 3 squares of a hole.

When a non-demon steps adjacent to a hole, even as part of their movement, the tentacle will instantly emerge from the hole and attack the player. They make a +10 attack against them, doing 25 damage with Penetration (5) and 5 max attack overages. Afterwards, the tentacle will remain above ground until the start of that character's next turn, after which it will retract back under ground. While underground, it cannot be harmed except by planting explosives in the hole. While it is emerged from its hole, it can be attack as an object. It counts as a moving, Medium-sized, Light object (14 defense, 6 damage resistance, 15 damage threshold, 75 hit points). If it gains the damaged condition, it gains a -5 penalty to its accuracy.

Toxic Waste

Toxic waste is a foul liquid made of radioactive, industrial runoff. As containment systems on Earth fell, toxic waste filled many underground passages. Exposure to toxic waste deals a hit of 40 acid damage (Penetration 5) every round. If you more than half of your body is in the waste, the damage increases to 80. The damage from toxic waste is absorbed by armor with the Hazard Protection trait. Toxic waste is easily recognized as it is a bright, glowing green liquid.
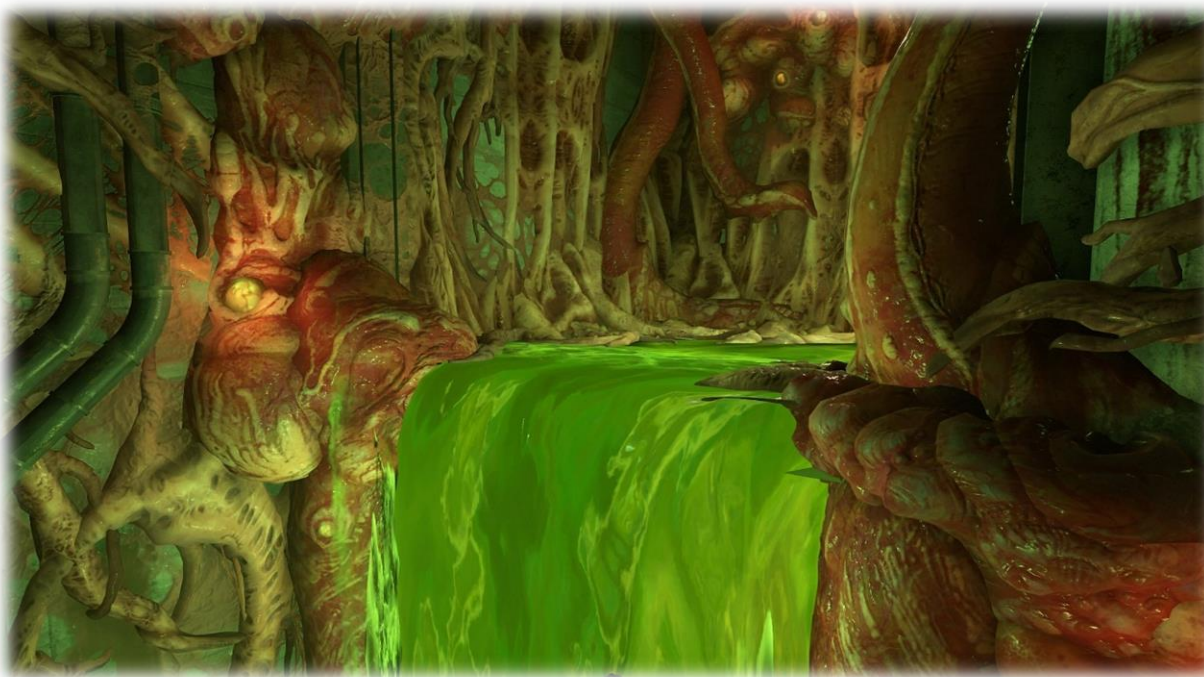
Arcane Objects

Due to the power of Hell, the Makyrs, and argent energy, there are many arcane objects of alien design and function found in the Doom Universe. These objects are range from uncommon to incredibly rare, but give exceptional power to those that use them, sometimes at great cost. These items are not avaible for purchase and cannot be gained from human vendors. In general, they are only found in alternate dimensions, such as Hell or Argent D'Nur, or in areas that are overwhelmed with the forces of Hell and Argent Energy.

Argent Elixir

These rare, potent elixirs are occasionally still found on realms once populated by the Argenta. These magical liquids completely restore and purify a body upon being consumed. When an argent elixir is drank as a standard action, the user heals all lost hit points, all crippling wounds, regains all of their healing thresholds, removes all fatigue, becomes immune to poison for 24 hours, and gains 10 regeneration for 1 hour.

Argent Potion

Argent potions are a much more common version of the argent elixir, made of much less concentrated energies. However, they are much more common. Drinking an argent potion as a move action restores 80 hit points to the user, removes 1 crippling wound point to every wound location, regains 2 healing thresholds, and loses 2 fatigue.

Crucible

There are two known crucibles: the demonic crucible and the Slayer's crucible. Both are powerful instruments that can either devastate their enemies or be used as a power source. Crucibles are also important because they can permanently slay titans. Players gaining their hands on a crucible should be the pinnacle of an epic quest line for high level characters.

Crucible
Two-handed Melee Weapon
Base Cost: NA

Damage: 20+	**Accuracy:** +4	
RoF: Average	**Range:** Melee	
Shots: Special	**Power Rating:** +10	**Weight:** 12 lbs

Special Traits: Piercing, Power of Will, Warrior's Blade

Power of Will: The crucible deals +10 damage for every point of willpower the character has, as it draws upon the wielder's discipline and focus. In also has a number of shots equal to ½ the character's willpower. The crucible regains 1 ammunition every hour and after every combat encounter in which at least 10 individuals died.

Warrior's Blade: The crucible deals +5 damage for every point of melee skill that the wielder has. It has a rending value equal to twice the wielder's ranks of melee, to a maximum of 20.

Cursed Demon Heart

This is the cursed, still beating heart of a dead demon lord. Incredibly rare, it can be used to channel human souls into it to grant incredible power. As a standard action, this heart can be used to drain the soul of a human corpse within 6 squares. Consuming a soul gives the user 2 corruption. It can store up to 5 souls at once. It can be used as a free action to give the user the effect one of the demonic essences listed below. Each demonic essence costs a certain amount of stored souls. They gain all the normal side-effects of demonic essences, including corruption penalties. The cursed demon heart must be held in one hand to drain a soul or activate.

Benefit	Souls Required
Essence of Rage	5
Essence of Destruction	3
Essence of Invincibility	3
Essence of Invisibility	2
Essence of Speed	2

Demonic Essence Orbs

These orbs channel uncontrollable Hell energies. When they are created, they float in place until there is no longer enough hell energies to sustain them. They cannot be moved, but they can be absorbed. Absorbing an essence orb gives the user a great amount of temporary power, but at great cost. Heroes should be very careful when deciding whether to use an essence orb. Despite being demonic in origin, essence orbs cannot be used by demons or zombies.

Essence of Rage: This orb infuses the user with unstoppable rage. They are filled with bloodthirst and attack everything that they see, including their own allies. They discard any weapons and chose only to use their own fists, making unarmed attacks. However, these attacks are vastly empowered as they gain the strength to rip apart anything they see. Their unarmed attacks gain +40 damage, +20 penetration, +20 rending, and +10 accuracy. They also gain +4 speed while on this essence. However, they must move and attack the closest target, friend or foe, every turn. The essence does not end until they go 50 rounds without being able to attack an enemy or are reduced to 0 hit points. After the effect ends, the user gains 20 corruption.

Essence of Destruction: This orb gives the user an aura of palpable destruction, empowering them and all of their weapon attacks. This orb lasts for 5 rounds and gives the user Hailfire (+3) with all attacks until the effect ends. Afterwards, the user gains 3 wear fatigue and 10 corruption.

Essence of Invincibility: This orb gives the user unnatural durability, and the ability to endure all pain. This orb lasts for 3 rounds and makes the user immune to all hit point damage and crippling wounds. Once the effect ends, the user loses 2 healing thresholds and gains 5 corruption.

Essence of Invisibility: This orb makes the user invisible. This orb lasts for 10 rounds and gives the user the Cloaked condition for that duration. Once the effect ends, the user gains 5 corruption.

Essence of Speed: This orb empowers the user with the energies of Hell. This orb lasts for 5 rounds and gives the user the Swiftness Boost (20) condition. Once the effect ends, the user gains 5 corruption and 10 wear fatigue.

Siphon Grenade

Siphon grenades are arcane grenades created by the UAC in order to weaponize Hell energy. They are dangerous weapons that steal enemies life force and give it to the user. While rare, they are one of the more common arcane objects.

Siphon Grenade
Thrown Explosive
Base Cost: NA

Damage: 10	**Accuracy:** -2
RoF: Thrown	**Range:** Short
Shots: 1 (Consumable)	**Power Rating:** +2	**Weight:** 0.5 lbs.

Special Traits: Burst (3), Piercing, Life Steal*, Grenade, Delay

Life Steal*: This weapon never gains attack overages to damage. However, the attacker regains hit points equal to the points of damage this weapon deals to all targets. They must spend a healing threshold to gain this healing.

~Siphon Grenade (left)   *~Soul Cube in attack mode (right)*

Soul Cube

The soul cube is an arcane implement created by an ancient race wiped out by demons. It is designed to consume the souls of demons in order to charge itself for a powerful attack. While in your possession, the soul cube is charged as demons are killed with medium range of you. After it has consumed the souls of 10 demons, it can be used. You target a demon as a standard action and unleash the soul cube on them. The demon must be within long range. After being unleashed, the soul cube deals 300 piercing damage to the target, but not dealing crippling wounds. After it has done it's damage, it returns to you with the life force of the target, restoring you a number of hit points equal to the damage dealt, up to your normal maximum. Afterwards, it can begin gaining soul charges again so it can be used again.

Soul Talisman

These enchanted talismans were created by Night Sentinels to protect their souls from the predations of demons. Very few them survived after the fall. They are now a prized tool for those that fight against demons. While worn, the soul talisman prevents you from becoming possessed by a demon and transformed into a zombie. It also prevents you from being having your soul fragments drained by a harvester demon. Finally, when you die, your soul enters the necklace and prevents you from being trapped in Hell.

Staff of Psychomancy

These magic staves are creations of the Order of Daeg, the priesthood that follow Khan Makyr and ensures the demonic consumption of worlds. They allow the user to manifest and channel Hell energy in a variety of different effects. Using one of these staff's risks corruption and damnation for your soul.

When used in combat, the staff is identical to a heavy tool with +2 accuracy. However, they can be used as a full-round action to provide a variety of effects. Every effect uses up the staff's energy. The staff has 100 energy and gains back 20 every minute that passes. Every day you carry the staff, you gain 1 corruption. All checks made with this staff require a special check roll, that involves adding willpower ability score to your mental training skill. This is known as a casting check.

Demon Summoning: You can spend the staff's energy to summon demons to serve you. You must spend between 10-100 energy to use this power, but always in intervals of 10. So, you can spend 10 or 20 or 40 energy, but not 25. As part of using this power, you make a summoning. You make a casting check, with a bonus equal to half the energy you spent. The result of the check is how many levels of demons you summon. You cannot summon demons higher level than yourself. High threat demons count as 1.5 times higher level than they are, and extreme threat demons count as 3 times their level for how much they cost to summon. Summoning demons causes 5 corruption.

Flame Wave: You can spend 5 of your staff's energy to shoot out a wave of flame. This effects a cone area equal to 3x your willpower. You make a casting check against all enemies in the area. If you hit, you deal 8x willpower damage with the Penetration (10), Flames, Cone (X), Energy Damage, and Hailfire (1) traits. As normal, it deals half damage on a missed attack.

Soul Bind: You can spend 50 of your staff's energy to bind your soul to an allied demon within long range. By doing so, any damage you are inflicted is instead deal to your bound demon instead. This lasts as long as your demon remains within long range of you. This feature causes 10 corruption.

Soul Blast: You can spend 5 of your staff's energy to shoot a bolt of psionic energy towards a target, draining them of life as you damage their soul. This requires a casting check against the defense of a target within long range. If the attack hits, it deals 12x willpower damage with the Piercing weapon trait. If the target would receive a crippling wound, they do not suffer a wound and are instead Tormented for a number of rounds equal to how many wounds they would have suffered.

Weaken the Veil: You can perform a ritual that takes 1 minute and 100 of your staff's energy. After doing so, you open a rift to Hell that allows transportation back and forth between the Hell dimension, including free access of demons into the world. This rift only lasts for 1 hour. However, if the demons successfully craft a gore nest at the location of the rift, it becomes permanent. This ability gives you 40 corruption.

Corruption

Corruption is damage to the body and soul from too much exposure to Hell energies. Many of the arcane objects listed in this chapter cause corruption. Corruption scales between 0 and a 100. As you become corrupted, your physical body withers and becomes frail, and your mind and spirit weaken. Every 10 points of corruption gives you -1 resolve and damage threshold. Every 20 points of corruption reduces your max healing thresholds by 1. If you reach 100 corruption, you are consumed by the subversive powers of Hell. You either become possessed and turned into a zombie, die, or become a willing agent of Hell's agenda (up to the GM).

Corruption goes away in time. After a long rest, you can make a DC 15 willpower check. If you succeed, you lose 2 points of corruption, +1 per 2 points you surpassed the DC.

Chapter 5: DOOM Enemy Rules

This section details the rules involved in making the minions of Hell, the creatures that occupy the Doom universe. In a Doom campaign, players largely go against two types of enemies: demons and zombies. Demons are the evil, extra-dimensional creatures native to Hell. Zombies are human corpses that have been possessed or animated by evil spirits that drive them against the living. Zombies are used by devils as foot soldiers, slaves, or conduits into the mortal realm.

Creature Types

The creatures in Doom use the free form creature creations system and were not created using characteristic points. They receive most of their basic traits from their creature type, depending on what type of enemy they are. These creature traits provide a number of default traits that determine their creature design.

Demon of Hell

Special Ability (Demonic): The creature counts as a demon for all purposes, including gaining access to abilities and talents restricted to demons, or being affected by abilities that only effect demons.

Special Ability (Born in the Pits): Demons do not suffer penalties from dim lighting or darkness. They can make a spotter action as a standard action, or a detector action as a full-round action.

Special Ability (Unholy Strength): Demons are unnatural creatures with incredible strength, resilience, and striking power. They gain bonus penetration equal to 2+ 1/3 level with all attacks. In addition, demons have the Awesome Attributes (strength, agility, fortitude) talents. They gain a +5 bonus to all athletics checks.

Special Ability (Creature of Nightmare): Any character that ends their turn next to a demon loses a morale level. This is not cumulative with multiple demons being adjacent. In addition, demons deal 1 negative morale level for every crippling wound that they deal to a target. Demons are susceptible to morale, but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Zombie

Special Ability (Undead Fortitude): Because the undead are already dead, they feel neither pain nor suffering. In addition, their internal organs have since stopped functioning and only eldritch energies keep them together. Zombies gain +10 maximum hit points per level. They do not having healing thresholds and can be healed any number of times per day.

Special Ability (Crumbling Body): While they can absorb plenty of punishment, zombie break under powerful strikes quite quickly. Undead suffer -4 damage threshold, -1 additional damage threshold per 3 levels they possess. Possessed suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1, no morale bonus, and no resolve score. They are immune to telepathy, combat influence, and do not gain positive or negative morale markers. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Natural Melee Weapons

The following is the list of Doom creature natural melee weapons. Like all natural weapons, these are apart of the creature and cannot be removed and used. The one exception to this rule is the Hellforged Scepter, which is an physical weapon. This weapon is generally too large and heavy to be wielded, however.

Cybernetic Energy Blades

Creature Natural Melee Weapon

Damage: 18   **Accuracy:** +2

RoF: Fast   **Range:** Melee

Power Rating: +3

Special Traits: Penetration (8), Rending (4), Hailfire (1)

Demonic Bite

Creature Natural Melee Weapon

Damage: 17   **Accuracy:** +1

RoF: Slow   **Range:** Melee

Power Rating: +4

Special Traits: Demon's Taint, Penetration (2), Rending (2)

Demonic Claw

Creature Natural Melee Weapon

Damage: 10   **Accuracy:** +0

RoF: Fast   **Range:** Melee

Power Rating: +3

Special Traits: Penetration (2), Rending (5)

Demonic Smash

Creature Natural Melee Weapon

Damage: 16   **Accuracy:** -1

RoF: Average   **Range:** Melee

Power Rating: +4

Special Traits: Smashing Penetration

Energy Lashes

Creature Natural Melee Weapon

Damage: 13   **Accuracy:** +2

RoF: Fast   **Range:** Melee

Power Rating: +3

Special Traits: Penetration (6), Reach (6)

Flame Blade

Creature Natural Melee Weapon

Damage: 40   **Accuracy:** +1

RoF: Average   **Range:** Melee

Power Rating: +5

Special Traits: Penetration (12), Flames

Hellforged Scepter

Melee Weapon

Damage: 18   **Accuracy:** +1

RoF: Average   **Range:** Melee

Power Rating: +4

Special Traits: Penetration (8), Flames

Hunter Saw
Melee Weapon
Damage: 30   **Accuracy:** +1
RoF: Slow   **Range:** Melee
Power Rating: +4
Special Traits: Penetration (10), Rending (5), Hailfire (1)

Zombie Bash
Creature Natural Melee Weapon
Damage: 20   **Accuracy:** +0
RoF: Slow   **Range:** Melee
Power Rating: +4
Special Traits: NA

Natural Ranged Weapons

Most of the Doom ranged weapons are manifestations of energy spawned through supernatural power. Others are mounted or grown weapons attached to the demon in question. They cannot be removed or used separately from the demon. Some of these weapons are Heavy weapons, which means they suffer a -10 penalty to use while engaged in melee. Demons generally do not need to worry about ammunition.

Zombies frequently use the same weapons as the living. For this, refer to the UAC weapons earlier in this supplement.

Acidic Saliva
Creature Natural Ranged Weapon
Damage: 12   **Accuracy:** +1
RoF: Fast   **Range:** Medium
Power Rating: +3
Special Traits: Penetration (2), Demon's Taint, Acid Damage

Argent Blast
Creature Natural Ranged Weapon
Damage: 20   **Accuracy:** +1
RoF: Slow   **Range:** Medium
Power Rating: +4
Special Traits: Penetration (10), Energy Damage

Demonic Rocket Launcher
Heavy Ranged Weapon
Damage: 40   **Accuracy:** +1
RoF: Slow   **Range:** Long
Power Rating: +5
Special Traits: Penetration (10), Burst (1), Rocket

Fire Ball
Creature Natural Ranged Weapon
Damage: 20   **Accuracy:** +2
RoF: Slow   **Range:** Medium
Power Rating: +4
Special Traits: Penetration (5), Energy Damage

Hell Beam
Creature Natural Ranged Weapon

Damage: 12   **Accuracy:** +1
RoF: Slow   **Range:** Long
Power Rating: +2
Special Traits: Penetration (5), Focusing Beam, Energy Damage

Hell Cannon
Heavy Ranged Weapon

Damage: 40   **Accuracy:** +2
RoF: Slow   **Range:** Long
Power Rating: +5
Special Traits: Penetration (20), Energy Damage

Hell Destroyer Cannon
Heavy Ranged Weapon

Damage: 80   **Accuracy:** +20
RoF: Slow   **Range:** Remote
Power Rating: +10
Special Traits: Penetration (40), Energy Damage

Hell Missile Salvo
Heavy Ranged Weapon

Damage: 50   **Accuracy:** +12
RoF: Slow   **Range:** Remote
Power Rating: +5
Special Traits: Penetration (20), Burst (4), Hailfire (3), Rocket

Hellfire Wave
Creature Natural Ranged Weapon

Damage: 40   **Accuracy:** +2
RoF: Slow   **Range:** Special
Power Rating: +5
Special Traits: Line (10), Penetration (5)

Psychoactive Bile
Creature Natural Ranged Weapon

Damage: 40   **Accuracy:** +0
RoF: Slow   **Range:** Long
Power Rating: +5
Special Traits: Penetration (12), Debilitating

Sonic Blast
Creature Natural Ranged Weapon

Damage: 20   **Accuracy:** +1
RoF: Fast   **Range:** Medium
Power Rating: +4
Special Traits: Penetration (5), Burst (1)

Soul Drain
Creature Natural Ranged Weapon

Damage: 8   **Accuracy:** +2
RoF: Slow   **Range:** Short
Power Rating: +2
Special Traits: Piercing, Focusing Beam

Demon Natural Armor

All demons have some level of natural protection. It is usually some sort of extra-thick hide and superhuman resilience. Some demons have cybernetic augmentations, with plates literally welded to their body to make them as tough as tanks.

Demon Hide
Damage Resistance: 7 **Defense Penalty:** -0
Resistance Rating: +2 **Armor Type**: Light
Special Traits: Elemental Protection, Radiation Shielding

Demonic Plating
Damage Resistance: 21 **Defense Penalty:** -4
Resistance Rating: +4 **Armor Type**: Powered
Special Traits: Elemental Protection, Radiation Shielding

Thick Demon Hide
Damage Resistance: 15 **Defense Penalty:** -2
Resistance Rating: +3 **Armor Type**: Heavy
Special Traits: Elemental Protection, Radiation Shielding

Hellforged Exoskeleton
Damage Resistance: 27 **Defense Penalty:** -4
Resistance Rating: +4 **Armor Type**: Powered
Special Traits: Elemental Protection, Radiation Shielding

Creature Templates

Creature templates are a way to modify NPCs to make them more flexible for a campaign. Templates change a creature by altering their threat level, statistics, and skills to be a better match for the players in game or provide a different sort of threat. When you apply a template to a creature, you follows all of the instructions on how the creature changes. After applying the changes, you will probably need to rework their numbers (such as defense, hit points, etc), based on changes to ability scores and skills.

Elder Demon Template

The elder demon template is a simple template that makes a demon a senior member of its species. Elder demons have lived longer, killed more, and survived more conflict than lesser demons of that type. They are stronger than ordinary members of their bloodline, and often serve as leaders to their lesser demon kin.

The elder demon template can be applied to any demon that is level 24 or less. This is a simple template that powers up that demon to be a threat to higher level players. Apply the following changes to the demon.

-The demon is 6 levels higher.
-+1 strength, agility, instinct, fortitude, and willpower
-+2 ranks in all skills that already have ranks in
-Gain the Devastating Cripple and Resilience talents if they meet the skill requisites

The elder demon also gains two special abilities. All elder demons gain the Alpha Demon trait. The second bonus trait is based on what type of demon they are.

Special Ability (Alpha Demon): The elder demon is a leader amongst its kind. All non-elder demons of the same species as the elder demon gain +2 attack accuracy while they are within line of sight and medium range.

Race Specific Elder Demon Powers

These are the abilities gained by the elder demons of each racial type.

Arachnotron: Rapid Fire Grenade Launcher

The arachnotron can fire its grenade launcher as a minor action very round instead of every 3 rounds. In addition, the grenade launcher becomes a Burst (2).

Baron of Hell and Fireborn Baron of Hell: Burning Fury

The baron of Hell can accumulate a maximum of 20 stacks of Hellfire and gains 2 hellfire every time they would gain normally gain 1. All their abilities that rely on hellfire scales up scales up to 20.

Brusier: Techno Infection

Anyone that takes damage from a bruiser's attacks becomes a node of infection for a techno virus for 3 rounds. If they are wearing armor, they are slowed. If they are using ranged weapons, their attacks have disadvantage. If another uninfected character passes within 2 squares of them, they become infected with the virus for 3 rounds.

Cacodemon: Explosive Bile

The cacodemon's psychoactive bile attack gains +2 accuracy and Burst (2).

Cherub: Pestilent Touch

The claw attack of the cherub is now poisonous. Those hit by it must make a DC 28 endurance or suffer 40 poison damage.

Dread Knight: Ravager Aura

The dread knight activates their Unstable Energy Discharge aura centered on themselves whenever they attack, not just when they leap. In addition, the aura is Hailfire (2) instead of Hailfire (1).

Forgotten and Lost Souls: Soul Burst

When the soul is slain, it deals 20 piercing damage to everyone within 1 square of it, and it creates to non-elder versions of the same souls.

Gargoyle: Acidic Spew

As a full-round action, the gargoyle can launch itself 3 squares up in the air. While in the air, it makes an acidic saliva attack against 3 different targets within range. Make a single attack roll against all targets. Afterwards, it lands back on the ground.

Harvester: Soul Harvest

The harvester makes an attack against all enemies within 6 squares as a full-round action. This attack has an accuracy of Ranged Skill + Instinct, and targets resolve instead of defense. If the attack hits a target, they suffer 40 piercing damage and they drain 1 soul fragment.

Hell Knight: Fiery Surge

Whenever the hell knight uses the Leap talent, they activate Fiery Shockwave at the end of their movement for free. In addition, the hell knight's fire ball attack gains the Flames trait.

Hell Razer: Adaptive Exoskeleton

The hell razer gains +5 damage resistance, +10 damage threshold, and 10 regeneration.

