

Brass Demon

Character created with [Hero Designer](#), version 2006122902

Alternate Identities :

Player Name : NPC Monster

Genre :

Campaign :

CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
23	STR	10	13	14-	HTH Damage 4 1/2d6 END [2]
15	DEX	10	15	12-	OCV 5 DCV 5
16	CON	10	12	12-	
15	BODY	10	10	12-	
12	INT	10	2	11-	PER Roll 13-
12	EGO	10	4	11-	ECV: 4
15	PRE	10	5	12-	PRE Attack: 3d6
8	COM	10	-1	11-	
10	PD	5	5		10 PD (5 rPD)
8	ED	3	5		8 ED (4 rED)
3	