Imp: Lord of the Imps

Whenever another, ordinary imp dies within medium range of the elder imp, it gains a charge of summoning. It has up to 3 charges of summoning. As a full-round action, it can spend all its summoning charges. For each summoning charge spent, it summons 1 imp within short range. Elder imps also gain a summon charge when they deal a crippling wound with an attack.

Maggot: Corruptive Touch

The poison on the tongue attack increases to DC 18 and 20 poison damage. In addition, if an enemy suffers poison damage, they are contaminated. Contaminated enemies must make a DC 18 endurance check at the start of each turn or be staggered for that turn. Contamination evaporates when the character is healed to full hit points.

Mancubus and Cyber-Mancubus: Force of Destruction

The mancubus gains the following modifications to its weapons:

-Hell Cannons gains Burst (2)
-Demonic Spew gains Hailfire (1)
-Vent Blast effects all targets within 5 squares and gains +5 accuracy
-Toxic Barrage gains Burst (4)

Pain Elemental: Ancient Souls of Torment

The lost souls created by the pain elemental are elder lost souls. In addition, soul blast deals +20 damage and effects a Burst (1) area. Finally, the Aura of Pain ability has a +25 accuracy bonus and effects targets within 15 squares.

Pinky and Spectre Demons: Grab and Thrash

If the demon bypasses defense and toughness with their bite attack, they lock the target in a special grab. The grabbed target's only possible action is to escape the grab, but they do so with disadvantage. The demon can only make slam attacks against the grabbed target, but they gain +10 to the slam check and the slam gains +5 penetration and rending.

Pit Beast: Blood Frenzy

When the pit beast suffers damage from an attack, it can make a single strike claw attack, with the cleaving, against the target if they are within reach. It can also make 3 reactions per turn. Finally, it can make 2 standard actions every turn when it is below 100 remaining hit points.

Prowler: Untraceable Hunter

When the prowler suffers damage from any attack, it instantly activates its teleport ability as a reaction.

Revenant: Undying Monstrosity

When the revenant is reduced to 0 hit points, roll a 1d20. On an 8+, it automatically revives with 200 hit points remaining. Do this every time the revenant dies, up to a maximum of 3 times per encounter. In addition, the revenant has 10 regeneration.

Summoner: Improved Summoning

The summoning ability now summons 16 levels worth of demons that last 5 rounds instead of 3.

Ticks and Trites: Hamstring

The demon gains +5 accuracy with their demonic bite attack. If the bite attack hits the target's defense and toughness, they are slowed for 1 round.

Vargary: Improved Telekinesis

The vargary can telekinetically move and throw 4 items a turn. Their telekinetic attack gains +10 accuracy and +10 penetration.

Vulgar: Incredible Speed

Once per round, when the vulgar is attacked, it can make a standard action attack back or perform a shift action. The vulgar's action is performed before the attack is made, meaning if they move out of range of the attack or kill the attacker, the attack is interrupted.

Whiplash: Lash and Pull

If the whiplash hits an enemy's defense and toughness with their energy lash attacks, they can either move the enemy or move themselves. If they move the enemy, the enemy is pulled 1 square towards the whiplash, +1 square per 5 points they surpass the target's toughness. If the whiplash instead pulls them to the enemy, they instantly move adjacent to the enemy, regardless of obstacles or height differences between them. If the whiplash was action moving, it can then finish its action move after the pull.

Shadow Wraith: Blink

Because of the wraith's incredible blinking abilities, all targets of their attacks are flat-footed. In addition, attacks against the wraith are negated on a 1-8 most turns, or a 1-15 on turns the wraith phases in.

Lesser Demon Template

The lesser demon template is designed to make a demon that is a particularly weak version of its species. Maybe the demon has been slain and be reborn too many times, is weakened by some spell craft, or is simply the runt of its kind. The lesser demon template is generally used to represent a weak version of a common demon for use in a lower level campaign, or when you want to have swarms of a higher level demon.

The lesser demon template can be applied to any demon that is level 7 or higher. This is a simple template that weakens that demon to be a better threat for lower level characters. Apply to following changes to the demon.

-The demon is 6 levels lower.
--1 strength, agility, instinct, fortitude, and willpower (minimum of 1)
--2 ranks in all skills that already have ranks in (minimum of 0)
-The demon loses the Resilience or Devastating Cripple talents if they have them.

The lesser demon also loses attacks and abilities based on the demon type. Refer to the following section on what they lose.

Arachnotron

The lesser arachnotron loses the cluster grenade launcher weapon and Skitter traits.

Archvile

The lesser archvile only has a maximum energy of 75, and their spells suffer -5 accuracy and -10 damage.

Baron of Hell or Fireborn Baron of Hell

The baron can only have a maximum of 5 hellfire and they lose the Hellfire Aura ability.

Bruiser

The bruiser loses the binary shriek ability

Cacodemon

The cacodemon loses their psychoactive bile ranged attack.

Cherub

The cherub loses the Unnerving Terror ability.

Doom Hunter

The doom hunter loses its energy shield.

Dread Knight

The dread knight loses its Adrenaline Injector and Dopamine Injector traits.

Lost Souls

The lost soul does not lose any abilities.

Harvester

    The harvester loses its Soul Burst ability.

Hell Guard

    The hell guard loses its Hell Barrier ability.

Hell Knight

    The hell knight loses its fiery shockwave and hellish pursuit abilities.

Mancubus and Cyber Mancubus

    The mancubus loses the Alternate Fire ability.

Marauder

    The marauder loses the Marauder Shield ability. Lesser marauders are only High Threat enemies, instead of Extreme Threat.

Pain Elemental

    The pain elemental loses the Aura of Pain and Soul Barrier abilities, and released souls do not have Power of the Underworld.

Pinky and Spectre Demon

    The pinky demon loses the Charge ability.

Prowler

    The prowler demon loses the argent blast ranged attack.

Revenant

    The revenant demon loses the Barrage and Jet Pack abilities.

Summoner

    The summoner loses the hellfire wave ranged attack and Possession ability.

Tick

    The tick does not lose any abilities.

Tyrant

    The tyrant loses the Jailor of Souls and Resurrection abilities.

Vargary

    The vargary loses the Telekinesis and Queen of the Demonweb abilities.

Vulgar

    The vulgar loses the Tail Strike ability.

Whiplash

    The whiplash loses the Seeker Wave ability.

Shadow Wraith

    The wraith loses the Temporal Distortion ability.

Chapter 6: Possessed and Zombies

This section contains a list of all the most common undeadthat will be encountered in the DOOM RPG. They come in two general categories: possessed and zombies. Possessed are humans that are being controlled by a demonic spirit. They are often heavily mutated and distorted as part of being overwhelmed by a demon. Zombies are humans that either willingly embraced Hell and were consumed with it or had fallen while fighting Hell and were resurrected by dark magic and arcane science.

Carcass Description

The creation of dark science and bio-mechanical engineering, the carcass was once a zombie cultist who was slain, and then reanimated. As part of this reanimation, the zombie was given a series of robotic legs and multiple defensive systems. The cybernetic equipment also sparks some level of cognition in the dead brain, giving the carcass a low level of cunning and feral intelligence. These reanimated corpses are used as support troops in the legions of Hell.

Tactics

The carcass prefers to stay away from their foes and bombard them with their sonic blasts. If many enemies get close, they will use their shockwave attack to strike grouped foes and create difficult terrain. Their melee attack is also quite powerful but is rarely used except right before they shift out of melee combat. Carcasses, more intelligent than most zombies, use tactics to increase their defense or damage resistance.

The most insidious ability of the carcass is their ability to lay down an energy shield that blocks attacks and movement. They usually save this ability for critical moments, mostly to intercept explosive weapons. Their favored tactic is to block the attack of a rocket or grenade launcher so that it never reaches its target, and instead hits the attacker or their allies. Otherwise, the carcass uses it to block movements or separate allies so they cannot support one another. The carcass can create an energy shield every round, and it lasts until the start of their next turn. This makes them incredibly frustrating to fight.

Carcass

Level 8 Medium-sized Non-heroic Zombie, High Threat

Hit Points: 273	**Healing Threshold**: NA	**Damage Threshold:** 21 (double wounds)
Defense: 23	**Toughness:** 25	**Resolve:** NA
Speed: 11	**Shift Speed:** 2	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +5
Damage Resistance: 13		

-Zombie Bash 1d20+7 accuracy, 27 damage, 1 strikes maximum; *Special Traits*: Penetration 8
-Sonic Blaster 1d20+6 accuracy, 24 damage, +3 strikes maximum, unlimited shots at medium range; *Special Traits*: Penetration 8, Burst 1
-Shockwave 1d20+10 accuracy, 25 damage, 1 strike maximum, special range; *Special Traits*: Penetration 10, Line 8

Skills: Acrobatics 4, Athletics 4, Defensive Training 5, Durability 5, Endurance 4, Melee 5, Perception 4, Ranged 5, Science 3, Stealth 4, Survival 4, Tactics 5
Talents: Bulwark, Close Combat Shot, Defensive Fighting, Penetration III, Resistant V, Weapon Mastery (melee, ranged)

Strength: 6	**Instinct**: 5	**Agility**: 6	**Fortitude:** 6
Intelligence: 3	**Willpower**: 5		

Gear: Zombie Bash, Sonic Blast

Special Ability (Shield Projector): The carcass can project an energy shield once per round as a reaction. This means it can be performed when it is not its turn and can be used as a reaction to someone else's action. It can be placed within medium range. When an enemy or ally the carcass can see performs a move or attack, the carcass can try to place an energy shield to block them. This energy shield is 3 squares wide and 2 squares high but is only an inch thick. On a battle grid, place it on the edge of the blocked squares. This energy shield counts as a wall, but has hit points like a shield, with a shield armor of 10 and shield pool of 100. The shield projector lasts until the start of the carcass' next turn or until destroyed.

If the shield projector was used as a reaction to an attack, and the shield blocks the attack, the attack ends at the shield. The damage is done automatically to the shield instead of whatever target it was aiming for. If it was a burst attack, it deals damage in a burst wherever it hit the shield. For example, if the shield is blocking a rocket launcher shot, and the shield was placed close to the shooter, the burst might hit the attacker and his allies.

If the shield projector was used to block a movement, the moving target is instantly stopped by the shield and loses 2 squares of movement but can then continue their move afterwards.

Special Ability (Shockwave): As a full-round action, the carcass can slam the ground, creating a long shockwave that tears up the ground and strikes multiple foes. This is a line attack that hits enemies along the ground in a Line (8) area starting adjacent to the carcass. After the shockwave, the struck area of ground becomes difficult terrain.

Special Ability (Mechanical Claw): The carcass has a mechanical claw on its left hand, making its melee attack more lethal. The zombie bash attack gains +2 accuracy and +5 penetration.

Special Ability (Cybernetic Grafts): The carcass has numerous cybernetic grafts that greatly improve its durability. These cybernetic grafts give it +100 maximum hit points and +5 damage resistance. Its mechanical legs also give it +4 movement speed.

Special Ability (Crumbling Body): Carcasses suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Undead Creation): The carcass, despite being a resurrected zombie, has been reassembled in such a way that it does not have the Mindless Slaves trait normal for zombies. It still has no morale bonus or resolve. However, it gains all three actions every turn and has no limit on intelligence or willpower.

Hell Soldiers Description

Hell soldiers were front line combatants trying to defend Earth from the demonic invasion. These soldiers either fell and were resurrected or were driven insane by the dark magics of Hell. Either way, now they are mindless, undead servants fighting against those they served in life.

Much like possessed warriors, hell soldiers come in two varieties: a trooper with a plasma gun and jet pack and a shield soldier with a shotgun and shield. Hell soldiers differ from possessed warriors in that they are much more clever than the possessed, and had superior equipment in life that they still utilize.

Tactics

Hell soldiers utilize tactics in combat. They often start battles by trying to improve their accuracy with tactics and utilizing any possible cover. Blasters then barrage their enemies with semi-automatic bursts with their plasma guns, ensuring maximum accuracy. They aim in turns they do not move, and will use their jet packs to gain vantage points or outflank their foes. Shield soldiers instead advance close to their foes, pushing against their ranks, relying on their shields to absorb fire, while getting close enough to use their shotgun. Shield soldiers often use bob and weave actions when they do not move.

Hell Blaster Soldier

Level 5 Medium-sized Non-heroic Zombie, Medium Threat

Hit Points: 132	**Healing Threshold**: NA	**Damage Threshold:** 21 (double wounds)
Defense: 14	**Toughness:** 19	**Resolve:** NA
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 15		

-**Plasma Gun** 1d20+4 accuracy, 21 damage, +2 strikes maximum, 200 shots at medium range; *Special Traits*: Penetration 5, Plasma, Energy Damage
-**Rifle Butt** 1d20 accuracy, 21 damage, 1 strikes maximum; *Special Traits*: NA

Skills: Athletics 4, Computers 1, Defensive Training 4, Durability 4, Endurance 2, Melee 2, Perception 2, Pilot 2, Ranged 4, Tactics 4
Talents: Close Combat Shot, Weapon Mastery (ranged)

Strength: 5	**Instinct**: 4	**Agility**: 3	**Fortitude:** 6
Intelligence: 1	**Willpower**: 1		

Gear: Plasma Gun with 3 magazines, Tactical Combat Armor, Jet Pack

Special Ability (Jet Pack): The zombie can use the jet pack to lift themselves up into the air as a minor action. The jet pack allows them to move 6 squares vertically or horizontally. After being used, the jet pack cannot be used again for 3 rounds.

Special Ability (Crumbling Body): Zombies suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1, no morale bonus, and no resolve score. Any attacks against the resolve of a zombie automatically fails, regardless of the attack roll. They are immune to telepathy, combat influence, and do not gain positive or negative morale markers. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Hell Shield Soldier

Level 5 Medium-sized Non-heroic Zombie, Medium Threat

Hit Points: 132	**Healing Threshold**: NA	**Damage Threshold:** 21 (double wounds)
Defense: 14 (24 w/ shield)	**Toughness:** 19	**Resolve:** NA
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 15		

-Shotgun 1d20+5 accuracy, 22 damage, 1 strike maximum, 20 shots at short range; *Special Traits*: Spread, Close Quarters
-Rifle Butt 1d20 accuracy, 21 damage, 1 strikes maximum; *Special Traits*: NA

Skills: Athletics 4, Computers 1, Defensive Training 4, Durability 4, Endurance 2, Melee 2, Perception 2, Pilot 2, Ranged 4, Tactics 4

Talents: Close Combat Shot, Weapon Mastery (ranged)

Strength: 5	**Instinct**: 4	**Agility**: 3	**Fortitude:** 6
Intelligence: 1	**Willpower**: 1		

Gear: Shotgun with 2 magazines, Riot Shield, Tactical Combat Armor

Special Ability (Shield): The zombie has an energy riot shield that provides improved cover (+10 defense) against attacks originating in its frontal attack arc. This shield can be targeted like an independent energy shield, with a defense of 15, 10 shield armor, and a shield pool of 200. Once the energy shield is reduced to 0, the zombie no longer gains the benefit of the protection.

Special Ability (Arm Graft): The zombie's shotgun is merged with their right hand and cannot be removed. It also only takes one hand to use.

Special Ability (Crumbling Body): Zombies suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1, no morale bonus, and no resolve score. Any attacks against the resolve of a zombie automatically fails, regardless of the attack roll. They are immune to telepathy, combat influence, and do not gain positive or negative morale markers. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

~Hell Blaster Soldier (left) *~Hel Shield Soldier (center)* *~Mecha Zombie (right)*

Mecha Zombie Description

Mecha zombies were UAC cultists who altered themselves to be a superior killing force. Replacing their limbs with weaponized cybernetics, these cultists had their soul consumed by Hell after their modification. Now they are resilient and dimwitted killing machines that nonetheless possess incredible fire power.

Tactics

Mecha zombies, like most zombies and possessed, use little strategy. They simply shamble towards the nearest enemy, firing their plasma gun at them. Once they get close enough to a foe, they will use their flamethrower to scorch them. Afterwards they use their plasma gun at short range or switch to their melee attack. Sometimes, mecha zombies will use tactics to improve their accuracy, but usually only when they do not have an immediate target.

Mecha Zombie

Level 7 Medium-sized Non-heroic Zombie, Medium Threat

Hit Points: 189	**Healing Threshold**: NA	**Damage Threshold:** 18 (double wounds)
Defense: 16	**Toughness:** 18	**Resolve:** NA
Speed: 4	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 8		

-**Zombie Bash** 1d20+7 accuracy, 25 damage, 1 strikes maximum; *Special Traits*: Penetration 7
-**Plasma Gun** 1d20+5 accuracy, 21 damage, +1 strike maximum, unlimited shots at medium range; *Special Traits*: Penetration 7, Plasma, Energy Damage
-**Flamethrower** 1d20+5 accuracy, 25 damage, +1 strike maximum, unlimited shots at special range; *Special Traits*: Penetration 4, Hailfire 1, Flames, Cone 6, Energy Damage, Close Quarters

Skills: Defensive Training 5, Durability 5, Endurance 5, Lore 2, Melee 5, Perception 5, Ranged 5, Science 2, Tactics 4
Talents: Close Combat Shot, Penetration II, Resistant II, Weapon Mastery (melee, ranged)
Strength: 3   **Instinct**: 3   **Agility**: 1   **Fortitude:** 3
Intelligence: 1   **Willpower**: 1
Gear: Zombie Bash, Mecha Combo Arm

Special Ability (Mecha Combo Arm): The zombie has a mechanical arm that can be used as a plasma gun at will. Alternately, once per 3 turns, the arm can be used as a flamethrower.

Special Ability (Mechanical Claw): The zombie has a mechanical claw on its left hand, making its melee attack more lethal. The zombie bash attack gains +2 accuracy and +5 penetration.

Special Ability (Cybernetic Augmentation): The zombie has many cybernetic upgrades that enhance its form that make it more survivable. These upgrades grant the zombie +50 maximum hit points and +5 damage resistance.

Special Ability (Crumbling Body): Zombies suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1, no morale bonus, and no resolve score. Any attacks against the resolve of a zombie automatically fails, regardless of the attack roll. They are immune to telepathy, combat influence, and do not gain positive or negative morale markers. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Possessed Description

Possessed are the most common form of zombie, created from an invasive Hell spirit entering the body of a civilian. They are made from victims who were unarmed, unarmored, and unexceptional in height or build. Most often, possessed were common civilians or scientists who fell victim to the demonic invasion. Unaccustomed to violence, they were quickly overtaken by demons and possessed with Argent energy.

Tactics

Possessed are mindless and utilize no strategy. They move their full speed towards the nearest living enemy and attack them with their deathly strong fists. If they did not need to move on their turn, they will make heavy strike bash attacks instead. They do not use any other combat behaviors, never flee, and give no regard to their own lives. After battle, they consume the bodies of the fallen.

Possessed

Level 1 Medium-sized Non-heroic Zombie, Low Threat

Hit Points: 69	**Healing Threshold**: NA	**Damage Threshold:** 19 (double wounds)
Defense: 11	**Toughness:** 15	**Resolve:** NA
Speed: 4	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +1
Damage Resistance: 3		

-Zombie Bash 1d20+3 accuracy, 22 damage, 1 strikes maximum; *Special Traits*: NA

Skills: Durability 3, Endurance 3, Melee 3, Perception 1
Talents: Resistant

Strength: 5	**Instinct**: 1	**Agility**: 1	**Fortitude:** 4
Intelligence: 1	**Willpower**: 1		

Gear: Zombie Bash

Special Ability (Crumbling Body): Possessed suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Possessed are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1, no morale bonus, and no resolve score. Any attacks against the resolve of a possessed automatically fails, regardless of the attack roll. They are immune to telepathy, combat influence, and do not gain positive or negative morale markers. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Possessed Warriors Description

Possessed warriors were members of a military or police force when they were possessed by a lost soul or similar demon. They were equipped with body armor and combat armaments. The transformation gravely mutated them, causing fleshy, demonic growths to overtake their body and meld their armor and weapons to their body. They are still able to use this equipment in battle along with a tiny portion of their tactical training. Demons use possessed warriors are expendable infantry to assist demons or lesser possessed in battle.

Possessed soldiers were tough grunts armed with a formidable plasma gun. Possessed security were control officers that utilize a directional force shield and close ranged shotguns.

Tactics

Possessed soldiers hang back and let their enemies come to them as they bombard them with automatic fire from their plasma guns. They prefer to use focused bursts against the nearest foes. When an enemy moves adjacent to them, they instead use heavy strike bash attacks to knock their foes off balance.

Possessed security instead close in on their enemies, moving and firing each turn. Once they engage in close combat, they use their shotguns to blast their foes to pieces. They tend to focus on one enemy at a time and face their shield to block attacks from singular foe.

Neither variant of possessed warrior worries about ammunitions, as their demonic growths supply ammunition to them. Their armor, while mostly overgrown, also provides some protection, making them more durable than ordinary possessed.

Possessed Soldier

Level 3 Medium-sized Non-heroic Zombie, Medium Threat

Hit Points: 95	**Healing Threshold**: NA	**Damage Threshold:** 19 (double wounds)
Defense: 12	**Toughness:** 17	**Resolve:** NA
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +1
Damage Resistance: 8		

-Zombie Bash 1d20+3 accuracy, 22 damage, 1 strikes maximum; *Special Traits*: NA
-Plasma Gun 1d20+2 accuracy, 18 damage, +1 strike maximum, medium range; *Special Traits*: Penetration 5, Energy Damage, Automatic

Skills: Athletics 3, Defensive Training 2, Durability 3, Endurance 3, Melee 3, Perception 1, Ranged 2
Talents: Resistant

Strength: 5	**Instinct**: 1	**Agility**: 2	**Fortitude:** 5
Intelligence: 1	**Willpower**: 1		

Gear: Zombie Bash, Plasma Gun

Special Ability (Fused Plasma Gun): Possessed have a plasma gun warped into their right arm. They have unlimited ammunition when using this weapon and do not need to reload.

Special Ability (Fused Combat Armor): Possessed have combat armor warped into their mutated bodies. The armor gives them +5 damage resistance, but -2 defense.

Special Ability (Crumbling Body): Possessed suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Possessed are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1, no morale bonus, and no resolve score. Any attacks against the resolve of a possessed automatically fails, regardless of the attack roll. They are immune to telepathy, combat influence, and do not gain positive or negative morale markers. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Possessed Security

Level 3 Medium-sized Non-heroic Zombie, Medium Threat

Hit Points: 95	**Healing Threshold**: NA	**Damage Threshold:** 19 (double wounds)
Defense: 12	**Toughness:** 17	**Resolve:** NA
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +1
Damage Resistance: 8		

-**Zombie Bash** 1d20+3 accuracy, 22 damage, 1 strikes maximum; *Special Traits*: NA
-**Shotgun** 1d20+2 accuracy, 19 damage, 1 strike maximum, short range; *Special Traits*: Spread

Skills: Athletics 3, Defensive Training 2, Durability 3, Endurance 3, Melee 3, Perception 1, Ranged 2
Talents: Resistant

Strength: 5	**Instinct**: 1	**Agility**: 2	**Fortitude:** 5
Intelligence: 1	**Willpower**: 1		

Gear: Zombie Bash, Shotgun, Riot Shield

Special Ability (Riot Shield): Possessed have an energized riot shield that they hold in front of them, blocking many attacks against them. At the end of their turn, they chose what direction their riot shield is facing. It protects against all attacks within a 180-degree arc. The possessed has improved cover (+10 defense) against attacks in that arc.

Special Ability (Fused Shotgun): Possessed have a shotgun warped into their right arm. They have unlimited ammunition when using this weapon and do not need to reload.

Special Ability (Fused Combat Armor): Possessed have combat armor warped into their mutated bodies. The armor gives them +5 damage resistance, but -2 defense.

Special Ability (Crumbling Body): Possessed suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Possessed are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1, no morale bonus, and no resolve score. Any attacks against the resolve of a possessed automatically fails, regardless of the attack roll. They are immune to telepathy, combat influence, and do not gain positive or negative morale markers. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

~Possessed Soldier

~Possessed Security

Zombie Commandos Description

Commandos are some of the most dangerous forms of zombies. Corpses of great mortal soldiers infused with additional hell energy, they are stronger, faster, and smarter than ordinary zombies. While still bestial creatures, they possess more tactical cunning than lesser strains of zombies.

Zombie commandos are created from skilled mortals who stood against the hosts of Hell. While these heroes were defiant to the end, they ultimately fell against the overwhelming strength of the Hell. The payment for their arrogance was to be supercharged with demonic power to become powerful soldiers of evils. Now, they are used to hunt down and kill others that stand against the demons.

Tactics

The most common zombie commandos fight with flailing limbs; extra-long arms that expand past their body to swipe and grab at nearby foes. They double move to get close to their foes and then tear at them like most other zombie. Once engaged, they use their actions to either bob and weave or heavy strike at their foe. Because of their extended reach, enemies suffer opportunity attacks for trying to outmaneuver or escape the commando.

Other commandos wield powerful weapons against their foes. Lightly armored commandos with chainsaws are berserk lunatics that charge their enemies and try to rip them limb from limb while cackling madly. The most lethal variant is the gunner, equipped with a formidable chaingun. These monstrosities can wield their heavy weapons with great reliability and use aim actions with their chainguns in conjunction with empowered focused bursts and area fire.

Zombie Commando

Level 8 Medium-sized Non-heroic Zombie, Medium Threat

Hit Points: 173	**Healing Threshold**: NA	**Damage Threshold:** 21 (double wounds)
Defense: 16	**Toughness:** 20	**Resolve:** NA
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 1 square	**Reach:** 2 squares	**Initiative:** +2
Damage Resistance: 10		

-Zombie Bash 1d20+5 accuracy, 27 damage, 1 strikes maximum; *Special Traits*: Penetration 2

Skills: Athletics 3, Defensive Training 4, Durability 5, Endurance 5, Melee 5, Perception 3, Ranged 4

Talents: Penetration II, Power Strike, Resistant II, Weapon Mastery (melee)

Strength: 6	**Instinct**: 2	**Agility**: 4	**Fortitude**: 6
Intelligence: 1	**Willpower**: 1		

Gear: Zombie Bash

Special Ability (Flailing Limb): The zombie can outstretch its arm on a mutated, flailing tentacle. They have a reach of 2 with their natural weapon.

Special Ability (Fused Combat Armor): Zombies have combat armor warped into their mutated bodies. The armor gives them +5 damage resistance, but -2 defense.

Special Ability (Crumbling Body): Zombie suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1, no morale bonus, and no resolve score. Any attacks against the resolve of a zombie automatically fails, regardless of the attack roll. They are immune to telepathy, combat influence, and do not gain positive or negative morale markers. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Zombie Chainsaw Commando

Level 8 Medium-sized Non-heroic Zombie, Medium Threat

Hit Points: 173	**Healing Threshold**: NA	**Damage Threshold:** 21 (double wounds)
Defense: 18	**Toughness:** 20	**Resolve:** NA
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 1 square	**Reach:** 2 squares	**Initiative:** +2
Damage Resistance: 5		

-**Zombie Bash** 1d20+5 accuracy, 27 damage, 1 strikes maximum; *Special Traits*: Penetration 2
-**Chainsaw** 1d20+5 accuracy, 31 damage, 1 strikes maximum, 10 strikes; *Special Traits*: Penetration 6, Rending 8, Hailfire 2

Skills: Athletics 3, Defensive Training 4, Durability 5, Endurance 5, Melee 5, Perception 3, Ranged 4
Talents: Penetration II, Power Strike, Resistant II, Weapon Mastery (melee)

Strength: 6	**Instinct**: 2	**Agility**: 4	**Fortitude**: 6
Intelligence: 1	**Willpower**: 1		

Gear: Zombie Bash, Chainsaw with 10 fuel

Special Ability (Crumbling Body): Zombies suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1, no morale bonus, and no resolve score. Any attacks against the resolve of a zombie automatically fails, regardless of the attack roll. They are immune to telepathy, combat influence, and do not gain positive or negative morale markers. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Zombie Gunner Commando

Level 8 Medium-sized Non-heroic Zombie, Medium Threat

Hit Points: 173	**Healing Threshold**: NA	**Damage Threshold:** 21 (double wounds)
Defense: 16	**Toughness:** 20	**Resolve:** NA
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 1 square	**Reach:** 2 squares	**Initiative:** +2
Damage Resistance: 10		

-**Zombie Bash** 1d20+5 accuracy, 27 damage, 1 strikes maximum; *Special Traits*: Penetration 2
-**Chaingun** 1d20+4 accuracy, 22 damage, fully automatic, 300 shots at distant range; *Special Traits*: Penetration 4, Linked Fire, Heavy, Full Auto

Skills: Athletics 3, Defensive Training 4, Durability 5, Endurance 5, Melee 5, Perception 3, Ranged 4
Talents: Penetration II, Power Strike, Resistant II, Weapon Mastery (ranged)

Strength: 6	**Instinct**: 2	**Agility**: 4	**Fortitude**: 6
Intelligence: 1	**Willpower**: 1		

Gear: Zombie Bash, Chaingun with 1 magazine

Special Ability (Bracing Fire): The zombie has excessive bulk and strength mutated into its arm and spine. It allows it to ignore the recoil or extreme recoil traits of weapons.

Special Ability (Fused Combat Armor): Zombies have combat armor warped into their mutated bodies. The armor gives them +5 damage resistance, but -2 defense.

Special Ability (Crumbling Body): Zombies suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1, no morale bonus, and no resolve score. Any attacks against the resolve of a zombie automatically fails, regardless of the attack roll. They are immune to telepathy, combat influence, and do not gain positive or negative morale markers. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

~Zombie Commando Gunner (top left)   *~Zombie Commando (top right)*   *~Chainsaw Commando (bottom)*

Unwilling Description

Unwilling are ancient zombies that are the remnants of civilizations absorbed by Hell. They now reside on Hell, where demons use them to build their cities, fortresses, and temples. Having long term exposure to hell energies, they are resplendent with demonic growths and scaly, monstrous hide.

Unwilling are usually only encountered in Hell but are often found in huge numbers there.

Tactics

Compared to most zombies, unwilling are incredibly tough with high resistance and health. However, they are just as mindless and cumbersome as any other possessed. They move towards the nearest foe and try to scratch them to death with their demonic claws. They do not use any combat behaviors.

Unwilling

Level 12 Medium-sized Non-heroic Zombie, Low Threat

Hit Points: 233	**Healing Threshold**: NA	**Damage Threshold:** 22 (double wounds)
Defense: 17	**Toughness:** 20	**Resolve:** NA
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +1
Damage Resistance: 12		

-Demonic Claw 1d20+6 accuracy, 16 damage, +2 strikes maximum; *Special Traits*: Penetration 4, Rending 5

Skills: Defensive Training 3, Durability 6, Endurance 6, Melee 6, Perception 4
Talents: Penetration II, Resistant II, Weapon Mastery (melee)

Strength: 7	**Instinct**: 1	**Agility**: 4	**Fortitude:** 7
Intelligence: 1	**Willpower**: 1		

Gear: Demonic Claw, Demon Hide

Special Ability (Crumbling Body): Unwilling suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Unwilling are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1, no morale bonus, and no resolve score. Any attacks against the resolve of a possessed automatically fails, regardless of the attack roll. They are immune to telepathy, combat influence, and do not gain positive or negative morale markers. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Zombie Cultist Description

Zombie cultists are former members of the UAC and other humans who willingly serve and worship the demons. Their loyalty has been rewarded with the loss of a soul and being transformed into a withered, rotting husk. While they lost much of their sentience, they still have some of their older knowledge, allowing them to perform maintenance of the engines and equipment of the UAC. These zombies are recognizable by the pentagrams carved in their foreheads.

Tactics

Cultists zombies are incredibly similar to common possessed. They possess no initiative besides shambling slowly forward and attacking their enemies. The one difference of the zombified cultists is their base reverence for demons. They can spend a full-round action worshipping a nearby demon, filling it with power. This gives the Power of the Underworld buff to one demon while channeled. Cultist zombies usually do this to the most powerful demons in the arena, or group with other zombies and advance on then enemy.

Zombie Cultist

Level 2 Medium-sized Non-heroic Zombie, Low Threat

Hit Points: 65	**Healing Threshold**: NA	**Damage Threshold:** 18 (double wounds)
Defense: 13	**Toughness:** 15	**Resolve:** NA
Speed: 4	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 2		

-**Zombie Bash** 1d20+3 accuracy, 21 damage, 1 strikes maximum; *Special Traits*: NA

Skills: Defensive Training 2, Durability 2, Endurance 2, Lore 2, Melee 3, Perception 2, Science 2
Talents: Resistant

|			
Strength: 3	**Instinct**: 2	**Agility**: 1	**Fortitude:** 3
Intelligence: 1	**Willpower**: 1		

Gear: Zombie Bash

Special Ability (Demon Worship): The zombie can spend a full-round action worshipping a demon within medium range. That demon gains the Power of the Underworld effect for as long as the zombie is worshipping it. If the zombie is killed, the effect instantly wears out.

Special Ability (Crumbling Body): Zombies suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1, no morale bonus, and no resolve score. Any attacks against the resolve of a zombie automatically fails, regardless of the attack roll. They are immune to telepathy, combat influence, and do not gain positive or negative morale markers. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Power of the Underworld
The power of the underworld effect gives +2 attack accuracy, +2 to skill checks, +2 defense, and 10 temporary hit points to the effected demon(s). This is not cumulative with multiple applications of the effect.
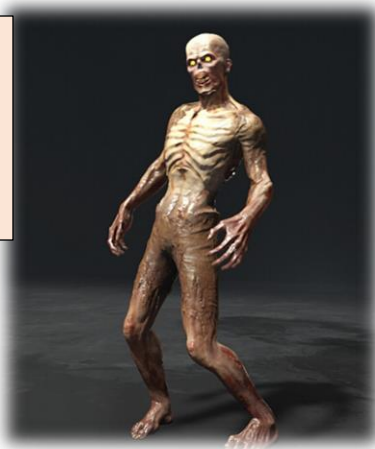
Zombie Engineer Description

Zombie engineers were once the technicians of the UAC before they were turned into zombies. Now, they have become bloated and merged with their equipment, including explosive gas canisters. They now exist as living hazards that could explode at any moment.

Tactics

Zombie engineers move up to enemies and attack them with their fists, like any other zombie. Their danger comes from the burning fuel tanks growing out of them. These tanks produce an aura of fire around the zombie, which can harm lightly armored foes. More importantly, the zombie engineer can explode at any moment. Being reduced to 0 hit points, or taking a single core or vital wound, causes them to explode violently. Clever heroes can use this to their advantage, maneuvering the engineer to blow up its allies.

Zombie Engineer

Level 4 Medium-sized Non-heroic Zombie, Low Threat

Hit Points: 105	**Healing Threshold**: NA	**Damage Threshold:** 19 (double wounds)
Defense: 11	**Toughness:** 12	**Resolve:** NA
Speed: 4	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +1
Damage Resistance: 4		

-**Zombie Bash** 1d20+3 accuracy, 21 damage, 1 strike maximum; *Special Traits*: NA
-**Explosion** 1d20+0 accuracy, 40 damage, 1 strike maximum; *Special Traits*: Penetration 5, Burst 2

Skills: Computers 2, Durability 3, Endurance 3, Lore 3, Melee 3, Perception 2, Science 4
Talents: Resistant II

Strength: 2	**Instinct**: 1	**Agility**: 1	**Fortitude:** 5
Intelligence: 1	**Willpower**: 1		

Gear: Zombie Bash

Special Ability (Burning Fuel Tanks): The zombie is covered with lit, burning fuel tanks, giving them an aura of fire. Anyone who ends their turn adjacent to the zombie suffers 10 energy damage.

Special Ability (Explosion): When the zombie is reduced to 0 hit points or suffers a core or vitals wound, it explodes. It makes an explosion attack in a Burst (2) area centered on itself. It is blown to pieces and killed as part of this attack.

Special Ability (Crumbling Body): Zombies suffer twice as many crippling wound points whenever a limb is injured. They are still destroyed if their core, critical, or vitals suffer 5 wounds.

Special Ability (Mindless Slaves): Zombies are animated corpses with a hunger for the living. Unless stated otherwise, they have an intelligence and willpower score of 1, no morale bonus, and no resolve score. Any attacks against the resolve of a zombie automatically fails, regardless of the attack roll. They are immune to telepathy, combat influence, and do not gain positive or negative morale markers. They only gain a standard and a move action every round but can drop one of these actions for a minor action, as normal.

Zombie Horde Description

As part of a demon invasion of on a major population center, countless innocents are killed. But numerous others are converted into zombies and possessed. In large cityscapes, these zombies gather together in vast hordes to hunt down the living. These hordes are a great threat to the survivors, who witness in horror as their neighbors and compatriots now seek to consume their flesh. They are a tide of horror, where their combined, coordinated numbers makes them a greater threat than the zombies if they were scattered apart.

Tactics

Zombie hordes use all their coordination, in the form of a pack mentality, to wander and fight together as one mob. In battle, they move towards the greatest concentration of enemies and unload their flailing limbs upon them. As they approach, the possessed soldiers in their ranks fire wildly, shooting any anything within line of sight. Wild fire combats huge numbers of foes, but lacks concentration and thus does not do as much damage as other swarms.

Zombie hordes do not use combat behaviors or combat augmentations. Swarms function much differently than ordinary enemies, being large mobs of various enemies. Such the Swarm Attack, Swarm Traits, and Size of the Horde trait for how the demonic horde functions.

Zombie Horde

Level 20 Colossal-sized Swarm of Zombies, Formidable Threat

Hit Points: 2,000	**Healing Threshold**: NA	**Damage Threshold:** NA
Defense: 8	**Toughness:** 55	**Resolve:** NA
Speed: 4	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 10 by 10 square	**Reach:** 1 squares	**Initiative:** +1
Damage Resistance: 3		

-**Flailing Limbs** 1d20+25 accuracy, 40 damage, 1 strike maximum; *Special Traits*: Hailfire 3
-**Wild Fire** 1d20+20 accuracy, 30 damage, 1 strike maximum, medium range; *Special Traits*: Penetration 5, Hailfire 1

Special Ability (Swarm Attack): With a single standard action, the zombie horde can make a melee attack against every target within its space and reach, and then also make it's wild fire ranged attack.

Special Ability (Wild Fire): When the zombie horde makes a ranged attack, it makes a single attack roll against every enemy within line of sight and medium range of the horde.

Special Ability (Swarm Traits): The zombie horde is immune to crippling wounds, combat influence, and has no morale score or healing threshold. Area of effect attacks gain additional hailfire when targeting the horde. Bursts gain +1 hailfire per burst area, cones gain +1 hailfire per 2 cone value, and lines gain +1 hailfire per 4 hailfire. All these effects can gain a maximum of +4 hailfire from area attacks, stacking with other sources of hailfire. In addition. The demonic horde gains Hailfire (2) when attacking another swarm type enemy.

Special Ability (Size of the Horde): The zombie horde is made up of scores of zombies fighting together as a singular unit. It occupies a 10 by 10 area by default, but this area can bend and flex to fit in different environments, such as becoming a narrow column to fit through a tunnel. In addition, it can move to encompass other creatures within the area. Other creatures within the space of a horde must make a DC 30 athletics check to move. In addition, every square moved in the horde provokes an opportunity attack and is difficult terrain.

Special Ability (Rip Them Apart): While zombies hordes do not have damage threshold, rending attacks are particularly effective against them, given the physiology of zombies. Attacks against the horde gain +1 hailfire for every 2 points of rending the attack has, to a maximum of Hailfire (+4). This is cumulative with area of effect attacks that gain hailfire from the size of the horde. Thus, an attack with Burst (4) and Rending (5) would gain Hailfire (6) against the swarm.

Chapter 7: Demons

Combating demons as the forces of hell try to take over is the heart of the DOOM RPG. These monstrous beings are creatures of pure evil that live to spread malevolence and suffering across all realities. Surviving and standing against these monsters is the primary goal of heroes in the DOOM universe.

Arachnotron Description

The arachnotron is a cybernetic demon derived from the genetic material of the Spider Mastermind demon, affixed within a cybernetic chassis designed by UAC engineers. This resulted in a quick, resilient creature that serves as a highly mobile artillery piece for demonic armies. Equipped with both a plasma cannon and a cluster grenade launcher, these powerful cybrid demons can easily break ranks and scatter human defenders who try to stop them. As a more recently developed demon, they are a common and serious threat to the ARC forces on Earth.

Tactics

The arachnotron aspires to remain at medium range from its foes, bombarding foes with its plasma cannons. It prefers to use standard semi-automatic fire but will use different bursts if the occasion calls for it and it is not struggling with accuracy. As a minor action once per 3 rounds, it can supplement its fire with the cluster grenade launcher. This is primarily to strike at enemies in cover or barraging numerous foes at once. If it does not have an ideal opportunity to use the grenades, it will save them for the right moment.

The arachnoton is an evasive creature that can react quickly. Every time it is hit by an attack, it can make a free shift action, usually to move away. They will sometimes fight from along the walls or ceilings if it helps them gain a firing arc or avoid powerful melee combatants. They rarely use melee attacks, but will sometimes try to finish off wounded, close foes with a bite attack.

Arachnotron

Level 9 Large-sized Non-heroic Demon, Extreme Threat

Hit Points: 330	**Healing Threshold**: 10	**Damage Threshold:** 35
Defense: 21	**Toughness:** 31	**Resolve:** 20
Speed: 8	**Shift Speed:** 2	**Morale Bonus:** +4
Space: 2 by 2 squares	**Reach:** 1 square	**Initiative:** +5
Damage Resistance: 18		

-**Demonic Claws** 1d20+9 accuracy, 20 damage, +3 strikes maximum; *Special Traits*: Penetration 7, Rending 5
-**Demonic Bite** 1d20+10 accuracy, 29 damage, 1 strike maximum; *Special Traits*: Penetration 7, Rending 2, Devil's Taint (DC 17 Endurance or 18 poison damage)
-**Plasma Gun** 1d20+9 accuracy, 27 damage, +3 strikes maximum, medium range; *Special Traits*: Penetration 10, Energy Damage, Automatic
-**Cluster Grenades** 1d20+5 accuracy, 45 damage, 1 strike maximum, long range; *Special Traits*: Penetration 5, Burst 1, Grenade, Delay

Skills: Acrobatics 5, Athletics 5, Defensive Training 5, Durability 5, Endurance 5, Melee 5, Mental Training 5, Perception 5, Ranged 5, Stealth 5, Survival 5, Tactics 5
Talents: Awesome Abilities (strength agility, fortitude), Bulwark, Close Combat Shot, Defensive Fighting, Far Shot, Hardened Survivalist, Leap, Penetration II, Weapon Mastery (ranged), Wrestling Combatant

Strength: 8	**Instinct**: 6	**Agility**: 6	**Fortitude:** 10
Intelligence: 3	**Willpower**: 5		

Gear: Large-sized Demonic Claw, Large-sized Demonic Bite, Large-sized Plasma Gun, Demon Hide

Special Ability (Plasma Gun Turret): The arachnotron has a mounted plasma gun turret. This weapon is identical to the plasma gun weapon, except it has unlimited ammunition and gains the benefits for being a large-sized natural weapon. If the arachnotron suffers 2 action crippling wounds, the plasma gun turret is destroyed.

Special Ability (Cluster Grenade Launcher): The arachnotron can, as a minor action, fire of its cluster grenade launcher. By doing so, they pick four Burst (1) locations. Each location must be at 2-4 squares from the center of another burst. After choosing the locations, the arachnotron makes its cluster grenade attack against every target in all four burst areas. These can be evaded as normal. After using this ability, this attack cannot be used again for another 3 rounds.

Special Ability (Crawler): The arachnotron can climb and cling to walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Skitter): When the arachnotron suffers damage from an attack, it can instantly make a shift action. It can even use this shift action to climb up nearby walls. It can do this any number of times per turn.

Special Ability (Cybernetic Grafts): The arachnotron has numerous cybernetic grafts that greatly improve its durability. These cybernetic grafts give it +100 maximum hit points and +5 damage resistance.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, arachnotrons deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Archvile Description

Forged from hellfire, descended from elder demon gods, the archvile is nobility amongst demons. These powerful fiends radiate with magical power, for they are giving dominion over the powers of Hell. Rarely, if ever, deploying into the mortal realms, these demon lords live in conquered realms where they are giving dominion over lesser demons and their subjected masses of zombified servants. Archviles are feared for their ability to conjure massive explosions of fire and summon demonic legions to their aid.

Tactics

Archviles usually begin combat by keeping a low profile and preparing to summon an army of demons. If they have demonic allies already, they will use them to distract the enemy. Otherwise, they create a wall of fire to conceal themselves then begin summoning demons on the next turn. This takes multiple rounds, and they are vulnerable while casting. When summoning, they usually spent all or almost all their energy to summon a full host of minions. If possible, they will spend a full 100 energy to summon two groups of lesser demons, 2 greater demons, and 1 master demon group. What exactly they summon depends on the terrain, environment, and the preferences of an individual archvile.

Once the horde is summoned, the archvile will assist them in battle. Its energy recovers as it suffers damage, as those around it dies, and simply over time. One of the important focuses for them to summon demons such as imps and gargoyles is to distract their foes while feeding on their deaths to summon more demons. In the meantime, they will use flame wave and lake of fire to bombard enemies and set them on fire, cataclysm blast to focus down single targets, and incinerate to try to finish off burning foes. If they are high on energy, they will often use alacrity to activate two powers a turn. Meanwhile, archviles are weak in melee, so they use teleport to travel to safety.

Once their last demonic wave has been eliminated, the archvile will either try to escape or summon a new wave.

Archvile

Level 26 Large-sized Heroic Demon, Extreme Threat

Hit Points: 435	**Healing Threshold**: 12	**Damage Threshold:** 46
Defense: 27	**Toughness:** 37	**Resolve:** 31
Speed: 9	**Shift Speed:** 2	**Morale Bonus:** +10
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +10
Damage Resistance: 24		

-**Demonic Claws** 1d20+15 accuracy, 22 damage, +5 strikes maximum; *Special Traits*: Penetration 12, Rending 5, Flames
-**Fire Ball** 1d20+17 accuracy, 36 damage, 1 strikes maximum, distant range; *Special Traits*: Penetration 15, Energy Damage

Skills: Acrobatics 10, Athletics 10, Defensive Training 11, Durability 11, Endurance 11, Leadership 8, Lore 11, Melee 11, Mental Training 11, Perception 11, Ranged 11, Science 6, Stealth 8, Survival 8, Tactics 8
Talents: Awesome Abilities (strength agility, fortitude), Brutality II, Close Combat Shot, Combat Reflexes, Defensive Fighting II, Devastating Cripple (ranged), Dodge, Far Shot, Hardened Survivalist, Penetration V, Power Strike II, Resilience, Swift Strikes II, Weapon Mastery (ranged II)

Strength: 12	**Instinct**: 10	**Agility**: 8	**Fortitude:** 15
Intelligence: 8	**Willpower**: 10		

Gear: Large-sized Demonic Claw, Large-sized Fireball, Thick Demonic Hide

Special Ability (Hell Energies): The archvile is a creature born of hell fire. It is a conduit for the destructive energies of Hell. They have a reservoir of energy that they can utilize to fuel supernatural effects. The Archvile has a base 100 energy. They regain 10 energy at the start of every round. In addition, every character or creature that dies or is reduced to 0 hit points within long range of them allows them to recover 10 more energy. Furthermore, the archvile gains 5 energy whenever it is damaged by an attack and 20 energy whenever it suffers a crippling wound.

The archvile can use their energy to replicate a variety of spells:

-Alacrity: The archvile can spend 10 energy on it's turn to gain a bonus standard action. This is a free action that can be done once per turn.
-Cataclysm Blast: The archvile can spend 10 energy when it makes a fireball attack to make it more powerful. If they do, the fire ball attack gains +10 accuracy, +30 damage, +20 penetration, and the Flames trait.

*-Flame Wave***:** As a standard action, the archvile can fire a wave of flame that incinerates an area. This power is a Line (20) that is 2 squares wide instead of 1 square. The flame wave makes a +25 attack against all in the area. On a hit against defense, it deals 80 damage, or half that much on a missed attack. The wave has the Flames and Penetration (10) traits. This power costs 20 energy.

-Incinerate: The archvile can spend 25 energy to deal damage to all flaming enemies within 30 squares. By doing this, they instantly deal 50 piercing damage to every target within range that has the Burning condition. This does not require an attack. This also causes the Burning condition to end.

*-Lake of Fire***:** As a standard action, the archvile can cause an explosion of flame to erupt in the target location. This effects a Burst (3) square within distant range. The target area must be on the ground; they cannot target the air with this power. Furthermore, targets that are more than 1 square above the ground are not affected. The lake of fire makes a +30 attack against all targets in the area. On a hit against defense, it deals 50 damage or half that much damage on a missed attack. The wave has the Flames and Penetration (10) traits. The power ignores accuracy penalties from cover, concealment, or the hidden or cloaking conditions. This power costs 20 energy.

-Teleport: The archvile can spend 10 energy as a minor action to teleport to any location they know of within 30 squares. This can be done up to twice per turn.

-Wall of Fire: The archvile can summon a wall of fire as a move action that blocks attacks and deals damage to those that try to pass through it. This wall is always 1 square wide, but is 2 squares long per 5 energy invested into the power (maximum of 20 squares long for 50 energy). The wall blocks all ranged attacks passing through it. The wall can be moved through, but it automatically deals 80 energy damage to those that pass through it. The wall lasts for 3 rounds, or until the archvile dismisses it.

Special Ability (Infernal Touch): The archvile's melee attacks gain the Flames trait.

Special Ability (Summon): As it's ultimate power, the archvile can enact a ritual to summon a host of additional demons. This requires spending a large amount of its hell energy reservoir and requires 2 full-rounds to cast the spell. During this time, if the archvile is staggered, stunned, or killed, the ritual is interrupted, and the demons are not summoned.

This power potentially let the archvile summons a huge number of enemies. Upon being summoned, these enemies roll their own initiative and reward experience individually (they are not part of the archvile's experience reward). In addition, if the archvile is still alive, all the demons it summons have the Power of the Underworld effect (see sidebar) for the remainder of the encounter. If the archvile dies, the summoned demons lose that beneficial effect.

The archvile summons demons in groups of similar powered demons. They can summon between 1-5 five groups with a single casting. When summoned, these demons appear anywhere the archvile choses within long range. Each of the summoning groups have a selection of minions to chose from for summoning. Each group's contents can be chosen individually. However, higher tiered groups of summons often require a number of lower tiered summons. Total up the energy cost of all summoned groups; this is the energy cost to summon all of those minions, paid when the ritual is complete.

The following are the list of summoning options:

-Lesser Summons: For 15 energy, the archvile can summon either: 5 imps, 5 gargoyles, or 3 hell razers. There are no additional requirements on lesser summons.

-Greater Summons: For 20 energy, the archvile can summon one of the following: a pinky, a cacodemon, a revenant, or a hell knight. The archvile can only include a number of greater summons equal to the number of lesser summons they are using as part of the ritual.

-Master Summons: For 30 energy, the archvile can summon one of the following groups: 1 baron of hell (either variety), 1 pain elemental and 2 cacodemons, or 1 dread knight and 1 whiplash. The archvile can only include 1 master summon for every 2 greater summons they are doing as part of the ritual.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, archviles deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Power of the Underworld
The power of the underworld effect gives +2 attack accuracy, +2 to skill checks, +2 defense, and 10 temporary hit points to the effected demon(s). This is not cumulative with multiple applications of the effect.

Baron of Hell Description

Barons of Hell are high ranked and devilishly powerful demons. The most powerful of the Hell Knight variants, the Barons of Hell are unholy reagents that lord over the regions of that cursed domain. They rarely leave Hell, leaving invasion to their lesser followers, but instead crush anyone who invades their home territory. Legend states that the Barons, while powerful, may nonetheless be servants to an even greater power within hell, serving as lesser nobles and royal guards to that powerful being.

Tactics

A Baron is a terrible combatant that grows stronger as it fights. This strength comes in the form of a resource known as Hellfire. The more hellfire a Baron has accumulated, it gains an increasingly more power destructive aura. It can also spend stacks of hellfire to empower its argent blasts via the Apocalypse Strike ability.

A Baron begins an encounter by focusing on the weakest enemies first as it builds up its Hellfire. It uses its stomp and demonic claw attacks against those enemies to deal multiple wounds or simply kill their target. Sometimes, they will even attack their own follower demons to build up their Hellfire. Once they have built up stacks, they will focus on more dangerous targets with their argent blast attacks. They will charge their argent blastss with Apocalypse Strikes if they see a way to deal considerable damage with a single mighty blow. They will alternate back and forth between claw or argent blast attacks, while always trying to stay in range of an enemy to stomp upon. They throw small enemies to keep them off balance or disrupt the ranks of dangerous foes. They also frequently throw foes off cliffs, so they fall to their deaths.

Baron of Hell

Level 24 Huge-sized Non-heroic Demon, Extreme Threat

Hit Points: 508	**Healing Threshold**: 13	**Damage Threshold:** 50
Defense: 19	**Toughness:** 48	**Resolve:** 30
Speed: 7	**Shift Speed:** 1	**Morale Bonus:** +10
Space: 3 by 3 squares	**Reach:** 3 squares	**Initiative:** +8
Damage Resistance: 28		

-**Demonic Claws** 1d20+18 accuracy, 38 damage, +2 strikes maximum; *Special Traits*: Penetration 17, Rending 5
-**Stomp** 1d20+17 accuracy, 50 damage, 1 strike maximum; *Special Traits*: Penetration 23
-**Argent Blast** 1d20+20 accuracy, 44 damage, 1 strike maximum, medium range; *Special Traits*: Penetration 25, Energy Damage

Skills: Acrobatics 8, Athletics 8, Defensive Training 10, Durability 10, Endurance 10, Melee 10, Mental Training 10, Perception 8, Ranged 10, Survival 8, Tactics 8
Talents: Awesome Abilities (strength agility, fortitude), Cleave II, Devastating Cripple (melee), Hardened Survivalist, Leap, Penetration V, Power Strike II, Resistant V, Resilience, Weapon Mastery (melee II, ranged II)
Strength: 20   **Instinct**: 6   **Agility**: 3   **Fortitude:** 16
Intelligence: 4   **Willpower**: 10
Gear: Huge-sized Demonic Claw, Huge-sized Argent Blasts, Thick Demon Hide

Special Ability (Stomp): As a minor action once per round, the Baron of Hell can try to stomp on a medium-sized or smaller target. This attack profile is equivalent to a Huge-sized Demonic Smash attack that can only be used as part of this action.

Special Ability (Hellfire): The baron of hell gains one stack of hellfire at start of every round in an encounter, and 1 for every crippling wound they deal with demonic claw and stomp attacks. When they reduce a target to 0 hit points with a melee attack, they gain 2 stacks of hellfire. They can have up to 10 stacks of hellfire at once. Hellfire provides the baron with a hellfire aura and allows them to make apocalypse strike attacks.

Special Ability (Hellfire Aura): When any creature ends their turn adjacent to a baron of hell, they suffer energy damage equal to 5x the number of hellfire stacks the baron currently has.

Special Ability (Apocalypse Strike): A baron of hell can spend their hellfire stacks to super charge their argent blast attack. For every stack of hellfire they put into the attack, the argent blast gains +1 accuracy and +1 burst area. For example, putting 5 stacks of hellfire would cost the baron 5 stacks, but would give an argent blast attack +5 accuracy and a Burst (5) area.

Special Ability (Forceful Push): The baron forces lesser demons to push forward to coincide with their attacks. This effect triggers when the baron makes an argent blast attack, and effects all demons of a lesser level that are a base high threat or less. When the baron activates this ability, all such demons within 15 squares can either make a shift action towards the target of

the attack or make an opportunity attack against any target within 6 squares of the baron's primary target. If the baron used apocalypse strike with their attack, all effected demons either gain either +1 accuracy or +1 shift speed per stack of hellfire used with the attack.

Special Ability (Throw): The baron of hell can throw creatures that are large sized or smaller. If their claw attack surpasses the target's defense and toughness, they can make an opposed athletics test with the target. If the baron wins, they lift the target and throw them at a location or another target within 15 squares. Upon hitting terrain, the target suffers 40 damage and is prone. If they throw the target at another enemy, they make a +10 ranged attack roll against the second target's defense. On a hit, both targets suffer 40 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, barons of hell deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Fireborne Baron of Hell Description

A deviation of the common Baron of Hell, the fireborne baron hails from a forbidden region of hell known as the Burning Abyss. A region of obsidian, damned souls, and crashing waves of magma, the barons sent there have become one with their environments. Now they are creatures of black stone covering a nexus of hellfire. Even more terrifying than common barons, these fireborne are sometimes called from their flaming pits in order to make war on the enemies of Hell.

Tactics

Fireborne grow substantially more powerful as their physical form is damage, gaining a stack of hellfire every 40 points of damage they suffer. Every stack of hellfire empowers their fire ball and flame blade attacks and causes them to do more damage to nearby enemies. Thus, they are much more dangerous later in the fight when they have taken enough damage to unleash their full hellfire form.

Fireborne barons are less concerned with guiding and leading minions than more common barons. However, their abilities are much more destructive. Their stacks of hellfire can cause their basic attacks to deal tremendous amounts of damage. It also activates their inferno ability, which can cause tremendous damage in a large area, even killing many of their allies.

Fireborne barons are extremely aggressive in combat, seeking to push their way into melee range with their enemies. Despite this, they will utilize the tactics skill and combat behaviors to more effectively unleash their rage upon their enemies.

Baron of Hell, Fireborne

Level 24 Huge-sized Non-heroic Demon, Extreme Threat

Hit Points: 508	**Healing Threshold**: 13	**Damage Threshold:** 50
Defense: 19	**Toughness:** 48	**Resolve:** 30
Speed: 7	**Shift Speed:** 1	**Morale Bonus:** +10
Space: 3 by 3 squares	**Reach:** 3 squares	**Initiative:** +8
Damage Resistance: 28		

-Demonic Claws 1d20+18 accuracy, 36 damage, +2 strikes maximum; *Special Traits*: Penetration 17, Rending 5
-Flame Blade 1d20+19 accuracy, 70 damage, 1 strike maximum; *Special Traits*: Penetration 27, Flames
-Fire Ball 1d20+21 accuracy, 44 damage, 1 strike maximum, medium range; *Special Traits*: Penetration 20, Burst 2, Flames, Energy Damage

Skills: Acrobatics 8, Athletics 8, Defensive Training 10, Durability 10, Endurance 10, Melee 10, Mental Training 10, Perception 8, Ranged 10, Survival 8, Tactics 8
Talents: Awesome Abilities (strength agility, fortitude), Cleave II, Devastating Cripple (melee), Hardened Survivalist, Leap, Penetration V, Power Strike II, Resistant V, Resilience, Weapon Mastery (melee II, ranged II)
Strength: 20   **Instinct:** 6   **Agility**: 3   **Fortitude:** 16
Intelligence: 4   **Willpower**: 10
Gear: Huge-sized Demonic Claw, Huge-sized Flame Blade, Huge-sized Fireball, Thick Demon Hide

Special Ability (Cataclysm Strike): As a minor action once per round, the Baron of Hell can make a single flame blade strike on a target within reach. They cannot do this in the same turn they make a flame blade attack as a standard action.

Special Ability (Hellfire): The baron of hell has 1 stack of hellfire for every 40 hit points it is missing. They can have up to 10 stacks of hellfire at once. Hellfire provides the baron with a hellfire aura. They also gain +5 damage and penetration with their flame blade and fireball attacks for every stack of hellfire they have.

Special Ability (Hellfire Aura): When any creature ends their turn adjacent to a baron of hell, they suffer energy damage equal to 5x the number of hellfire stacks the baron currently has.

Special Ability (Conflagration): The baron of hell's fire ball attack gains the Flames and Burst (2) traits.

Special Ability (Inferno): When the baron of hell has at least 2 stacks of hellfire, it can spend a full-round action to release a massive blast of fire centered on itself. This affects all targets with 1 square of them per 2 stacks of hellfire they have. They make a +15 attack against every target within the area. On a hit, the attack deals 10x hellfire stacks damage with the Penetration (5) and Flames traits. It deals half damage on a missed attack.

Special Ability (Throw): The baron of hell can throw creatures that are large sized or smaller. If their claw attack surpasses the target's defense and toughness, they can make an opposed athletics test with the target. If the baron wins, they lift the target and throw them at a location or another target within 15 squares. Upon hitting terrain, the target suffers 40 damage and is prone. If they throw the target at another enemy, they make a +10 ranged attack roll against the second target's defense. On a hit, both targets suffer 40 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, barons of hell deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Bruiser Description

A Bruiser is a powerful demon that has undergone significant cybernetic modification. It is possible it was once born of a very different type of demon, such as a Hell Knight, but is now quite different. The Bruiser possesses arm cannons filled with Hell energies, robotic legs and grafts, and possesses an artificially attached television screen that replaces its mouth. Bruisers are known for the corrupting effects they have on machines, as they can spread their demonic-machine cursed essence onto mortal technology. The cybrid demon virus that they possess can allow demons to possess machines and turn them against their owners. For this reason, Bruisers are unleashed from Hell when the technologies of mankind need to be turned against their former masters.

Tactics

A Bruiser is a tough combatant that can destroy enemies with its mighty Hell Cannons. These cannons, fired separately or together, can quickly turn enemies into ash smears. If foes survive long ranged bombardments and close in, the Bruiser will emit a Binary Shriek from its monitor-like face. This shriek has a high chance to deafen and stun its enemies, making them vulnerable to future hell cannon attacks. To make sure enemies are subject to its shriek, the bruiser constantly closes in on its foes rather than keep its distance with the cannons.

Against vehicles and machines, the Bruiser is even more dangerous. It can use its cannons or its shriek to deal EMP damage against constructs, which they have no resistance against. Furthermore, as it deals wounds to the machine, it also grants corruption points. A corrupted vehicle rebels against its user, becoming ineffective. Eventually, after it achieves 5 corruption points, the vehicle is fully dominated with demonic computer viruses and becomes a slave machine to the demons. Facing a Bruiser with a vehicle is thus very dangerous, as it can turn the tools used to kill it to its own side.

Bruiser

Level 21 Large-sized Non-heroic Demon, Extreme Threat

Hit Points: 312	**Healing Threshold**: 13	**Damage Threshold:** 45
Defense: 18	**Toughness:** 34	**Resolve:** 27
Speed: 7	**Shift Speed:** 1	**Morale Bonus:** +8
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +6
Damage Resistance: 29		

-Demonic Smash 1d20+10 accuracy, 60 damage, +1 strike maximum; *Special Traits*: Penetration 20
-Hell Cannon 1d20+15 accuracy, 60 damage, 1 strike maximum, long range; *Special Traits*: Penetration 34, Energy Damage
-Hell Cannon w/ Dual-wielding 1d20+10 accuracy, 60 damage, 1 strike maximum x2, long range; *Special Traits*: Penetration 34, Energy Damage

Skills: Athletics 6, Defensive Training 8, Durability 9, Endurance 8, Melee 9, Mental Training 9, Perception 6, Ranged 9, Tactics 9
Talents: Awesome Abilities (strength agility, fortitude), Devastating Cripple (ranged), Dual-Weapon Skill, Penetration V, Resilience, Weapon Mastery (melee II, ranged II)

Strength: 12	**Instinct**: 6	**Agility**: 4	**Fortitude:** 16
Intelligence: 3	**Willpower**: 8		

Gear: Large-sized Demonic Smash, Large-sized Hell Cannon x2, Demonic Plating

Special Ability (Binary Shriek): As a standard action, the bruiser can emit a focused electronic shriek in a cone in front of it. This ability effects a Cone (6). Any living creature within the area must make a DC 29 Endurance check or be Stunned for 2 rounds and deafened for 5 rounds. Deaf targets are immune to the Binary Shriek ability until the deafness wears off. Constructs within the area are not affected by the shriek, but instead suffer a +9 attack versus them. If they are hit, they suffer 40 EMP damage, or half that much damage on a missed attack.

Special Ability (Pulse Cannons): When firing their hell cannon, the bruiser can choose for the attack to deal EMP damage instead of energy damage. They must decide this before they fire.

Special Ability (Cybrid Demon Virus): If the bruiser deals a crippling wound to a construct with an EMP attack, they can forgo dealing a crippling wound point to instead deal 1 corruption point to the machine. A corrupted construct suffers a penalty to all attacks and defenses equal to corruption points and pilots trying to control a corrupted vehicle suffer a -5 penalty to pilot checks for every corruption point. In the meantime, the construct's electronics are haywire, producing strange sounds, lights, and horrific symbols. If a construct gains 5 corruption points, it becomes a demonic engine and fights for the forces of hell. It no longer responds to its pilot and does everything it can to slay them.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, bruisers deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Cacodemon Description

A Cacodemon is a psionic demon that is driven by a need to feed. As otherworldly creatures, Cacodemons not only possess physical hunger but a need to feed on the fear of nearby creatures. As such, they are frequently eager to enter the mortal domain to feed on the fresh fear of invasion victims. Drawn by negative emotions, the Cacodemon finishes its feast by devouring its foe with a large maw. Capable of surprisingly fast flight, empowered by levitation, Cacodemons are relentless in their pursuit of a meal.

Tactics

A Cacodemon chooses a victim and floats ever closer to them each round. As it approaches, it fires uses its Instill Fear ability as a minor action to demoralize their foe. If successful, the foe is drained and it gains life and temporary hit points from the Feed on Fear ability. Afterwards, it will use its standard action to spit Psychoactive Bile at its target. It continues this tactic until it becomes adjacent to its chosen target, where it substitutes its ranged attack with powerful bites. It continues to use Psychic Fear to demoralize its foe, relying on the Feed on Fear ability to keep it alive against overwhelming firepower.

Cacodemon

Level 14 Large-sized Non-heroic Demon, High Threat

Hit Points: 180	**Healing Threshold**: 9	**Damage Threshold:** 35
Defense: 15	**Toughness:** 28	**Resolve:** 25
Speed: 11 (fly)	**Shift Speed:** 1	**Morale Bonus:** +6
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +3
Damage Resistance: 23		

-**Demonic Bite** 1d20+12 accuracy, 33 damage, 1 strike maximum; *Special Traits*: Penetration 10, Rending 2, Devil's Taint (DC 20 Endurance or 28 poison damage)

-**Psychoactive Bile** 1d20+11 accuracy, 55 damage, 1 strikes maximum, long range; *Special Traits*: Penetration 20, Debilitating

Skills: Defensive Training 6, Durability 7, Endurance 7, Influence 7, Melee 7, Mental Training 7, Perception 7, Ranged 7, Survival 6

Talents: Awesome Abilities (strength agility, fortitude), Great Speaker, Penetration II, Resistant IV, Resolute II, Weapon Mastery (melee, ranged)

Strength: 8	**Instinct**: 6	**Agility**: 2	**Fortitude:** 8
Intelligence: 2	**Willpower**: 6		

Gear: Large-sized Demonic Bite, Large-sized Psychoactive Bile, Thick Demonic Hide

Special Ability (Debilitating Psychoactive Bile): If the psychoactive bile attack hits a targets defense and toughness, then they are Blind and Staggered until the end of their next turn.

Special Ability (Psychic Fear): The cacodemon has a telepathic presence that it uses to fill its targets with the deepest dread. It can make psionic combat influence attempts against targets within line of sight and 30 squares. It can only use combat influence to demoralize or terrorize. Due to its Great Speaker talent, it can target two enemies with a single combat influence attempt.

Special Ability (Feed on Fear): Whenever an enemy loses a morale marker within 30 squares of a cacodemon, the demon recovers 10 hit points and gains 5 temporary hit points. These temporary hit points are cumulative with multiple negative morale markers. It can gain a maximum of 50 temporary hit points at once from this ability.

Special Ability (Levitation): The cacodemon is capable of psychically floating through the air and has a fly speed.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, cacodemons deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

~Cacodemon (above)   *~Cherub (below)*

Cherub Description

Cherubs are small, predator demons with a quite disturbing appearance. They have the wings, legs, and claws of a fly with the torso and head of a human baby. Cherubs are created as the result of human fears echoing in Hell to create such a disturbing creature. These demons live to severe and cut apart mortal creatures with razor sharp limbs and feed upon them. They are often found in the company of mancubus, as something about those grotesque demons seems to attract cherubs around them like scavengers following in the wake of a predator. Cherubs are usually found in small groups of 4-8, often with other demons nearby. Their presence is easily recognized by sound, as the emit a babbling sound like a human baby when on the hunt.

Tactics

Cherubs babble incessantly as their pack closes in on their prey. With innocent eyes they look at their victims and lunge forward to rip them apart with their tearing claws. Cherubs have very refined claws that can easily tear through armor, making them easy to underestimate. These soulless creatures fight like a pack of animals, demonstrating no intelligence or higher thought. They use their lunge actions whenever possible.

Most humans are unwilling to put the gun to a creature that looks like a defenseless baby. Because of their unnerving terror trait, any human attacking a Cherub most make a willpower check to successfully attack a Cherub. Once the Cherub begins cutting into their victim, however, will to survive kicks in and this check becomes much easier.

Cherub

Level 14 Small-sized Non-heroic Demon, Low Threat

Hit Points: 67	**Healing Threshold**: 7	**Damage Threshold:** 21
Defense: 25	**Toughness:** 17	**Resolve:** 20
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +5
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 8		

-Demonic Claw 1d20+7 accuracy, 11 damage, +2 strikes maximum; *Special Traits*: Penetration 13, Rending 10

Skills: Acrobatics 7, Athletics 7, Defensive Training 7, Durability 5, Endurance 5, Melee 7, Mental Training 4, Perception 4, Stealth 6

Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting, Devastating Cripple (melee), Power Strike, Weapon Mastery (melee)

Strength: 4	**Instinct**: 4	**Agility**: 4	**Fortitude:** 4
Intelligence: 1	**Willpower**: 6		

Gear: Small-sized Demonic Claws, Demonic Hide

Special Ability (Lunge): As a full-round action, the cherub can perform a lunge action. They move up between 2-5 squares in a straight line and attack a target at the end of the line. This movement does not provoke opportunity attacks. After they move, they make a single claw attack at the target of their movement. This attack gains +10 damage and the target does not gain the agility bonus to defense.

Special Ability (Shredding): The cherub's claws are sharp and brutal. Their claw attack gains +5 penetration and rending.

Special Ability (Unnerving Terror): Any creature that ends its turn within 3 squares to a cherub loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, cherubs deal 1 negative morale level for every crippling wound point they deal to a target. Finally, attacking a cherub is so unnerving for humans that it requires making a DC 12 willpower check. The creature gains +4 to the check if the cherub attacked them in the past turn. Non-humans or characters with the Jaded, Cynic, or Emotionless talents can attack the cherub without penalty.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Demonic Horde Description

As part the greatest demonic invasions, vast swarms of demons might gather together and fight as one, deadly unit. These swarms are usually made up of lesser demons, such as gargoyles and imps, with a few greater demons such as pinky demons and revenant supporting their ranks. No matter their composition, a demonic horde is a vast threat that requires great warriors to combat and prevent from sweeping over the realm in a tide of destruction.

Tactics

Demonic hordes use all their coordination to fight together as one mob. In battle, they move towards the greatest concentration of enemies and unload their tide of claws and fangs upon them. They follow up their melee attack with a demonic barrage, also targeting the most enemies possible. They are a simple enemy, but one that is very difficult to overcome.

Demonic hordes do not use combat behaviors or combat augmentations. Swarms function much differently than ordinary enemies, being large mobs of various enemies. Such the Swarm Attack, Swarm Traits, and Size of the Horde trait for how the demonic horde functions.

Demonic Horde

Level 25 Colossal-sized Swarm of Demons, Formidable Threat

Hit Points: 2,500	**Healing Threshold**: NA	**Damage Threshold:** NA
Defense: 10	**Toughness:** 60	**Resolve:** NA
Speed: 6	**Shift Speed:** 2	**Morale Bonus:** NA
Space: 10 by 10 square	**Reach:** 2 squares	**Initiative:** +2
Damage Resistance: 10		

-Tide of Claws and Fangs 1d20+30 accuracy, 40 damage, 1 strike maximum; *Special Traits*: Penetration 10, Rending 5, Hailfire 3
-Demonic Barrage 1d20+30 accuracy, 60 damage, 1 strikes maximum, medium range; *Special Traits*: Penetration 20, Burst 5, Hailfire 3

Special Ability (Swarm Attack): With a single standard action, the demonic horde can make a melee attack against every target within its space and reach, and then also make it's demonic barrage ranged attack.

Special Ability (Swarm Traits): The demonic horde is immune to crippling wounds, combat influence, and has no morale score or healing threshold. Area of effect attacks gain additional hailfire when targeting the horde. Bursts gain +1 hailfire per burst area, cones gain +1 hailfire per 2 cone value, and lines gain +1 hailfire per 4 hailfire. All these effects can gain a maximum of +4 hailfire from area attacks, stacking with other sources of hailfire. In addition. The demonic horde gains Hailfire (2) when attacking another swarm type enemy.

Special Ability (Size of the Horde): The demonic horde is made up of scores of demons fighting together as a singular unit. It occupies a 10 by 10 area by default, but this area can bend and flex to fit in different environments, such as becoming a narrow column to fit through a tunnel. In addition, it can move to encompass other creatures within the area. Other creatures within the space of a horde must make a DC 30 athletics check to move. In addition, every square moved in the horde provokes an opportunity attack and is difficult terrain.

Special Ability (Crawling Legion): The demonic horde can clamber over walls wihtout requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, the horde deals 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Doom Hunter Description

The Doom Hunter is a mechanical cyborg demon created strictly to oppose the Doom Slayer. Created from the reanimated corpses of an extinct breed of demon, fitted with numerous bionics, they were unleashed to oppose the Doom Slayer from stopping the consumption of Earth. Numerous of these creatures were made, as an entire facility was dedicated to their replication. In addition to hunting the Doom Slayer, these abominations will seek out and try to destroy any dangerous target that opposes the demonic agenda.

Tactics

Doom hunters begin combat attached to their combat sleds. They can put out up to three attacks per turn: a hell cannon shot, a hunter saw melee attack, and a blast from one of their sled weapons. Usually, this will be the heavy cannon using a focused burst, but every 3 rounds will be replaced with a missile salvo. They typically use these attacks together, moving at high speeds thanks to their flight and vehicle locomotion and using hunter's mark to gain free turns against their marked foe. Doom hunter's will prioritize their marked target and only attack others when there is a strategic concern with attacking their marked foe or they are outside of line of sight.

The doom hunter's energy shield, provided by their sled, makes them very survivable. This shield can absorb a lot of firepower and recovers very quickly. The only sure way to destroy it is to focus plasma attacks on it, preferably with focused bursts, to eliminate it quickly. Once down, you still need to contend with the doom hunter's high damage resistance and hit points. However, if it suffers 300 damage, or 3 crippling wounds to the core or mobility, they will be forced to detach from the sled and fight without it. Losing their sled weapons, vehicle locomotion, and energy shields will severely weaken them.

Once detached, the doom hunter will fight much more defensively. Still focused on their marked target, they will prefer to action move in and out of cover, blasting their target with the hell cannon before disappearing. Their fast fly speed and talents at action moving make them highly effective at this, allowing them to weave in and out of combat while nimbly landing accurate hits on their foes. However, if an enemy can gain good strike positioning, the doom hunter is very vulnerable without its sled and will die.

Doom Hunter

Level 26 Huge-sized Non-heroic Demon, Extreme Threat

Hit Points: 577	**Healing Threshold**: 13	**Damage Threshold:** 53
Defense: 25	**Toughness:** 55	**Resolve:** 31
Acceleration Rating: 20	**Max Speed:** 120	**Morale Bonus:** +10
Space: 4 by 4 squares	**Reach:** 2 squares	**Initiative:** +11
Damage Resistance: 39	**Energy Shield:** 250 (10 shield armor)	

-Hunter Saw 1d20+16 accuracy, 57 damage, +2 strike maximum; *Special Traits*: Penetration 22, Rending 11, Hailfire 1
-Hell Cannon 1d20+17 accuracy, 60 damage, 1 strike maximum, remote range; *Special Traits*: Penetration 22, Energy Damage
-Heavy Cannon 1d20+17 accuracy, 31 damage, +5 strikes maximum, long range; *Special Traits*: Penetration 15, Rending 4, Twin-linked, Automatic
-Hell Missile Salvo 1d20+23 accuracy, 60 damage, 1 strike maximum, remote range; *Special Traits*: Penetration 22, Burst 4, Hailfire 3, Rocket

Skills: Acrobatics 11, Athletics 11, Computers 8, Defensive Training 11, Durability 11, Endurance 8, Melee 11, Mental Training 11, Perception 11, Pilot 10, Ranged 11, Science 10, Stealth 6, Survival 10, Tactics 11
Talents: Awesome Abilities (strength agility, fortitude), Brutality III, Bulwark, Cleave II, Defensive Fighting II, Devastating Cripple (ranged, melee), Dodge, Dual Weapon Skill II, Far Shot, Hardened Survivalist, Keen Senses, Mobile Attacker III, Penetration II, Power Strike II, Resilience, Resistant IV, Strafing Attack, Swift Strikes II, Weapon Mastery (melee II, ranged II)
Strength: 22   **Instinct**: 10   **Agility**: 12   **Fortitude:** 18
Intelligence: 2   **Willpower**: 10
Gear: Large-sized Hunter Saw, Large-sized Hell Cannon, Hell Missile Salvo, Large-sized Twin-linked Heavy Cannon, Demonic Plating

Special Ability (Hunter's Mark): The doom hunter can place a targeting mark on a single target as a free action. For the rest of the encounter, it gains +10 accuracy with ranged attacks against the marked target if they are the primary target. At the end of every movement, they can freely turn to face their marked target (see combat sled below). The doom hunter cannot place a new mark until that target dies or the encounter ends.

Special Ability (Combat Sled): The doom hunter is mounted on a cybernetic combat sled that moves like a hover vehicle. The doom hunter functions like a flying vehicle, with an acceleration rating and maximum speed and the ability to increase in altitude. In addition, it must pay attention to what direction it is facing. However, because of how maneuverable the doom hunter is, it can make a free 360 degree turn at the end of its movement, as long as it allows it to face its 'marked' target (see Hunter's Mark).

In addition, the combat sled has two mounted weapons onboard it: the heavy cannon and hell missile salvo. If it has the sled, it can use these weapons. Both weapons are fronted mounted, and thus can only be used in the doom hunter's 180-degree front firing arc. One sled weapon can be fired as a free action every turn, in addition to other attacks made, but the missile salvo weapon can only be fired every 3 turns.

Special Ability (Energy Shield): As long as the doom hunter is attached to its sled, it has an energy shield with a shield pool of 250 and a shield armor of 10. The energy shield recovers 25 points at the beginning of each of the doom hunter's turns as long as the shield has at least 1 point in it. When the shield is reduced to 0, it is temporarily deactivated and does not recharge every round. However, at the start of the doom hunter's second round without shields, it instantly recharges to full.

Special Ability (Separation): If the doom hunter suffers 300 hit point damage or 3 core or mobility crippling wounds, it detaches from the combat sled. The sled then explodes, dealing 60 damage to all targets within a burst 2, excluding the doom hunter. After separation, the doom hunter is still active and continues fighting on a jet thruster attached to its abdomen. It loses all core, mobility, and vitals crippling wounds. It remains in this phase until being reduced to 0 hit points.

When the doom hunter separates, it undergoes the following changes:

-With the loss of the combat sled, it loses vehicle locomotion and instead gains a fly speed of 18 and shift speed of 3.
-It loses its two sled weapons and cannot fire them any longer.
-The doom hunter suffers -10 damage resistance but gains +5 defense
-The doom hunter only takes up a 2 by 2 space
-It can still use its hunter saw and hell cannon weapons

Special Ability (Mobile Attacker): Because of its talents, the doom hunter gains +3 defense and +3 movement speed in any turn that it action moves, and targets are flat-footed against its attacks. Its dual-wielding talent allows it to attack with both its hunter saw and hell cannon weapons without penalty.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, doom hunters deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Dread Knight Description

A variation of the hell knight, the dread knight is a cybernetically enhanced demon that is designed as a melee juggernaut. In addition to the cybernetic energy blades it fights with, the dread knight's augments possess a variety of drug injectors that push the dread knight into a building rage. The dread knight becomes more angry and powerful as time goes on, until it secures a kill that gives it a release from the pain and rage. When a dread knight is released, they are driven by a mad bloodlust to kill, often smashing through terrain and walls so they can find a victim.

Tactics

The important detail about the dread knight to remember is their adrenaline injectors. These injectors give the dread knight Mighty Boost (1) at the start of every turn and every time the dread knight suffers damage. Every point of the boost gives the knight +1 melee damage and penetration, potentially giving it a massive damage boost over time. This builds all the way up to 20 stacks. If the dread knight kills a foe, it loses all its mighty boost and recovers 100 hit points, making it important for enemies to focus fire down the dread knight at the beginning of combat.

The dread knight is generally a more tactical opponent at the beginning of combat when it is mighty boost is low. It will advance upon its foes, using tactics as needed, usually to increase defense, and making the occasional blade blast attack against vulnerable targets. Once it reaches its foes, it will try to leap into combat to activate its unstable energy discharge power, then rip into a foe with power strike/cleave. If the dread knight is higher on adrenaline, it will forgo tactics and ranged attacks to simply move as fast as it can to get into melee with a foe.

Dread Knight

Level 20 Large-sized Non-heroic Demon, High Threat

Hit Points: 326	**Healing Threshold**: 10	**Damage Threshold:** 39
Defense: 23	**Toughness:** 39	**Resolve:** 28
Speed: 10	**Shift Speed:** 2	**Morale Bonus:** +8
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +9
Damage Resistance: 26		

-**Cybernetic Energy Blades** 1d20+15 accuracy, 38 damage, +4 strikes maximum; *Special Traits*: Penetration 20, Rending 10
-**Cybernetic Energy Blades w/ Power Strike and Cleave** 1d20+12 accuracy, 56 damage, +4 strikes maximum; *Special Traits*: Penetration 20, Rending 10, Cleave 1
-**Blade Blast** 1d20+15 accuracy, 24 damage, 1 strike maximum, medium range; *Special Traits*: Penetration 20, Rending 10, Burst 1, Hailfire 1

Skills: Acrobatics 5, Athletics 9, Defensive Training 9, Durability 9, Endurance 9, Melee 9, Mental Training 9, Perception 8, Ranged 9, Stealth 4, Survival 7, Tactics 9
Talents: Awesome Abilities (strength agility, fortitude), Brutality III, Cleave II, Combat Reflexes, Defensive Fighting, Devastating Cripple (melee), Hardened Survivalist, Leap, Penetration IV, Power Strike II, Resilience, Resistant II, Resolute, Swift Strikes, Unstoppable Movement, Weapon Mastery (melee II), Wrestling Combatant

Strength: 16	**Instinct**: 2	**Agility**: 7	**Fortitude:** 10
Intelligence: 2	**Willpower**: 8		

Gear: Large-sized Cybernetic Energy Blades, Thick Demon Hide

Special Ability (Unstable Energy Discharge): When the dread knight uses the leap talent, it creates an area of unstable energies in the location that it lands. Create a Burst (3) area centered on one of the dread knight's squares. Everyone but the dread knight who starts their turn in one of those squares suffers 30 energy damage, Penetration (5) and Hailfire (1). This zone persists for 2 rounds.

Special Ability (Blade Blast): As a full-round action, the dread knight can launch its energy blades in a blast of destructive energy. This allows it to make its cybernetic energy blade attack as a medium range attack. As a ranged attack, uses the ranged skill and weapon mastery and does not gain its strength as a bonus to attack. The blade blast also only makes a single strike. However, the attack gains the Burst (1) and Hailfire (1) traits.

Special Ability (Adrenaline Injectors): The dread knight is constantly being filled with adrenaline from the injectors in its cybernetic implants. At the start of every turn, the dread knight gains Mighty Boost (+1). This stacks over multiple rounds. In addition, every time the dread knight suffers damage from an attack, it gains Mighty Boost (+1). It can gain a maximum of Mighty Boost (20) from this trait.

Special Ability (Dopamine Injector): When the dread knight kills an enemy, it regains 100 lost hit points but loses all its stacks of Mighty Boost from Adrenaline Injectors.

Special Ability (Cybernetic Augmentation): The dread knight has many cybernetic upgrades that enhance its form that make it more survivable. These upgrades grant the dread knight +50 maximum hit points and +5 damage resistance.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, dread knights deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Forgotten and Lost Souls Description

Lost souls are the least amongst demon kind. They appear as floating demonic skulls. These meager creatures search for weak victims to hunt and possess. They are often part of the first wave of a demonic invasion, where they are unleashed in huge numbers. Like a pack of jackals, they swarm and overwhelm potential vessels until one of them dies inhabiting a mortal carcass, transforming them into a possessed.

Forgotten souls are even weaker than lost souls. They are created as mortal souls that are corrupted by hell energies. Upon their death, those poor souls are transformed into forgotten souls. Eventually, after languishing long enough on hell, forgotten souls will transform into lost souls. Until then, they roam their former homes looking for victims to unleash their agony upon.

Tactics

Souls gather in groups of 4-12. They slowly float through their haunted realms looking for victims. Once a victim has been sighted, they activate in a frenzy. One after another, they perform flying charges at the nearest mortal. Forgotten souls seek to swarm their victims, biting them to death with their flaming bite attacks. They use their reactive ability to step away from their foes, so they will prioritize other souls instead of themselves and get in position for another charge attack.

Instead of biting, lost souls will instead use their soul burst ability, killing themselves to do terrible damage to their foe. They seek to finish off wounded foes above all, for if they kill an enemy with soul burst, they possess their body. If directed by a more powerful demon, lost souls may instead bite their foes instead of risking friendly fire with a kamikaze explosion.

Forgotten Soul

Level 3 Tiny-sized Non-heroic Demon, Low Threat

Hit Points: 31	**Healing Threshold**: 6	**Damage Threshold:** 14
Defense: 22	**Toughness:** 6	**Resolve:** 11
Speed: 4 (fly)	**Shift Speed:** 1	**Morale Bonus:** +0
Space: 0 squares	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 1		

-Demonic Bite 1d20+4 accuracy, 9 damage, 1 strikes maximum; *Special Traits*: Penetration 5, Rending 2, Flames (15 damage)

Skills: Defensive Training 3, Durability 3, Melee 3, Perception 3, Stealth 3
Talents: Awesome Abilities (strength agility, fortitude)

Strength: 1	**Instinct**: 2	**Agility**: 3	**Fortitude:** 3
Intelligence: 2	**Willpower**: 1		

Gear: Demonic Bite

Special Ability (Flying Charge): When the forgotten soul charges a target, instead of the normal benefit it gains +1 accuracy and +1 damage for each square it moves as part of the charge.

Special Ability (Burning Soul): A forgotten soul is burning with infernal energy. Their bite attack does not deal poison, but instead has the Flames trait. However, being set on fire by a forgotten soul only deals 15 damage per round, instead of 30.

Special Ability (Flight): A forgotten soul does not have a land speed but is capable of flight. The speed listed above is its flight speed.

Special Ability (Reactive): When a forgotten soul is missed by a melee or ranged attack it can instantly shift 1 square. It can do this once per round.

Special Ability (Limited Physiology): When a forgotten soul suffers a crippling wound, it is instantly destroyed. Do not keep track of wounds against a lost soul.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, forgotten souls deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Lost Soul

Level 15 Tiny-sized Non-heroic Demon, Low Threat

Hit Points: 57	**Healing Threshold**: 7	**Damage Threshold:** 19
Defense: 30	**Toughness:** 13	**Resolve:** 21
Speed: 6 (fly)	**Shift Speed:** 1	**Morale Bonus:** +5
Space: 0 squares	**Reach:** 1 square	**Initiative:** +5
Damage Resistance: 9		

-Demonic Bite 1d20+8 accuracy, 23 damage, 1 strikes maximum; *Special Traits*: Penetration 10, Rending 2, Flames

Skills: Defensive Training 7, Durability 7, Melee 7, Mental Training 7, Perception 6, Ranged 7, Stealth 6
Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting, Penetration, Weapon Mastery (melee)

Strength: 4	**Instinct**: 5	**Agility**: 6	**Fortitude:** 4
Intelligence: 2	**Willpower**: 4		

Gear: Demonic Bite, Demon Hide

Special Ability (Soul Burst): As a standard action that can be done at the end of a charge, a lost soul can detonate. If it chooses to detonate, it makes a +7 attack against the resolve of all targets within a Burst 2 area centered on the soul. On a hit, this attack deals 10 piercing damage. If it charges and then explodes, it gains the Flying Charge benefit to the attack and damage for soul burst. Therefore, a lost soul that charges 4 squares gains +11 accuracy on the soul burst attack and deals 14 piercing damage. After using soul burst, the lost soul is killed and removed.

Killing a lost soul has a chance to trigger a soul burst. Upon reducing a lost soul to 0 hit points, roll a d20. On a 15+, it triggers a soul burst.

Special Ability (Flying Charge): When the lost soul charges a target, instead of the normal benefit it gains +1 accuracy and +1 damage for each square it moves as part of the charge.

Special Ability (Burning Soul): A lost soul is burning with infernal energy. Their bite attack does not deal poison, but instead has the Flames trait.

Special Ability (Flight): A lost soul does not have a land speed but is capable of flight. The speed listed above is its flight speed.

Special Ability (Limited Physiology): When a lost soul suffers a crippling wound, it is instantly destroyed. Do not keep track of wounds against a lost soul.

Special Ability (Possession): When a lost soul reduces a mortal enemy to 0 hit points with Soul Burst, it possesses the corpse. That body now becomes an undead Possessed warrior. If multiple victims are killed by soul burst, one at random will be chosen to be the possessed.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, forgotten souls deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

~Lost Soul (top left)

~Forgotten Soul (top right)

~Gargoyle (bottom)

Gargoyle Description

A gargoyle is a smaller demon that hunts in packs. Gargoyles are largely seen as vermin compared to other demons, but they can become threatening when congregating in huge numbers. Gargoyles are highly toxic and spit globes of acid at their foes. While largely feral and wild demons, demonic lords will occasionally form great legions of these winged beasts to unleash on invaded worlds. In great enough numbers, these vast gargoyle hosts can threaten starships and giant mechs.

Tactics

Despite the ability to fly, gargoyles spend most of their time on the ground. They utilize their wings to escape foes and reposition to higher ground. They prefer to spit acid at foes, and then use shift to avoid close combat. However, if they have numerous allies that help them gang up on a foe, they will get in close and use their claws with flanking attacks.

Gargoyle

Level 4 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 50	**Healing Threshold**: 7	**Damage Threshold:** 22
Defense: 21	**Toughness:** 18	**Resolve:** 12
Speed: 6, fly 10	**Shift Speed:** 2	**Morale Bonus:** +1
Space: 1 square	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 9		

-**Demonic Claws** 1d20+3 accuracy, 12 damage, +2 strikes maximum; *Special Traits*: Penetration 5, Rending 5
-**Acidic Saliva** 1d20+5 accuracy, 12 damage, +2 strikes maximum, medium range; *Special Traits*: Penetration 5, Devil's Taint (DC 14 Endurance or 14 poison damage), Acid Damage

Skills: Acrobatics 4, Athletics 4, Defensive Training 4, Durability 2, Endurance 2, Melee 3, Perception 3, Ranged 4, Stealth 3
Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting

Strength: 4	**Instinct**: 2	**Agility**: 5	**Fortitude:** 4
Intelligence: 2	**Willpower**: 2		

Gear: Demonic Claw, Acidic Saliva, Demon Hide

Special Ability (Fly): The gargoyle can fly at a speed of 10 squares per round. If it chooses, it can activate rapid flight to have an acceleration of 10, a combat speed of 30, and a maximum speed of 80.

Special Ability (Crawler): The gargoyle can climb and cling to walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Infectious): The gargoyle is an infectious poison carrier. The demonic taint on it is saliva attack gains +4 to the endurance DC and a +6 damage. In addition, if its claw attack deals a crippling wound, the target is subjected to the same poison as their ranged attack.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, gargoyles deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Harvester Description

Harvesters are rare and powerful demons that come in the later stages of an invasion. They have the ability to drain fragments of their victims' souls from their mortal frame and absorb it into themselves. This is the primary purpose of a Harvester; the collection of the souls from the mortally wounded or frightened survivors of an invasion. Harvesters have a high sense of self-preservation and prefer to drain helpless victims than fight for their food. When distressed, they often release all of their collected soul fragments in a powerful, destructive burst.

Tactics

Harvesters seek out the most wounded and fragile opponents and target them with aimed soul drain attacks. They allow other demons to occupy stronger foes while they pick of the weakest opponents. Once an opponent is killed or soul drained, then the harvester moves to the next weakest foe. They try to always stay at the furthest range from their foe to avoid being a target of their attacks. If the harvester is swarmed by numerous enemies, they will release all gathered souls thus far for an incredibly powerful soul burst. If this does not finish off their foes, they will either flee or, if they look weak enough, return to draining them.

Harvester

Level 18 Large-sized Non-heroic Demon, High Threat

Hit Points: 198	**Healing Threshold**: 9	**Damage Threshold:** 36
Defense: 24	**Toughness:** 30	**Resolve:** 26
Speed: 8 fly	**Shift Speed:** 2	**Morale Bonus:** +8
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +6
Damage Resistance: 11		

-**Demonic Claws** 1d20+10 accuracy, 20 damage, +3 strikes maximum; *Special Traits*: Penetration 10, Rending 5
-**Soul Drain** 1d20+14 accuracy, 16 damage, 1 strike maximum, medium range; *Special Traits*: Piercing, Focusing Beam

Skills: Acrobatics 8, Athletics 8, Defensive Training 8, Durability 8, Melee 6, Mental Training 8, Perception 8, Ranged 8, Stealth 8
Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting, Devastating Cripple (ranged), Weapon Mastery (ranged II)

Strength: 8	**Instinct**: 8	**Agility**: 6	**Fortitude:** 8
Intelligence: 6	**Willpower**: 8		

Gear: Large-sized Demonic Claw, Large-sized Soul Drain, Demon Hide

Special Ability (Soul Drain): The harvester's soul drain ability does not deal any wounds or any crippling wound injuries. Instead, for every 20 points of damage soul drain deals to a target (after hailfire), it drains a soul fragment from the target into the harvester. For every soul fragment drained from the target, they suffer a -1 penalty to all skill checks, as well as their toughness, resolve, and morale bonus. The harvester in turn collects soul fragments within itself, which it can use for its Soul Burst power. The harvester can store 10 soul fragments within them at once. When a target has an amount of soul drain points that equals or exceeds their level, they die instantly and transform into an undead Possessed. Soul drained targets recover 1 lost soul fragment every hour.

Special Ability (Soul Burst): The harvester can spend all of their accumulated soul fragments in an explosive energy burst around them. Doing so requires a standard action and effects all targets within 4 squares of the harvester. Doing so expends all the soul fragments the harvester stored. The attack deals 10x soul fragments spent damage, with an accuracy of 2x soul fragments. Missed targets still take half damage. This attack has the Piercing, Rending (5), and Energy Damage weapon traits.

Special Ability (Flight): The summoner can fly at its normal land movement speed.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, harvesters deal 1 negative morale level for every soul fragment they drain from a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

~Gargoyle (above)   *~Harvester (below)*

Hell Guard Description

Hell Guard are the sentinels of the most secure vaults and sanctuaries of Hell. These unholy juggernauts are viciously powerful, equipped with a near impenetrable hide and massive hellforged scepters. The truth of these warriors is that they are a form of bio-mech. The creature encountered is an inanimate armored exoskeleton that is controlled by a worm-like parasite that occupies the suit. These creatures, with a heavy dose of hell energy, animates and control the exoskeleton and wages war upon its enemies.

Because the parasite controlling the hell guard cannot survive cross dimensional travel, these warriors instead guard secure areas in Hell. Depending on the importance of the contents of their vault, up to three hell guard biomechs may guard a single site. Most of the time they are inactive. Once a threat is located, the parasites compete with one another to occupy the mech and ride it into combat.

Tactics

Hell guard are incredibly tough combatants. Only the most powerful weapons have any chance of harming them through their impenetrable frames. They are, however, close ranged combatants and do poorly at long ranged fights. When engaged, their first priority is to close distance with their foes as quick as possible. Their superior defenses aid them in this as well. Their Hell Barrier protects them from attack as long as they are not attacking back, which allows them to absorb any harm as they close in on their foes.

Once they are engaged, they use different tactics based on how many foes they are fighting. If they are fighting a small group of elite foes, they prefer battering their enemies with their hellforged scepter and using Incendiary Whirlwind once they have grouped foes. When they are facing raw numbers, they instead prefer to use multiple fireball attacks split against their foes, thanks to the extra attacks from their Destructive Cascade power.

Hell Guard will sometimes use their Hell Barrier to give them extra survivability while they wait for their Incendiary Whirlwind power to recharge. If their foes are overwhelmingly powerful in close combat, they will utilize their Hell Barrier to keep their distance and bombard foes with Destructive Cascade.

Hell Guard

Level 26 Large-sized Heroic Demon, Extreme Threat

Hit Points: 368	**Healing Threshold**: NA	**Damage Threshold:** 46
Defense: 24	**Toughness:** 40	**Resolve:** 25
Speed: 9	**Shift Speed:** 2	**Morale Bonus:** +7
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +8
Damage Resistance: 40		

-**Hellforged Scepter** 1d20+16 accuracy, 34 damage, +1 strike maximum; *Special Traits*: Penetration 23, Flames, Striking Power
-**Fire Ball** 1d20+17 accuracy, 36 damage, 1 strike maximum, medium range; *Special Traits*: Penetration 20, Energy Damage

Skills: Acrobatics 10, Athletics 10, Defensive Training 11, Durability 10, Endurance 10, Melee 11, Mental Training 10, Ranged 11, Survival 8, Tactics 8
Talents: Awesome Abilities (strength agility, fortitude), Devastating Cripple (melee), Leap, Penetration V, Resistant V, Resilience, Unstoppable Movement, Weapon Mastery (melee II, ranged II)

Strength: 15	**Instinct**: 5	**Agility**: 5	**Fortitude:** 16
Intelligence: 3	**Willpower**: 5		

Gear: Large-sized Hellforged Scepter, Large-sized Fire Ball, Hellforged Exoskeleton

Special Ability (Destructive Cascade): When the hell guard makes a fire ball attack, they can make three attacks instead of 1. These attacks can all be against one target or split amongst any other targets within range.

Special Ability (Incendiary Whirlwind): The hell guard can perform an incendiary whirlwind as a full-round action. It spins in place, lashing out at every nearby enemy with its hellforged scepter. It makes a single attack roll against every enemy within its reach. In addition, it performs a fire ball attack at every target within 10 squares. Once it uses this ability, it cannot use it again for three rounds.

Special Ability (Exoskeleton): The hell guard is a supernatural exoskeleton controlled by a larva-like creature. This exoskeleton, being a non-living creature, has many resistances. It is immune to mind-effecting attacks and combat influence. It does not suffer ongoing penalties from crippling wounds. The hell guard exoskeleton cannot perform any actions if it is not piloted by a demonic parasite and is considered an unoccupied vehicle.

Special Ability (Hell Barrier): If the hell guard did not attack on its turn, it gains an energy shield with a shield pool of 200 and 10 shield armor until it attacks. The shield's energy pool refills at the end of the next turn the hell guard does not attack and would therefore regain its shields.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, hell guard deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Hell Knight Description

Hell Knights are the elite soldiers of demon-kind. They are towering monsters that honed their skills in the great arenas in the darkest depths of Hell. Such brutality has created the ultimate warrior; a fiery juggernaut of destruction with savage instincts. After passing through their grueling crucible in the arenas, hell knights are unleashed in the immortal armies of hell. They are tasked with the gruesome obliteration of any mortal resistance.

Tactics

The strategy of a Hell Knight is direct and brutal. They use tactics to increase their attack accuracy, and then advance towards their foes, bombarding them with fireballs. Once they get close, they use leap to quickly jump onto their enemies and tear them apart with their claws. Their leap ability lets them bound 7 squares at once and denies their target their agility to defense. This lets them make a powerful first strike against their foes.

Once engaged close, they continue to tear at their foes with their demonic claw attacks. If enough enemies group up around them, they will slam the ground around them, releasing a fiery shockwave that counts as a fireball attack at all nearby foes. Wise opponents will learn not to cluster too close to a hell knight for this reason.

Hell Knights are driven by their bloodlust and savagery. They grow angry when attacked and target their attackers above all other foes. They mark such foes with Hellish Pursuit, using it to get close to them. If they are harassed relentlessly by long ranged foes, they will become incensed at their cowardice and hunt those enemies down. When severely annoyed with a foe, they will pick them up and throw them. They prefer to toss them into an ally but will sometimes toss them into a wall for personal satisfaction.

Hell Knight

Level 13 Large-sized Non-heroic Demon, High Threat

Hit Points: 211	**Healing Threshold**: 9	**Damage Threshold:** 36
Defense: 16	**Toughness:** 35	**Resolve:** 23
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** +6
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +5
Damage Resistance: 19		

-**Demonic Claws** 1d20+11 accuracy, 26 damage, +2 strikes maximum; *Special Traits*: Penetration 9, Rending 5
-**Fire Ball** 1d20+13 accuracy, 32 damage, 1 strike maximum, medium range; *Special Traits*: Penetration 12, Energy Damage

Skills: Acrobatics 4, Athletics 7, Defensive Training 7, Durability 7, Endurance 6, Melee 7, Mental Training 7, Perception 4, Ranged 7, Stealth 4, Survival 5, Tactics 5
Talents: Awesome Abilities (strength agility, fortitude), Cleave, Hardened Survivalist, Leap, Penetration II, Power Strike II, Weapon Mastery (melee, ranged)

Strength: 14	**Instinct**: 4	**Agility**: 3	**Fortitude**: 9
Intelligence: 2	**Willpower**: 6		

Gear: Large-sized Demonic Claw, Large-sized Fire Ball, Thick Demon Hide

Special Ability (Fiery Shockwave): As a full-round action, the hell knight can release a fiery shockwave. This is identical to a fire ball attack but effects all targets within 3 squares of the hell knight.

Special Ability (Hellish Pursuit): As a free action, the hell knight marks a single target as the target they are chasing. If the pursuit target takes a movement or shift action within 15 squares of the hell knight, after the movement the hell knight can take a free movement action, as long as they move closer to the pursued target. The hell knight can switch their pursued target as a free action on their turn.

Special Ability (Throw): The hell knight can throw creatures that are medium sized or smaller. If their claw attack surpasses the target's defense and toughness, they can make an opposed athletics test with the target. If the hell knight wins, they lift the target and throw them at a location or another target within 15 squares. Upon hitting terrain, the target suffers 40 damage and is prone. If they throw the target at another enemy, they make a +7 ranged attack roll against the second target's defense. On a hit, both targets suffer 40 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, hell knights deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Hell Razer Description

Hazer Razers are lesser soldiers in Hells armies. They are tactical, efficient, and mindlessly loyal soldiers to their superiors. Hell razers are created from a hell-born parasites that occupy a host body, causing them to calcify with extra armor. One arm transforms into a weapon that is capable of projecting a searing beam of hell energy. Hell Razers are back line combatants that assist with invasions from a distance, zapping their foes relentlessly with their hell beams.

Tactics

Hell Razers prefer to fight from a distance, blasting enemies with their Hell Beams. They do whatever they can to increase their accuracy for maximum damage, including aim actions and using tactics to increase their accuracy. Because of their focusing beam trait, they gain Hailfire (+1) for every 2 points of attack overage, meaning landing solid hits is very important for their damage output. Hell Razers target the most threatening opponents or those that are the largest threat to their demonic masters. They use their Overcharge ability once they have at least two foes in a line, preferably more.

If engaged in close combat, Hell Razers usually prefer to withdrawal. They use move and shift actions to get away. If they have nowhere to run, they will stand and fight, using heavy strikes to supplement their bash attacks.

Hell Razer

Level 4 Medium-sized Non-heroic Demon, High Threat

Hit Points: 90	**Healing Threshold**: 8	**Damage Threshold:** 26
Defense: 14	**Toughness:** 19	**Resolve:** 16
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +3
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 18		

-**Demonic Smash** 1d20+3 accuracy, 22 damage, 1 strikes maximum; *Special Traits*: Penetration 6
-**Demonic Smash w/ Heavy Strike** 1d20+5 accuracy, 27 damage, 1 strikes maximum; *Special Traits*: Penetration 6
-**Hell Beam** 1d20+5 accuracy, 14 damage, 1 strikes maximum, long range; *Special Traits*: Penetration 8, Focusing Beam, Energy Damage

Skills: Athletics 3, Defensive Training 4, Durability 4, Endurance 4, Melee 4, Mental Training 2, Perception 2, Ranged 4, Survival 4, Tactics 4
Talents: Awesome Abilities (strength agility, fortitude), Far Shot, Hardened Survivalist, Weapon Mastery (melee, ranged)

Strength: 5	**Instinct**: 4	**Agility**: 2	**Fortitude:** 6
Intelligence: 2	**Willpower**: 4		

Gear: Demonic Smash, Hell Beam, Thick Demon Hide

Special Ability (Overcharge): Instead of focusing on a single target, the hell razer can overcharge their hell beam to effect multiple targets. When performing this action, the hell beam loses the focusing beam trail but gains the Line (20) trait. Once using this ability, they cannot use it against for the next 2 turns.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, hell razer deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

~Hell Razer (above)   *~Imp (bottom left)*   *~Maggot (bottom right)*

~Art by Snugglestab

Imp Description

Imps are minor demons that are found in great numbers in Hell. When a breach occurs, hordes of Imps are sent into the targeted dimension. Imps are whimsical, cruel, and vicious creatures they enjoy hunting and preying upon defenseless targets. They are undisciplined, and it requires the threat of a more powerful demon to keep them in line. Despite their lesser state, Imps do possess the capacity to channel hell energy into small fireballs.

Tactics

Imps are athletic combatants that spend much of their time climbing walls and ceilings. When faced with a dangerous foe, they climb onto the walls and throw fireballs down at their prey. Individual imps dislike fighting powerful foes and often hide behind more powerful demons while bombarding them from a range. Imps prefer to fight in tight groups where they mob their chosen foe, overpowering them with weight of numbers.

Against weaker foes, imps are far more aggressive. They try to engage foes quickly by using lunge at their target and ripping into them with their claws. They use fireballs when advancing on their enemy or catch fleeing foes.

Imp

Level 3 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 50	**Healing Threshold**: 7	**Damage Threshold:** 22
Defense: 18	**Toughness:** 16	**Resolve:** 14
Speed: 6	**Shift Speed:** 2	**Morale Bonus:** +1
Space: 1 square	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 9		

-**Demonic Claws** 1d20+3 accuracy, 12 damage, +2 strikes maximum; *Special Traits*: Penetration 5, Rending 5
-**Fire Ball** 1d20+5 accuracy, 20 damage, 1 strikes maximum, medium range; *Special Traits*: Penetration 8, Energy Damage

Skills: Acrobatics 2, Athletics 2, Defensive Training 3, Durability 2, Endurance 2, Melee 3, Mental Training 1, Perception 2, Ranged 3, Stealth 2
Talents: Awesome Abilities (strength agility, fortitude)

Strength: 5	**Instinct**: 2	**Agility**: 5	**Fortitude:** 4
Intelligence: 2	**Willpower**: 3		

Gear: Demonic Claw, Fire Ball, Demon Hide

Special Ability (Lunge): As a full-round action, the imp can perform a lunge action. They move up between 2-5 squares in a straight line and attack a target at the end of the line. This movement does not provoke opportunity attacks. After they move, they make a single claw attack at the target of their movement. This attack gains +10 damage and the target does not gain the agility bonus to defense.

Special Ability (Crawler): The imp can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, imps deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Maggot Description

Maggots are bestial, lesser demons that roam Hell in small packs. When they detect a Hell rift open, they cross over like a pack of hyenas looking for scavenged meat. Being dimwitted creatures, they follow no instructions or instincts other than their desire to eat and torture. They are cruel creatures that prefer to feast on their victims over a long period of time. Being such a low strain of demon, they are in turn feasted upon by many other denizens of hell.

Tactics

Maggots are frail, but they are incredibly quick, and their unpredictable movements make them difficult to hit. They advanced on the nearest foe as a mob and try to surround them. They use Lunge to close the final distance with their enemies. They make full use of their Staggering Step power to gain bonus attacks and move actions whenever they avoid a direct attack against them. Once engaged, they fearless make their full number of strikes until they or their foe is dead. Once their foe is defeated, they often drag them back to their nest to feed on them at their leisure.

Remember, that a Maggot gains a free Grotesque Tongue attack, dealing possible poison damage, whenever they gain max overages on claw attack.

Maggot

Level 4 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 44	**Healing Threshold**: 6	**Damage Threshold:** 22
Defense: 22	**Toughness:** 19	**Resolve:** 12
Speed: 7	**Shift Speed:** 2	**Morale Bonus:** +1
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 8		

-**Demonic Claws** 1d20+4 accuracy, 12 damage, +3 strikes maximum; *Special Traits*: Penetration 5, Rending 5
-**Grotesque Tongue** 1d20+4 accuracy, 1 strike maximum; *Special Traits*: Devil's Taint (DC 12 Endurance or 12 poison damage)

Skills: Acrobatics 3, Athletics 3, Defensive Training 4, Durability 3, Endurance 2, Melee 4, Perception 4, Stealth 2
Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting

Strength: 5	**Instinct**: 4	**Agility**: 6	**Fortitude:** 3
Intelligence: 1	**Willpower**: 2		

Gear: Demonic Claw, Demon Hide

Special Ability (Grotesque Tongue): If a maggot scores at least 5 attack overages on a demonic claw attack, it can follow up with an attack with its grotesque tongue. If the attack hits defense, the target must immediately make a DC 12 endurance check or suffer 12 poison damage.

Special Ability (Lunge): As a full-round action, the maggot can perform a lunge action. They move up between 2-5 squares in a straight line and attack a target at the end of the line. This movement does not provoke opportunity attacks. After they move, they make a single claw attack at the target of their movement. This attack gains +10 damage and the target does not gain the agility bonus to defense.

Special Ability (Staggering Step): If a non-area attack that targets the maggot misses, it can either make an immediate shift action or an instant, single strike against one adjacent target. It can do this a number of times per round equal to ½ its agility (normally 3).

Special Ability (Crawler): The maggot can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, maggots deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Mancubus and Cyber-Mancubus Description

Mancubus are giant, lumbering demons that are driven by overwhelming gluttony. These foul fiends gorge themselves on whatever food they come across, including the rotting meat of mortals. They have obese figures and are surrounded by a sickening cloud of flatulence. Mancubus are some of the more dangerous demons, and possess an incredible hardiness. They take overwhelming firepower to kill. In addition, they can use their internal digestion to attack foes with blasts of concentrated energy and flames.

The Cyber-Mancubus is a more common mancubus that has been augmented and experimented on by human scientists. While the same base creature, the cyber mancubus has superior armor plating and their cannons have been updated with UAC technology. This gives their bile projections more power, range, and are less incendiary.

Tactics

Mancubus are slow and lumbering creatures. They are easy to hit and outrun, so they don't try to outmaneuver their foes. They use their excessive bulk to endure the full onslaught of their enemies, while fighting back with their many uses of their hell cannon. At long range, they use the default fire method with aim actions, hitting targets with punishing blow. At short range, they use the Demonic Spew variation to function as a cone. Finally, if they are swarmed in melee, they use vent blast to scatter their foes.

Mancubus prefer ranged combat and do not try to engage their enemies up close. They rarely use their smash attack but are still deadly in melee because of their alternate fire methods and their flatulence that debilitates foes. Mancubus are very hard to kill with regular fire but called shots to the core bypass much of their inherent hardiness.

Cyber-Mancubus are similar to ordinary mancubi, except that they replace their flamethrower with a toxic barrage ability. A longer ranged power, they use it instead of the hell cannon when they need to hit multiple enemies at range or are trying to leave a bile trail on the ground for a specific reason. Cyber-Mancubus are also more difficult because their armor protects their vulnerable 'torso' area.

Mancubus

Level 18 Large-sized Non-heroic Demon, Extreme Threat

Hit Points: 307	**Healing Threshold**: 12	**Damage Threshold:** 43
Defense: 14	**Toughness:** 35	**Resolve:** 26
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** +8
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +6
Damage Resistance: 27		

-**Demonic Smash** 1d20+9 accuracy, 35 damage, 1 strike maximum; *Special Traits*: Penetration 15
-**Hell Cannon** 1d20+14 accuracy, 60 damage, 1 strike maximum, long range; *Special Traits*: Penetration 28, Energy Damage
-**Hell Cannon w/ Dual-Wielding** 1d20+4 accuracy x2, 60 damage, 1 strike maximum, long range; *Special Traits*: Penetration 28, Energy Damage

Skills: Defensive Training 6, Durability 8, Endurance 8, Melee 6, Mental Training 8, Perception 2, Ranged 8, Survival 8
Talents: Awesome Abilities (strength agility, fortitude), Devastating Cripple (ranged), Hardened Survivalist, Resistant V, Weapon Mastery (melee I, ranged II)
Strength: 15 **Instinct**: 3 **Agility**: 1 **Fortitude:** 15
Intelligence: 2 **Willpower**: 8
Gear: Large-sized Demonic Smash, Large-sized Hell Cannon x2, Thick Demon Hide

Special Ability (Alternate Fire): As a full-round action, the mancubus can modify their hell cannons into different fire methods.
-**Demonic Spew:** By adjusting their cannon limbs to project a spray, the hell cannon loses its range and burst area to affect a Cone (6) area. When used in this way, it gains the Close Quarters weapon trait.
-**Vent Blast:** By aiming their barrels at the ground and projecting a powerful burst, the hell cannon becomes a close burst that knocks back nearby foes. In this mode, the mancubus attacks the defense and toughness of every enemy within 3 squares of them. On a hit against defense they take cannon damage as normal. If they hit toughness, then targets are pushed back 2 squares.

Special Ability (Unstoppable): Whenever the mancubus takes damage, roll for a crippling wound location. Unless it is a core or critical wound, the attack deals half damage after damage resistance, penetration, and hailfire are applied.

Special Ability (Vulnerable Torso): Whenever the mancubus takes damage, roll for a crippling wound location. If the wound hits the core, the attack deals double damage after damage resistance, penetration, and hailfire are applied. In addition, if the wound that reduced the mancubus to 0 hit points was a core wound, it explodes in a blast of bodily fluids and built up gas. Make a +15 attack against every creature within 3 squares of the mancubus. The explosion deals 60 damage, or half that much on a missed attack. In addition, every creature hit must make a DC 26 endurance test or suffer 36 poison damage.

Special Ability (Flatulence): Any living, non-demonic creature within the mancubus' reach is effected by the horrible smells wafting off its body. Mortals suffer a disadvantage on skill checks while within the mancubus' reach. This can be negated through sealed armor with its own air supply and environmental sealing.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, mancubus deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Cyber-Mancubus

Level 22 Large-sized Non-heroic Demon, Extreme Threat

Hit Points: 378	**Healing Threshold**: 12	**Damage Threshold:** 46
Defense: 13	**Toughness:** 35	**Resolve:** 26
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** +8
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +6
Damage Resistance: 34		

-**Demonic Smash** 1d20+9 accuracy, 35 damage, 1 strike maximum; *Special Traits*: Penetration 16
-**Hell Cannon** 1d20+14 accuracy, 60 damage, 1 strike maximum, long range; *Special Traits*: Penetration 29, Acid Damage, Corrosion
-**Hell Cannon w/ Dual-Wielding** 1d20+4 accuracy x2, 60 damage, 1 strike maximum, long range; *Special Traits*: Penetration 29, Acid Damage, Corrosion

Skills: Defensive Training 6, Durability 10, Endurance 8, Melee 6, Mental Training 8, Perception 2, Ranged 8, Survival 8
Talents: Awesome Abilities (strength agility, fortitude), Devastating Cripple (ranged), Hardened Survivalist, Resistant V, Weapon Mastery (melee I, ranged II)

Strength: 15	**Instinct**: 3	**Agility**: 1	**Fortitude:** 16
Intelligence: 2	**Willpower**: 8		

Gear: Large-sized Demonic Smash, Large-sized Hell Cannon x2, Demonic Plating

Special Ability (Alternate Fire): As a full-round action, the mancubus can modify their hell cannons into different fire methods.
-**Hell Cannon**: The mancubus' hell cannon gains the Acid Damage and Corrosion traits, and loses Energy Damage
-**Toxic Barrage:** By adjusting their cannon limbs to fire a bombardment of toxic slugs, the hell cannon gains the Grenade, Delay, Burst 2, and Corrosion weapon traits as well as -3 accuracy. In addition, the area where the attack lands is covered with virulent acid. Anyone that ends their turn or moves through those squares suffers 30 acid damage, penetration 20. This effect lasts for 3 rounds
-**Vent Blast:** By aiming their barrels at the ground and projecting a powerful burst, the hell cannon becomes a close burst that knocks back nearby foes. In this mode, the mancubus attacks the defense and toughness of every enemy within 3 squares of them. On a hit against defense they take cannon damage as normal. If they hit toughness, then targets are pushed back 2 squares.

Special Ability (Unstoppable): Whenever the mancubus takes damage, roll for a crippling wound location. Unless it is a critical wound, the attack deals half damage after damage resistance, penetration, and hailfire are applied.

Special Ability (Flatulence): Any living, non-demonic creature within the mancubus' reach is effected by the horrible smells wafting off its body. Mortals suffer a disadvantage on skill checks while within the mancubus' reach. This can be negated through sealed armor with its own air supply and environmental sealing.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, mancubus deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

> **Optional Rule: Destructible Weapons**
>
> When a mancubus suffers 2 action wounds, it can no longer make Demonic Spew/ Toxic Barrage attacks. When it suffers 3 action wounds, it can no longer make vent blast attacks. When it suffers 4 action wounds, it can no longer make hell cannon attacks of any kind.
>
> **Optional Rule: Destructible Armor**
>
> When a cyber-mancubus suffers 2 core crippling wounds, its heavy front armor breaks off. It no longer reduces damage to its core by half, and it gains the Vulnerable Torso trait of the Mancubus.

~Mancubus (above)   *~Cyber-Mancubus (below)*

Marauder Description

When the night sentinels turned against the Makyrs, some of their number turned against them. These treacherous night sentinels fought to kill their brethren out of misguided loyalty to Khan Makyr. Once they were killed, they were denied peace of death. Transformed into demons, these sentinels were empowered by the divinity machine, giving them excessive power. They became the marauders: demonic knights used to purge the universe of the Doom slayer and anything else of a great threat the demonic legions. They are perhaps the most dangerous warriors in the cosmos.

Tactics

The marauder is an incredibly powerful warrior. They have two primary mechanics worth mention. The first, is their marauder shield. They have a shield that they can activate in an instant, spawning it in to prevent any attack against them. Roll a d20 whenever the marauder is attacked. On a 10+, they attack is negated. The only way to weaken the effects of the shield is to make the marauder flat-footed against your attacks. Even then that gives the marauder only a -4 to his check to activate the shield, such is their incredible prescience.

The other mechanic is their combat stance. Every turn, the marauder choses between two stances: offense and defense. Offense stance, their default, gives them incredible accuracy and damage output. In this stance, they attack multiple times, gain bonus accuracy, and can make follow up attacks after defeating a foe. Defensive stance, however, causes them to lose their standard action. Instead, they gain healing, +5 to activate their shield, and counter attacks against every enemy that attacks them. They can even summon a hellhound minion to attack for them in defensive stance.

Most often, the marauder is in offensive stance. When engaged in combat, they usually alternate between stances as most appropriately needed. Marauders are master warriors and tacticians; the GM should play them as such. For example, marauders often use defensive stance to move out of getting pinned in one location, recover lost hit points, and get a hellhound out to harry their foes while they recover hit points.

Marauder

Level 30 Medium-sized Heroic Demon, Extreme Threat

Hit Points: 370	**Healing Threshold**: 15	**Damage Threshold:** 52
Defense: 39	**Toughness:** 41	**Resolve:** 32
Speed: 13	**Shift Speed:** 3 or 5	**Morale Bonus:** NA
Space: 1 square	**Reach:** 1 square	**Initiative:** +22
Damage Resistance: 26		

-**Sentinel Axe** 1d20+16 accuracy, 55 damage, +2 strikes maximum; *Special Traits*: Penetration 39, Rending 8, Cleaving 2
-**Sentinel Axe w/ Heavy Strike** 1d20+23 accuracy, 60 damage, 1 strike maximum; *Special Traits*: Penetration 39, Rending 8, Cleaving 2
-**Sentinel Axe w/ Heavy Strike and Charge** 1d20+23 accuracy, 75 damage, 1 strike maximum; *Special Traits*: Penetration 39, Rending 8, Cleaving 2
-**Sentinel Axe w/ Blade Toss** 1d20+14 accuracy, 55 damage, 1 strikes maximum, medium range; *Special Traits*: Penetration 39, Rending 8
-**Super Shotgun** 1d20+14 accuracy, 44 damage, 1 strike maximum, 30 shots at short range; *Special Traits*: Penetration 20, Rending 3, Spread, Hailfire 1, Close Quarters

Skills: Acrobatics 12, Athletics 12, Computers 8, Defensive Training 12, Durability 12, Endurance 12, Influence 8, Leadership 8, Lore 12, Medicine 8, Melee 12, Mental Training 12, Perception 12, Pilot 10, Ranged 12, Science 8, Stealth 12, Survival 12, Tactics 12
Talents: Awesome Abilities (strength II, agility II, fortitude II), Brutality III, Bulwark, Cleave II, Close Combat Shot, Combat Reflexes, Cynic, Defensive Fighting III, Devastating Cripple (melee II, ranged I), Dodge, Dual-Weapon Skill II, Far Shot, Hardened Survivalist, Leap, Martial Arts Unarmed Training II, Might Blow V, Military Unarmed Training II, Mobile Attacker III, Mountain Strike II, Natural Health III, Penetration V, Power Strike II, Resilience II, Resistant III, Stalker, Swift Strikes II, Unstoppable Movement, Weapon Mastery (melee III, ranged III), Wrestling Combatant
Strength: 15*   **Instinct**: 10   **Agility**: 15*   **Fortitude:** 14
Intelligence: 8   **Willpower**: 10
Gear: Sentinel Axe (Level 4, *Extended Blade, Blocking, Argent Energy*), Sentinel Training Armor (Gauntlet Level 2: *Empowered Servos*; Greaves Level 2: *Dash*; Helmet Level 2: *Warrior's Eyes*), Super Shotgun with Murderous Efficiency and Precision Balance with 30 ripper shells

Special Ability (Marauder Shield): The marauder can generate a shield or pure argent enemy that stops attacks against him. It makes the marauder exceptionally difficult to harm. Any time the marauder is attacked, it can make a d20 check. On a 10 or higher, the attack is absorbed by the shield, doing no damage, even if it was an area attack. If the marauder is flat-footed against an attack, he suffers a -4 to the check to activate his shield.

Special Ability (Combat Stance): The marauder is a paragon of martial combat. At the start of each turn, they chose whether they wish to be in offensive or defensive stance. Both stances have a variety of bonuses. By default, they are in offensive stance.

> *Offensive stance* gives the marauder:
> -+5 accuracy with all attacks
> -Can make two full-rounds worth of actions on their turn
> -Can make a bonus standard action after dropping a foe to 0 hit points

> *Defensive stance* gives the marauder:
> -Can only make a move and minor action on their turn
> -+5 bonus to marauder shield checks
> -Can summon a Hellhound as a minor action (see below)
> -Every time the marauder is attacked, they can make an attack back against their target. If the target is adjacent, they make a melee attack at them. If the target is outside melee range but within short range, they make a super shotgun attack against them. If the target is outside short range, but within medium range, they make a blade toss attack back at them.
> -Heals 20 hit points at the start of the turn.

Special Ability (Blade Toss): The marauder can project their axe blade as a flying projectile at will. This allows them to make their sentinel axe attack as a ranged attack. The attack is identical to it as a melee profile, except it has a range of medium, only makes a single strike, and cannot be used with power strike, heavy strike, or similar features. This is just a projection of their axe, and thus does not cause them to lose their weapon in any way.

Special Ability (Summon Hellhound): The marauder can summon a hellhound as a minor action while they are in defensive stance. This hell hound appears in an unoccupied adjacent square to the marauder, and acts at the end of the marauder's turn. The hellhound uses the statistics described below for combat. The marauder can only have one hellhound out at once. The hellhound disappears after 10 rounds have passed.

Special Ability (Infernal Sentinel): The marauder is an ex-sentinel that became a demon. Because of this, it uses a mixture of weapons, including scalable sentinel war gear. The gear section describes what equipment the marauder has and what choices were made with its gear. Their wargear give them extra abilities, including:

> *Dash*: As a minor action, up to twice per round, the marauder can shift 5 squares in one direction.
> *Warrior's Eyes:* As a minor action, the marauder can make a detector action for all enemies in 30 squares.

Special Ability (Demonic Warrior Master): The marauder gains +10 to their initiative. They are never surprised in combat, and always get to act in the surprise round, if there is one. When they fire their super shotgun, they reload it instantly with as a free action, even if it is not their turn or they do not have any hands free.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, marauders deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Marauder's Hellhound

Hit Points: 120   **Healing Threshold**: NA   **Damage Threshold:** 32
Defense: 34   **Toughness:** 30   **Resolve:** NA
Speed: 12   **Shift Speed:** 2   **Morale Bonus:** NA
Space: 1 square   **Reach:** 1 square   **Initiative:** NA
Damage Resistance: 10

-**Hellhound Bite** 1d20+20 accuracy, 40 damage, 1 strike maximum; *Special Traits*: Penetration 20, Rending 5, 10 Maximum Attack Overages

Hellhound Traits: Hellhounds act at the end of the marauder's turn. They disappear when the marauder is killed. The hellhound does not take any damage from area attacks unless it is the primary target. If the hellhound suffers a crippling wound, it is instantly destroyed. The hellhound cannot gain conditions, does not have morale, and is not affected by any attack that target's resolve. The hellhound gains 10 maximum attack overages with its attack. The hellhound is not worth experience.

Pain Elemental Description

Spawns of the pits of Hells, born of endless suffering, pain elementals are powerful demons that are in constant pain. This pain has made them endlessly bitter and eager to inflict pain upon others to compensate for their suffering. Their suffering has made them a magnet for lost souls, as they constantly spawn and summon additional souls to their aid. To further their cruelty, pain elementals use these wayward souls as destructive and expendable weapons.

Tactics

Pain elementals work heavily on the tormented condition and their complement of summoned lost souls. They usually begin their first turn by spending two minor actions to summon 4 lost souls and then moving towards their enemies. Afterwards, they spend their turns moving closer, pelting enemies with the soul blast attack, and summoning replacement lost souls. They prefer to target high armor, low defense targets that their piercing soul blasts are most effective against. If they are taking a lot of incoming damage, they will usually sacrifice 2 lost souls to create a soul barrier.

Despite being flying, ranged combatants, pain elementals will try to get close to their foes. This is to activate their Aura of Pain against their foes, crippling enemies with constant torment. When they get close, they will stop moving, constantly summon more souls, and alternate between attacks with soul blasts and releasing groups of souls to distract and overwhelm their foes. Remember, that the soul blasts cause torment as well, and if the soul blast hits a target that already has the condition, they are instead stunned.

Pain Elemental

Level 20 Large-sized Non-heroic Demon, Extreme Threat

Hit Points: 468	**Healing Threshold**: 16	**Damage Threshold:** 61
Defense: 19	**Toughness:** 33	**Resolve:** 27
Speed: 12 (fly)	**Shift Speed:** 5	**Morale Bonus:** +8
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +6
Damage Resistance: 30		

-Demonic Bite 1d20+12 accuracy, 39 damage, 1 strike maximum; *Special Traits*: Penetration 10, Rending 2, Devil's Taint (DC 28 Endurance or 40 poison damage)
-Demonic Claws 1d20+11 accuracy, 24 damage, +2 strikes maximum; *Special Traits*: Penetration 10, Rending 5
-Soul Blast 1d20+15 accuracy, 60 damage, 1 strikes maximum, distant range; *Special Traits*: Piercing

Skills: Acrobatics 8, Athletics 6, Defensive Training 9, Durability 9, Endurance 9, Lore 4, Melee 7, Mental Training 9, Perception 8, Ranged 9, Stealth 6, Survival 9
Talents: Awesome Abilities (strength agility, fortitude), Close Combat Shot, Defensive Fighting II, Dodge, Far Shot, Hardened Survivalist, Natural Health III, Resilience, Resistant V, Weapon Mastery (melee, ranged)

Strength: 10	**Instinct**: 6	**Agility**: 4	**Fortitude:** 16
Intelligence: 3	**Willpower**: 8		

Gear: Large-sized Demonic Bite, Large-sized Demonic Claw, Thick Demonic Hide

Special Ability (Summon Lost Souls): The pain elemental is often accompanied by numerous lost souls and can summon more. As a minor action that can be done any number of times per turn, the pain elemental can summon 2 lost souls to its side. These lost souls are considered part of the pain elemental, orbiting around the demon, until it choses to use them. They cannot be attack normally. The pain elemental can have up to 6 lost souls at once.

The pain elemental can use the lost souls in a variety of ways:

-Soul Blast: As a standard action, the pain elemental can throw a lost soul at a target at distant range. This uses the Soul Blast attack profile listed above. The attack deals piercing damage. If a target suffers damage from the attack, they gain the Tormented condition for 2 rounds. If the target already had the tormented condition, it is stunned for 1 round. If the attack misses, a lost soul NPC is placed between 2-4 squares from the primary target. This lost soul gains the Power of the Underworld bonus (see sidebar) and acts on the pain elemental's initiative.
*-Release Souls***:** As a minor action, the pain elemental can release 1 or more lost souls, which become separate NPCs in adjacent squares to the pain elemental. They gain the benefit of the Power of the Underworld bonus. They act at the end of the pain elemental's turn. In the turn they are released, they gain +6 move speed.

Power of the Underworld

The power of the underworld effect gives +2 attack accuracy, +2 to skill checks, +2 defense, and 10 temporary hit points to the effected demon(s). This is not cumulative with multiple applications of the effect.

~DOOM Tabletop RPG by Leovaunt

-Soul Barrier: As a move action, the pain elemental can channel 1 or more lost souls into a barrier to protect itself. The round that it does this, it sacrifices accumulated souls to create an energy shield that lasts for 2 rounds. This barrier has a shield pool equal to 50 x the number of souls sacrificed, and a shield armor of 5 x the number of souls sacrificed. If the 2 rounds have passed, the soul barrier dissipates.

Special Ability (Aura of Pain): When a mortal enemy ends their turn within 6 squares of the pain elemental, the elemental makes a +15 attack against their resolve. If the attack is successful, the target gains the Tormented for the next 2 rounds. In addition, any target struck by its melee attacks or soul blast automatically gains the Tormented condition for 2 rounds.

Special Ability (Dash): Despite its slow, movements, the pain elemental is capable of dashing quite quickly in the air. Despite its agility, it has a shift speed of 5.

Special Ability (Levitation): The pain elemental is capable of psychically floating through the air and has a fly speed.

Special Ability (Constant Torment): The pain elemental lives in a state of constant agony, which it has adapted to, making it stronger. Because of its incredible pain threshold, it gains +120 maximum hit points, +10 damage threshold, and is immune to the Tormented condition.

Special Ability (Soul Sight): The pain elemental ignores the Hidden and Cloaked traits of enemies within 120 squares. It does not suffer an accuracy penalty to attack hidden or cloaked enemies.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, pain elementals deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Pinky Demon and Spectre Demon Description

Pinky demons are bestial demonic animals found in the wilds of hell. Unnamed by the native population, UAC scientists named them 'pinkies' because of their bright coloration. Pinkies are simple creatures that seek out creatures to rip, maim, and consume. They are typically drawn to the mortal universe in small hunting packs, but will occasionally be forced into service by more powerful demons. While pinkies are great hunters, they are also a frequent source of food for demons trapped in Hell.

Spectres are more dangerous pinkies that were the subject of UAC experiments. Scientists accidently awakened psionic abilities within a pinky, which manifested with innate invisibility. Since the experimentation, spectres have bred into the pinky population in Hell, producing a multitude of this invisible hunters.

Tactics

Pinky demons are simple combatants. They seek a single target and make a charge attack towards them with their demonic bite. If the target lives and it is still within reach, they will use their claws to finish off their foe. If the target dies or moves away, they will charge again if possible. In general, a pinky charges with its bite attack, and uses the claws for prolonged fights.

Spectre demons fight identically to pinkies, except have the advantage of permanent invisibility. Anyone making a detector action to reveal them will have to make the action every round so they can be attacked without penalty.

Pinky Demon

Level 15 Large-sized Non-heroic Demon, High Threat

Hit Points: 220	**Healing Threshold**: 11	**Damage Threshold:** 39
Defense: 17	**Toughness:** 34	**Resolve:** 16
Speed: 7	**Shift Speed:** 1	**Morale Bonus:** +2
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +3
Damage Resistance: 28 (18 when flat-footed)		

-Demonic Claws 1d20+11 accuracy, 26 damage, +2 strikes maximum; *Special Traits*: Penetration 11, Rending 5
-Demonic Bite 1d20+12 accuracy, 36 damage, 1 strike maximum; *Special Traits*: Penetration 14, Rending 2, Devil's Taint (DC 21 Endurance or 30 poison damage)

Skills: Athletic 6, Defensive Training 6, Durability 7, Endurance 6, Melee 7, Mental Training 3, Perception 4, Survival 6
Talents: Awesome Abilities (strength agility, fortitude), Devastating Cripple (melee I), Power Strike II, Penetration II, Resistant II, Resilience, Weapon Mastery (melee)

Strength: 14	**Instinct**: 3	**Agility**: 4	**Fortitude:** 12
Intelligence: 1	**Willpower**: 3		

Gear: Large-sized Demonic Claw, Large-sized Demonic Bite, Thick Demonic Hide

Special Ability (Charge): The pinky demon builds up momentum with large, destructive charges. When charging, instead of the normal benefits the pinky gains +1 accuracy and +3 damage for every square it moved as part of the charge. It can charge a number of squares equal to 2x its movement speed (14 squares). If the attack bypasses defense and toughness, the target is knocked prone as well. If they do knock the target prone, the charge continues, and the pinky attacks the next creature in a line, friend or foe, assuming it has movement leftover. It continues the charge until it hits terrain, runs out of movement, or does not knock a target down.

Special Ability (Gore): The pinky demon has powerful tusks that it uses in conjunction with its bite attack. The tusks give its bite attack +3 penetration and +2 damage per attack overage when charging.

Special Ability (Frontal Armor): The pinky demon has strong armor around its head to the front. It gains +5 to its normal damage resistance. However, its rear and flanks have very little armor. When attacking a flat-footed pinky, it has -5 normal damage resistance instead.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, pinky demons deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

~A pinky demon (above)   *~A spectre demon as it appears when detected (below)*

Spectre Demon

Level 20 Large-sized Non-heroic Demon, High Threat

Hit Points: 264	**Healing Threshold**: 11	**Damage Threshold:** 41
Defense: 20	**Toughness:** 36	**Resolve:** 18
Speed: 7	**Shift Speed:** 1	**Morale Bonus:** +3
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +3
Damage Resistance: 29 (19 when flat-footed)		

-Demonic Claws 1d20+13 accuracy, 29 damage, +2 strikes maximum; *Special Traits*: Penetration 13, Rending 5
-Demonic Bite 1d20+14 accuracy, 40 damage, 1 strike maximum; *Special Traits*: Penetration 16, Rending 2, Devil's Taint (DC 26 Endurance or 40 poison damage)

Skills: Athletic 6, Defensive Training 8, Durability 9, Endurance 8, Melee 9, Mental Training 5, Perception 5, Stealth 8, Survival 6
Talents: Awesome Abilities (strength agility, fortitude), Devastating Cripple (melee I), Power Strike II, Penetration III, Resistant III, Resilience, Weapon Mastery (melee II)

Strength: 14	**Instinct**: 3	**Agility**: 4	**Fortitude:** 12
Intelligence: 1	**Willpower**: 3		

Gear: Large-sized Demonic Claw, Large-sized Demonic Bite, Thick Demonic Hide

Special Ability (Charge): The spectre demon builds up momentum with large, destructive charges. When charging, instead of the normal benefits the spectre gains +1 accuracy and +3 damage for every square it moved as part of the charge. It can charge a number of squares equal to 2x its movement speed (14 squares). If the attack bypasses defense and toughness, the target is knocked prone as well. If they do knock the target prone, the charge continues, and the pinky attacks the next creature in a line, friend or foe, assuming it has movement leftover. It continues the charge until it hits terrain, runs out of movement, or does not knock a target down.

Special Ability (Gore): The spectre demon has powerful tusks that it uses in conjunction with its bite attack. The tusks give its bite attack +3 penetration and +2 damage per attack overage when charging.

Special Ability (Frontal Armor): The pinky demon has strong armor around its head to the front. It gains +5 to its normal damage resistance. However, its rear and flanks have very little armor. When attacking a flat-footed pinky, it has -5 normal damage resistance instead.

Special Ability (Invisible Hunter): The spectre demon always benefits from the Cloaked condition. Even if revealed by detector actions, it is hidden again at the start of its next turn.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, pinky demons deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Pit Beast Description

Pit beasts are gruesome, vicious beasts from the depths of Hell. Outfitted with cybernetic implants to help them move, they are used as tracking hounds by cultist forces. Pit beasts roam through the depths of underground tunnels and installations looking for survivors fleeing the Hell invasion, so they can viciously dismember and destroy them. These dull-witted beasts are drawn to blood, especially that within live bodies, so they gorge their teeth on the flesh and taste the ripe fluids to temporarily sate their hunger.

Tactics

Pit beasts are direct combatants that move directly towards their quarry, charging with their bite attack if possible. Once they are engaged, they either maul a single foe with their bite or, if they are being overwhelmed, attack multiple foes with sweeping claw cleaving attacks. Once engaged, they fight without mercy or hesitation until dead.

Pit beasts usually begin encounters with their howl ability, disheartening their foes, before the attacks begin to exchange. If they are taking attacks immediately as soon as the fight starts, then they will forgo the howl and charge the nearest or most threatening foe. Remember that pit beasts are uncanny hunters up close, bur are completely unable to detect foes that are further away. They will often flee if being attacked by a foe they cannot or do not know how to reach.

Pit Beast

Level 5 Large-sized Non-heroic Demon, Extreme Threat

Hit Points: 240	**Healing Threshold**: 10	**Damage Threshold:** 34
Defense: 16	**Toughness:** 37	**Resolve:** 15
Speed: 8	**Shift Speed:** 2	**Morale Bonus:** +2
Space: 2 by 2 squares	**Reach:** 2 square	**Initiative:** +2
Damage Resistance: 18		

-Demonic Claws 1d20+8 accuracy, 24 damage, +3 strikes maximum; *Special Traits*: Penetration 5, Rending 5, Cleaving 1
-Demonic Bite 1d20+14 accuracy, 34 damage, 1 strike maximum; *Special Traits*: Penetration 5, Rending 2, Devil's Taint (DC 13 Endurance or 10 poison damage), Stagger 1 round after hitting toughness

Skills: Athletics 4, Defensive Training 2, Durability 4, Endurance 4, Melee 4, Mental Training 3, Stealth 2, Survival 2
Talents: Awesome Abilities (strength agility, fortitude), Bulwark, Weapon Mastery (melee)
Strength: 11   **Instinct**: 1   **Agility**: 6   **Fortitude:** 10
Intelligence: 1   **Willpower**: 2
Gear: Large-sized Demonic Claw, Large-sized Demonic Bite, Demon Hide

Special Ability (Mauling Bite): The pit beast mauls at a target with every bite attack. It gains bonus accuracy with its bite equal to half its strength score. In addition, if it hits a target's defense and toughness with a bite attack, they are staggered for 1 round.

Special Ability (Sweeping Claws): The pit beasts demonic claw attack gains the Cleaving (1) weapon trait.

Special Ability (Charging Impact): When the pit beast finishes a charge action, all targets adjacent to the pit beast at the end of the charge suffer a hit of 20 damage, no attack roll required.

Special Ability (Terrifying Howl): The pit beast can make a deep, frightening howl as a standard action. When it does, it makes a +10 attack against the resolve of all mortals within 30 squares. If the attack hits, all target lose 1 morale level.

Special Ability (Sightless Vision): The pit beast does not have eyes, but automatically detects all creatures within 30 squares of it, even if they are hidden or cloaked.

Special Ability (Cybernetic Grafts): The pit beast has numerous cybernetic grafts that greatly improve its durability. These cybernetic grafts give it +100 maximum hit points and +5 damage resistance.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, pit beasts deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

~Art by Mechanubis

Prowler Description

The prowler, or nightstalker, is a creature of the deepest shadows of Hell. A hunter in dark places, the night stalker lurks amongst the dark; the ideal hunter from which no darkness can conceal you from and can outmaneuver their prey with teleportation and silent movements. They are the dreaded stalkers of Hell but are put to good use in invasions as well. They harass and hunt down their foes while they are busy dealing with larger demons, serving as a constant source of frustration and pain for those trying to deal with multiple demons at once.

Tactics

The prowler is a hunter that relies on stealth and ambushes. If it is hidden on the onset of combat, it will move towards the nearest enemy and try to rake them with their claws. Once detected, it will teleport to a nearby, hidden location that they can easily reach their foe after a turn of movement, and sneak attack them again. While this is a common tactic, it is not the only one employed by prowlers. Sometimes, when fought in larger battlefields, they will strafe around a battlefield, bombarding the enemy with their argent blasts. If they start taking fire, the prowler will teleport away and hide, forcing the enemy to prioritize another target while they get in position for another strike.

Prowler

Level 16 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 95	**Healing Threshold**: 7	**Damage Threshold:** 27
Defense: 29	**Toughness:** 30	**Resolve:** 20
Speed: 10	**Shift Speed:** 2	**Morale Bonus:** +5
Space: 1 square	**Reach:** 1 square	**Initiative:** +6
Damage Resistance: 10		

-**Demonic Claws** 1d20+8 accuracy, 20 damage, +5 strikes maximum; *Special Traits*: Penetration 11, Rending 5
-**Demonic Claws w/ Sneak Attack** 1d20+8 accuracy, 26 damage, +5 strikes maximum; *Special Traits*: Penetration 11, Rending 8
-**Argent Blast** 1d20+8 accuracy, 24 damage, 1 strike maximum, medium range; *Special Traits*: Penetration 17, Energy Damage

Skills: Acrobatics 8, Athletics 8, Defensive Training 8, Durability 6, Endurance 6, Melee 8, Mental Training 6, Perception 8, Ranged 7, Stealth 8, Survival 8, Tactics 5
Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting II, Devastating Cripple (melee), Penetration II, Swift Strikes, Sneak Attack III, Resistant, Stalker, Unstoppable Movement, Weapon Mastery (melee II, ranged I)

Strength: 8	**Instinct**: 6	**Agility**: 9	**Fortitude:** 5
Intelligence: 2	**Willpower**: 4		

Gear: Demonic Claw, Argent Blast, Demon Hide

Special Ability (Teleport): As a full-round action, the prowler can teleport to any location it knows of within 30 squares. Upon arrival, it automatically gains the Hidden condition until the end of its next turn.

Special Ability (Nightstalker): The prowler can move at full speed while hidden without breaking the condition. They continue to remain hidden even if they are moving in plain sight or are adjacent to an enemy. Attacking an enemy does still reveal them, however.

Special Ability (Unnatural Sight): The prowler has supernatural vision that allows it to see through any surface and detect any foe. They can see through walls and automatically sense hidden and cloaked enemies within 30 squares. They do not suffer the accuracy penalty for attacking hidden or cloaked enemies.

Special Ability (Crawler): The prowler can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, prowlers deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

~Prowler (above)   *~Revenant (below)*

Revenant Description

A revenant is a horrid demon created by exposing a human soldier with Hell energies and cybernetics cursed with infernal energies. The result is a skeletal demon twice the height of a man equipped with rocket launchers and a jet pack. No longer remotely human, these demons are elite soldiers for the forces of Hell, and act as artillery support for imps, hell knights, and hell razers.

Tactics

Revenants begin combat by using tactics to increase their accuracy. From there, they float about the battlefield, a few squares above the ground, bombarding foes with their rocket launchers. They generally float towards their foes, and then land and tear into their softened targets with their demonic claws. Their gruesome claws trait gives them bonus rending and bleed damage, which allows revenants to deal considerable pain to targets that are already weakened by the rockets. Stacking multiple hits of bleed damage will cause any human to drop quickly. They can use their barrage ability to do considerable amounts of damage, but it takes them a full-round to activate it. They will generally only use it when their foe is busy fighting other enemies.

Revenant

Level 12 Large-sized Non-heroic Demon, High Threat

Hit Points: 212	**Healing Threshold**: 11	**Damage Threshold:** 36
Defense: 20	**Toughness:** 30	**Resolve:** 22
Speed: 7, 5 fly	**Shift Speed:** 1	**Morale Bonus:** +6
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +2
Damage Resistance: 16		

-**Demonic Claws** 1d20+10 accuracy, 24 damage, +2 strikes maximum; *Special Traits*: Penetration 10, Rending 11, Bleed 5
-**Rocket Launcher** 1d20+7 accuracy, 45 damage, 1 strikes maximum, medium range; *Special Traits*: Penetration 12, Burst 2, Twin-linked

Skills: Athletics 4, Defensive Training 6, Durability 6, Endurance 6, Melee 6, Mental Training 6, Perception 6, Ranged 6, Survival 6, Tactics 6
Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting, Natural Health II, Power Strike, Penetration II, Weapon Mastery (melee, ranged)

Strength: 10	**Instinct**: 2	**Agility**: 4	**Fortitude:** 8
Intelligence: 2	**Willpower**: 6		

Gear: Large-sized Demonic Claw, Twin-linked Demonic Rocket Launcher, Demon Hide

Special Ability (Barrage): A revenant can spend a full-round action charging a rocket barrage. If they do, the rocket attack on their next turn gains +4 accuracy, +2 burst, and hailfire (2). This is not cumulative with twin-linked.

Special Ability (Gruesome Claws): Revenants are experts at gory displays of violence. Their demonic claw attacks gains +6 rending and do 5 bleed damage when they damage a living target.

Special Ability (Jet Pack): The revenant has a jet pack that allows it to fly at a speed of 5 squares per round. It cannot shift or evade while flying. The jet pack also allows it to ignore falling damage and always land on its feet.

Special Ability (Cybernetic Augmentation): The revenant has many cybernetic upgrades that enhance its form that make it more survivable. These upgrades grant the revenant +50 maximum hit points and +5 damage resistance.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, revenant deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Optional Rule; Destructible Weapons

When a revenant suffers 2 action wounds, its rocket launcher loses the twin-linked trait and barrage ability. When suffering 4 action wounds, it loses the rocket launcher weapon and can no longer make those attacks.

Summoner Description

Summoners are cunning demons that can tear open hell rifts and summon demonic minions to their side. These craven demons dislike direct fights and prefer their minions fight for them. Summoners possess advanced psionic and mystic abilities beyond their ability to summon allies and can fire waves of argent energy as well as dissipate into energy. It makes them difficult creatures to contain or catch.

Tactics

Summoners try to remain more than 6 squares away from their foes. If a powerful foe gets within that range, they will shift into energy form and fly to somewhere where they have more space. When they are not threatened, they spend full-round actions summoning demons. Most commonly, they spend the action to summon 2 Imps or a Hell Razer. They try to fill the battlefield with their minions, because they only last a short while. Once they have 4 or more minions active, they instead perform bob and weave actions and blast with their hellfire waves.

Bobbing and weaving is important for the summoner when they are anticipating attacks against them. If they evade, they can use their Energy Form ability to dissipate into matter and fly away, renewing their attack from another position.

Summoner

Level 15 Medium-sized Non-heroic Demon, High Threat

Hit Points: 137	**Healing Threshold**: 8	**Damage Threshold:** 31
Defense: 30	**Toughness:** 22	**Resolve:** 23
Speed: 8 fly	**Shift Speed:** 2	**Morale Bonus:** +7
Space: 1 square	**Reach:** 1 square	**Initiative:** +6
Damage Resistance: 10		

-Demonic Claws 1d20+6 accuracy, 12 damage, +5 strikes maximum; *Special Traits*: Penetration 12, Rending 5
-Hellfire Wave 1d20+9 accuracy, 45 damage, 1 strike maximum, medium range; *Special Traits*: Penetration 12, Line 11

Skills: Acrobatics 6, Athletics 4, Defensive Training 7, Durability 8, Melee 6, Mental Training 7, Perception 6, Ranged 7, Stealth 6
Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting II, Dodge, Devastating Cripple (ranged), Swift Strikes, Weapon Mastery (ranged)

Strength: 5	**Instinct**: 6	**Agility**: 9	**Fortitude:** 7
Intelligence: 6	**Willpower**: 8		

Gear: Demonic Claw, Hellfire Wave, Demon Hide

Special Ability (Summoning): As a full-round action, the summoner can call demons from the reaches of hell to aid it in combat. The demons appear at any locations the summoner can see within short range. The summoner can summon 8 levels worth of demons in a single turn. All summoned demons act at the end of the summoner's turn. These demons have a weak connection to the physical realm and only last 3 rounds before being dragged back into the hell pit they came from. Summoned demons are not worth any experience points; they are considered part of the experience rewards of the summoner.

Special Ability (Energy Form): When the summoner successful evades from an attack, instead of shifting it can transform into energy. While in energy form, it cannot attack or be attacked. It manifests as a stream of crimson, bloodlike energy. It can also transform into energy as a standard action. While in energy form, it moves at double its normal flight speed. It can exit energy form as a standard action.

Special Ability (Flight): The summoner can fly at its normal land movement speed.

Special Ability (Possession): When the summoner reduces a mortal to 0 hit points with a hellfire wave attack, they must make a DC 23 Endurance test. If they succeed, they roll for disfigurement as normal. If they fail, they instantly die and transform into an undead Possessed.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, summoners deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Ticks and Trites Description

Ticks and trites are tiny, insectoid demons that serve at the bottom of the demonic food chain. They are vicious creatures that congregate in vast swarms that crawl through caverns and ventilation shafts to get to their prey. Trites are the weakest of the two, being near mindless drones. When in great numbers, however, they can infest an area with their webbing, creating a nest that traps potential prey, just like a spider. Ticks are stronger and more potent than trite. They are more demon than insect, with carnivorous instincts and deadly cunning.

Tactics

Trites and ticks both enter battle in groups of eight or more. They typically try to ambush their prey by crawling in from a direction they were not anticipating. Between battles, trites lay down webbing across their chosen hunting grounds, hoping a victim will come across it. Ticks, on the other hand, do not rely on webbing, but can make powerful pounces towards enemies that they are often not prepared for. Both creatures us very little strategy besides trying to surround the target creature with raw numbers , using Swarm Tactics to wear them down with a million tiny bites.

Tick

Level 10 Small-sized Non-heroic Demon, Low Threat

Hit Points: 54	**Healing Threshold**: 6	**Damage Threshold:** 20
Defense: 24	**Toughness:** 16	**Resolve:** 13
Speed: 6	**Shift Speed:** 3	**Morale Bonus:** +1
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 8		

-Demonic Bite 1d20+8 accuracy, 14 damage, 1 strike maximum; *Special Traits*: Penetration 9, Rending 2, Devil's Taint (DC 16 Endurance or 20 poison damage)

Skills: Acrobatics 4, Athletics 4, Defensive Training 6, Durability 5, Melee 6, Perception 4, Stealth 4
Talents: Awesome Abilities (strength agility, fortitude), Penetration II, Sneak Attack, Stalker, Weapon Mastery (melee)

Strength: 4	**Instinct**: 4	**Agility**: 6	**Fortitude:** 3
Intelligence: 1	**Willpower**: 3		

Gear: Demonic Bite, Demon Hide

Special Ability (Swarm Tactics): A tick gains +1 accuracy and damage with its bite attack for every other tick adjacent to the target it is attacking.

Special Ability (Pounce): As a move action, the tick can perform a pounce action. They move 3 squares that do not provoke any opportunity attacks. If they attack after pouncing, then the target of the attack is flat-footed.

Special Ability (Crawler): The tick can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, ticks deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Trite

Level 3 Small-sized Non-heroic Demon, Low Threat

Hit Points: 31	**Healing Threshold**: 6	**Damage Threshold:** 16
Defense: 19	**Toughness:** 11	**Resolve:** 13
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +1
Space: 1 square	**Reach:** 1 square	**Initiative:** +3
Damage Resistance: 8		

-Demonic Bite 1d20+3 accuracy, 14 damage, 1 strikes maximum; *Special Traits*: Penetration 5, Rending 2, Devil's Taint (DC 9 Endurance or 6 poison damage)

Skills: Acrobatics 2, Athletics 2, Defensive Training 3, Durability 2, Melee 3, Perception 2, Stealth 2
Talents: Awesome Abilities (strength agility, fortitude)

Strength: 2	**Instinct**: 3	**Agility**: 4	**Fortitude:** 2
Intelligence: 1	**Willpower**: 3		

Gear: Demonic Bite, Demon Hide

Special Ability (Swarm Tactics): A trite gains +1 accuracy and damage with its bite attack for every other trite adjacent to the target it is attacking.

Special Ability (Web): As a standard action, a trite can secrete a thick web. The web fills the square the trite is in and fills every other square the trite moves in until the end of its turn. Squares with webs count as difficult terrain. In addition, any creature that moves into a web must make a DC 15 acrobatics test or be immobilized for 1 round. A character only must make this check once per round, no matter how many squares of web they move through. Trites are immune to the effects of their webs and those of other trites and vargary. Created webs last for 5 minutes.

Special Ability (Crawler): The trite can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, trites deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

~Trites (left)

~Ticks (right)

Tyrant Description

Tyrants are a form of demon lord, assigned the brutal task of being the jailors of souls sent to Hell. These massive, powerful demons are formidable figures and overlords of lesser demons, ensuring that the hordes of demons behave, and the process of soul extraction continues uninhibited. Tyrants rarely come into the mortal realms, except for the largest and grandest demon incursions. When they do, they bring apocalyptic death and destruction with them as they lead legions into battle.

Tactics

Tyrants are one of the most singular dangerous demons. They possess the ability to perform multiple powerful weapon attacks. Their favorite is to attack from afar with a Hell Destroyer Cannon attack followed by a Hell Missile Salvo. This is their primary action, standing in the back and bombarding their enemy with overwhelming firepower. If they are approached, they instead use a combination of the Demonic Claw and Flame Blade attacks, but this is only done against particularly dangerous or numerous melee combatants. More often, they continue to use their ranged attacks while they active a stomp attack as a minor action against their attacker.

If the tyrant needs to, they will activate their missile bombardment ability, hitting every target within 20 squares with a missile attack. This has lower damage and costs more actions, but it has higher accuracy. Therefore, it is used against enemies difficult to hit, are rooted in cover, or are incredibly numerous. It has the risk that it will damage allies as well.

What makes the tyrant so deadly is its unparalleled survivability. In addition to high hit points and resistance, it heals every time anything, friend or foe, dies near it. In addition, it gains healing and stacks of soul infusion when something dies, which gives it a chance to resurrect upon death. It is to the tyrant's advantage, then, that despite their power, they are rarely found alone. They usually have a host of weaker minions around to distract enemies and for the tyrant to feed upon their souls. Fear of the tyrant also empowers even weaker minions, giving them morale bonus that allows them to punch above their weight class.

Tyrant

Level 25 Gargantuan-sized Heroic Demon, Formidable Threat

Hit Points: 1,033	**Healing Threshold**: 13	**Damage Threshold:** 75
Defense: 17	**Toughness:** 71	**Resolve:** 31
Speed: 13	**Shift Speed:** 2	**Morale Bonus:** +10
Space: 4 by 4 squares	**Reach:** 5 squares	**Initiative:** +11
Damage Resistance: 46		

-**Demonic Claws** 1d20+27 accuracy, 49 damage, +4 strikes maximum; *Special Traits*: Penetration 17, Rending 5, Cleaving 1
-**Flame Blade** 1d20+28 accuracy, 80 damage, +2 strike maximum; *Special Traits*: Penetration 27, Flames, Cleaving 1
-**Stomp** 1d20+26 accuracy, 63 damage, 1 strike maximum; *Special Traits*: Penetration 27, Cleaving 1
-**Hell Destroyer Cannon** 1d20+31 accuracy, 100 damage, 1 strike maximum, remote range; *Special Traits*: Penetration 45, Energy Damage
-**Hell Missile Salvo** 1d20+23 accuracy, 60 damage, 1 strike maximum, remote range; *Special Traits*: Penetration 25, Burst 4, Hailfire 3, Rocket
-**Hell Missile Bombardment** 1d20+33 accuracy, 60 damage, 1 strike maximum, remote range; *Special Traits*: Penetration 25, Hailfire 1, Delay

Skills: Acrobatics 4, Athletics 11, Defensive Training 11, Durability 11, Endurance 11, Leadership 11, Lore 11, Melee 11, Mental Training 11, Perception 11, Ranged 11, Stealth 4, Survival 11, Tactics 11
Talents: Awesome Abilities (strength agility, fortitude), Bulwark, Cleave II, Close Combat Shot, Combat Reflexes, Defensive Fighting II, Devastating Cripple (melee, ranged), Dual-Weapon Skill, Far Shot, Hardened Survivalist, Mighty Blow V, Penetration V, Power Strike II, Resilience, Swift Strikes, Unstoppable Movement, Weapon Mastery (melee II, ranged II), Wrestling Combatant

Strength: 30	**Instinct**: 8	**Agility**: 6	**Fortitude:** 32
Intelligence: 6	**Willpower**: 10		

Gear: Gargantuan-sized Demonic Claw, Gargantuan-sized Flame Blade, Hell Destroyer Cannon, Hell Missile Salvo, Demonic Plating

Special Ability (Warmonger): The tyrant is a juggernaut of combat. As a standard action on its turns, the tyrant can perform two different combination of weapon attacks with no penalty to accuracy. The first option is to make a Hell Destroyer Cannon

and Hell Missile Salvo attack with a single standard action. If it does this, the primary target of both attacks must be identical or within 3 squares of one another. Otherwise, it can perform both a Flame Blade or Demonic Claw attack in a single standard action against targets within reach.

Special Ability (Stomp): As a minor action once per round, the tyrant can try to stomp on a large-sized or smaller target. This attack profile is equivalent to a Gargantuan-sized Demonic Smash attack that can only be used as part of this action. This can be in addition to its Warmonger combo attacks.

Special Ability (Missile Bombardment): As a full-round action, the tyrant can use its missile attack to bombard the entire area with explosives. This effects every target, friend or foe but excluding the tyrant, within 20 squares of the tyrant. This use the tyrant's Hell Missile Salvo attack, but it gains +10 accuracy and the Delay weapon trait, but its hailfire is reduced to 1 and it loses the rocket trait. Because it attacks from above, it ignores cover, except for cover that is overhead. As normal, this attack deals half damage if it misses.

Special Ability (Jailor of Souls): When a mortal or demon is reduced to 0 hit points within 30 squares of the tyrant, the tyrant recovers 50 hit points and gains a point of soul infusion, which can be used for its Resurrection ability. This ability also occurs for every 100 hit points worth of damage a swarm-type enemy suffers within that range.

Special Ability (Resurrection): When the tyrant is reduced to 0 hit points, make a d20 check. Give +2 to this check for every point of soul infusion that the tyrant has gained from the Jailor of Souls trait. If the result is 16 or higher, the tyrant loses all its soul infusion points, and regains 500 hit points, avoiding death. The tyrant can only benefit from this trait twice per day.

Special Ability (Brutal Taskmaster): The tyrant is a brutal taskmaster to lesser demons, inspiring them to great fervor to avoid displeasing it. Every demon of high threat or lower within 30 squares of the tyrant gains a morale level at the start of each of their turn, has a maximum of 3 positive morale despite by demons, and gains +4 morale bonus.

Special Ability (Throw): The tyrant can throw creatures that are large sized or smaller. If their claw attack surpasses the target's defense and toughness, they can make an opposed athletics test with the target. If the baron wins, they lift the target and throw them at a location or another target within 30 squares. Upon hitting terrain, the target suffers 80 damage and is prone. If they throw the target at another enemy, they make a +20 ranged attack roll against the second target's defense. On a hit, both targets suffer 80 damage. The thrown creature is knocked prone. The targeted creature is only knocked prone if the attack surpasses their toughness. If the attack misses, the thrown creature takes damage as if they were thrown against terrain and lands in the closest adjacent square to the secondary target.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, tyrants deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Vargary Description

A Vargary is a rare demon that serves as the mother to other demons, most notably trites. The vargary mixes the features of a spider and a deformed, demonic woman. A vargary rarely leaves hell, where they their time in massive, webbed nests where their host of trite children feast upon the flesh of demons that fell into their webs. The largest invasions may displace a vargary to a mortal realm, where she summons her children to her as she seeks to create a new nest of food and minions.

Tactics

Vargary are tough, psionic demons that can communicate telepathically and move objects through pure will. A vargaries first action in combat is to summon a host of trites to her side. Once they arrive, a vargary strafes the battlefield while using telekinesis to hurl objects at their foes. If she runs out of trites, she will use her action to summon another batch of six minions. When she notices a weak point in the enemy ranks, she rushes forward and claws at her foes. Vargaries prefer bob and weave actions in any round that she does not summon trikes. Vargary are known to briefly flee from combat when overwhelmed, just to come back later when she can reobtain the advantage.

Vargary

Level 18 Large-sized Heroic Demon, Extreme Threat

Hit Points: 307	**Healing Threshold**: 11	**Damage Threshold:** 41
Defense: 25	**Toughness:** 33	**Resolve:** 25
Speed: 7	**Shift Speed:** 2	**Morale Bonus:** +7
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +7
Damage Resistance: 17		

-Demonic Claw 1d20+12 accuracy, 27 damage, +2 strikes maximum; *Special Traits*: Penetration 10, Rending 5

Skills: Acrobatics 8, Athletics 8, Defensive Training 8, Durability 8, Endurance 8, Lore 6, Melee 8, Mental Training 8, Perception 8, Ranged 8, Stealth 6, Survival 6

Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting II, Devastating Cripple (melee), Hardened Survivalist, Resilience, Resistant IV, Resolute, Weapon Mastery (melee II)

Strength: 11	**Instinct**: 7	**Agility**: 5	**Fortitude:** 13
Intelligence: 4	**Willpower**: 7		

Gear: Large-sized Demonic Claws, Demon Hide

Special Ability (Telekinesis): As a minor action, the vargary can psychically lift and move objects, even throw them at others. They can use this up to two unattended objects within medium range. With a single standard action, the vargary can either relocate them to another location within 6 squares or throw them at a target. Objects can be thrown up to 18 squares. When an object is thrown at a target, the vargary makes a +20 attack roll versus them. The object deals damage based on normal object damage +12. Therefore, throwing a barrel or piece of scrap metal would deal 27 damage, throwing a small crate would deal 18 damage, and throwing a metal door would do 37 damage.

Special Ability (Web): As a minor action, a vargary can secrete a thick web. The web fills the all squares the vargary is in and fills every other square the vargary moves in until the end of its turn. Squares with webs count as difficult terrain. In addition, any creature that moves into a web must make a DC 15 acrobatics test or be immobilized for 1 round. A character only must make this check once per round, no matter how many squares of web they move through. Vargary are immune to the effects of their webs and those of other trites and vargary. Created webs last for 5 minutes.

Special Ability (Summon Trite): As a minor action, the vargary can summon 6 trite demons in any squares within short range of the it. These summoned trites act after the vargary in initiative order. The vargary can only have up to 6 summoned trites at any one time. Multiple usage of this power refreshes any lost trites. These trites gain These trites are not worth any experience, and count as being part of the vargary for encounter difficulty.

Special Ability (Queen of Demonweb): All trites within 30 squares of the vargary gains +10 attack accuracy and +5 penetration. Whenever the vargary takes damage from an attack, all trites within range can make an instant standard action attack.

Special Ability (Crawler): The vargary can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, vargary deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Vulgar Description

Vulgar are boney and vicious demons that serve as the foot soldiers in the most extreme demonic invasions. They are only deployed when a powerful demon has their sights on a great prize, such as a person, place, or artifact. They are the collectors of demonkind. The vulgar are sent to eliminate any opposition and fetch their master their chosen artifact. As elite troops, vulgars are either encountered in great numbers, or not at all. If they manifest their hosts in the physical universe, it will take the greatest of soldiers to fight off an invasion of vulgar.

Tactics

Vulgar function in tight squads of 3-6 individuals. While they are relatively frail demons, they have an incredible offense for such a slight demon. They are able to conjure and hurl balls of pure plasma towards their enemies, doing incredible damage that is powerful enough to tear through heavy armor. They do this upon spawning in, and as they advanced towards their foes. When they get close enough, they lunge towards their target.

In melee range, Vulgars make claw attacks followed by a tail strike against the same target. Together, they deal penetrating, bleeding wounds upon their target. Vulgars tend to focus on one target above all others, to stack as much bleed damage as they can upon their foes. In the meantime, as long as they do not have to move, they use bob and weave actions to improve their defense.

Vulgar

Level 11 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 85	**Healing Threshold**: 7	**Damage Threshold:** 26
Defense: 26	**Toughness:** 22	**Resolve:** 18
Speed: 8	**Shift Speed:** 2	**Morale Bonus:** +4
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 9		

-**Demonic Claws** 1d20+6 accuracy, 16 damage, +3 strikes maximum; *Special Traits*: Penetration 7, Rending 8, Bleed 1
-**Tail Strike** 1d20+6 accuracy, 18 damage, 1 strike maximum; *Special Traits*: Piercing, Rending 3, Bleed 1
-**Argent Blast** 1d20+8 accuracy, 20 damage, 1 strikes maximum, medium range; *Special Traits*: Penetration 15, Energy Damage

Skills: Acrobatics 4, Athletics 4, Defensive Training 6, Durability 5, Endurance 5, Melee 6, Mental Training 4, Perception 4, Ranged 6, Stealth 5
Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting, Dodge, Penetration II, Stalker, Weapon Mastery (melee, ranged)

Strength: 6	**Instinct**: 4	**Agility**: 8	**Fortitude:** 5
Intelligence: 2	**Willpower**: 4		

Gear: Demonic Claw, Argent Blasts, Demonic Hide

Special Ability (Barbed Skeleton): The vulgar's demonic claw and tail strike gain +3 rending and deal 1 bleed damage whenever they do hit point damage to a biological creature.

Special Ability (Tail Strike): Once per round, after making a claw attack, the vulgar can attack an adjacent target with its tail by using a minor action. This attack deals 3xstrength damage, with +0 accuracy bonus, and ignores damage resistance. It does not count as a natural weapon and does not benefit from the Unholy Strength demon trait or talent bonuses.

Special Ability (Lunge): As a full-round action, the vulgar can perform a lunge action. They move up between 2-5 squares in a straight line and attack a target at the end of the line. This movement does not provoke opportunity attacks. After they move, they make a single claw attack at the target of their movement. This attack gains +10 damage and the target does not gain the agility bonus to defense.

Special Ability (Crawler): The vulgar can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, vulgar deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

~Top Art by Machanubis

Whiplash Description

The whiplash is a serpentine demon known for its great agility, slithering movements, and the lashes it hides within its forearms. These demons, many of which have been augmented by UAC engineers, are clever and lethal hunters that outmaneuver their foes in battle and rip them to pieces. Because they are so agile and difficult to hit, they used to tackle elite soldiers and break defensive lines. When not in battle, whiplashes are content wandering the demonic realms, preying on slower demons.

Tactics

A whiplash generally performs one of three actions on their turn. The first, when they are relatively close to their foe, is to perform action move strikes with their energy lashes. This deals small amounts of high accuracy and penetration damage. Because of its talents, the whiplash gains +3 defense and movement speed when action moving, and its target is flat-footed. They use this to constantly move around the battlefield, hitting and then escaping, and forcing the enemy to move towards them, allowing them to make opportunity attacks with their extremely long reach.

The second action type is the whiplash will double move to get into position, utilizing its slither ability to avoid attacks and hide behind cover while they advance. The final action is their long ranged attack, where they stay back and strike foes with persistent damage from their seeker waves.

Whiplash

Level 22 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 247	**Healing Threshold**: 9	**Damage Threshold:** 33
Defense: 32	**Toughness:** 30	**Resolve:** 26
Speed: 11	**Shift Speed:** 3	**Morale Bonus:** +8
Space: 1 square	**Reach:** 6 square	**Initiative:** +8
Damage Resistance: 16		

-Energy Lashes 1d20+12 accuracy, 24 damage, +6 strikes maximum; *Special Traits*: Penetration 18, Rending 4, Reach 6
-Energy Lashes w/ Action Move and Sneak Attack 1d20+12 accuracy, 30 damage, +6 strikes maximum; *Special Traits*: Penetration 18, Rending 7, Reach 6, Target is Flat-footed
-Seeker Wave Automatic Hit, 25 damage, medium range; *Special Traits*: Penetration 20, Energy Damage, DC 30 to Evade

Skills: Acrobatics 10, Athletics 10, Defensive Training 10, Durability 9, Endurance 7, Melee 10, Mental Training 8, Perception 8, Ranged 8, Stealth 8, Survival 10, Tactics 8
Talents: Awesome Abilities (strength agility, fortitude), Brutality II, Combat Reflexes, Combat Roll, Defensive Fighting, Dodge, Hardened Survivalist, Mobile Attacker III, Penetration IV, Resilience, Sneak Attack III, Stalker, Strafing Attack, Swift Strikes II, Unstoppable Movement, Weapon Mastery (Melee II)

Strength: 10	**Instinct**: 8	**Agility**: 10	**Fortitude:** 8
Intelligence: 3	**Willpower**: 8		

Gear: Energy Lashes, Demon Hide

Special Ability (Seeker Wave): As a full-round action, the whiplash can release a seeker wave: a blast of argent energy that travels across the ground, seeking out a target. The whiplash can target an enemy within medium range with a seeker wave. The wave automatically hits the target, but the attack can be evaded with a DC 30 acrobatics test. If you are able to evade out of your current square, you take no damage from the attack.

Special Ability (Slither): When the whiplash moves but does not perform an action move on it's turn, it slithers across the ground. This causes it to count as being prone against ranged attacks, causing those attacks to suffer a -5 accuracy penalty. The whiplash cannot be knocked prone by enemy actions.

Special Ability (Action Move Specialist): Because of its talents, the whiplash gains +3 defense and +3 movement speed in any turn that it action moves, and targets are flat-footed against its attacks. Because targets are flat-footed when it action moves, it also gains the benefit of the Sneak Attack talents.

Special Ability (Long Reach): The whiplashes long whips give it a reach of 6. This allows it to perform melee attacks from a range, and make opportunity attacks from those who provoke from a distance.

Special Ability (Crawler): The whiplash can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Cybernetic Augmentation): The whiplash has many cybernetic upgrades that enhance its form that make it more survivable. These upgrades grant the whiplash +50 maximum hit points and +5 damage resistance.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, whiplashes deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

Shadow Wraith Description

Wraith demons are tricky hunters that can phase in and out of reality. They use these powers to stalk their prey, terrorizing them while making them guess their actual location. These demons delight at playing cat and mouse games with their victims. The fear their prey feels is as delicious to them as living flesh.

Tactics

At the start of an encounter and every round they do not begin adjacent to a foes, a wraith will use phase to begin stalking their foes. Phase wraiths cannot be seen, attacked, or detected, even with detector actions. They can still move, and use this opportunity to move adjacent to their prey and emerge, slashing at them with their demonic claws. They rely on constantly phasing to improve their survivability, as attacks gain an improved chance to miss them in turns that the phase back. The only turns they do not phase are the rounds they phased back, are confident that they can kill their prey, or when they don't detect any enemies and need to double move.

Wraith, Shadow

Level 8 Medium-sized Non-heroic Demon, Medium Threat

Hit Points: 77	**Healing Threshold**: 7	**Damage Threshold:** 25
Defense: 22	**Toughness:** 22	**Resolve:** 18
Speed: 6	**Shift Speed:** 2	**Morale Bonus:** +4
Space: 1 square	**Reach:** 1 square	**Initiative:** +7
Damage Resistance: 9		

-**Demonic Bite** 1d20+6 accuracy, 24 damage, 1 strikes maximum; *Special Traits*: Penetration 8, Rending 2, Devil's Taint (DC 14 Endurance or 16 poison damage)
-**Demonic Claw** 1d20+5 accuracy, 16 damage, +2 strikes maximum; *Special Traits*: Penetration 8, Rending 5

Skills: Acrobatics 4, Athletics 4, Defensive Training 5, Durability 5, Melee 5, Mental Training 4, Perception 5, Stealth 5, Tactics 4
Talents: Awesome Abilities (strength agility, fortitude), Defensive Fighting, Penetration II, Sneak Attack, Stalker, Survival Instincts, Weapon Mastery (melee)

Strength: 7	**Instinct**: 5	**Agility**: 5	**Fortitude:** 4
Intelligence: 2	**Willpower**: 4		

Gear: Demonic Claw, Demonic Bite, Demon Hide

Special Ability (Phase): A standard action, the wraith can summon a portal that render it 'phased out' of existence'. While it is phased, it counts as cloaked, cannot take or deal damage, or interact with any objects. It can, however, still move. Wraiths use this ability to sneak up on enemies and approach them without being subjected to ranged attacks. At the start of the wraith's next turn, it automatically phases back in to the physical world. In turns that it phased back in, targets are flat-footed against its attacks.

Special Ability (Temporal Distortion): Because a wraith is constantly phasing in or out of reality, any attack against it has a chance of being ignored. Roll a d20 when the wraith is hit by an attack. On a 1-4 the attack is negated as the wraith rapidly phases out to avoid the attack. On a turn where the wraith exits a phase state at the beginning of their turn, this effect triggers on a 1-8.

Special Ability (Crawler): The wraith can climb walls and ceilings without any penalty or requiring athletics checks to climb. They do not consider this a limited movement method.

Special Ability (Living Nightmare): Any creature that ends its turn adjacent to a demon loses a morale level. This is not cumulative for being adjacent to multiple demons. In addition, wraiths deal 1 negative morale level for every crippling wound point they deal to a target.

Special Ability (Demon Traits): Demons can see perfectly in the dark and suffer no penalties related to darkness. They gain a +5 bonus on all athletics checks. Demons are susceptible to morale but gain the Jaded talent for free (they can only gain 1 positive or negative morale point maximum).

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Unique Enemies

The Doom Slayer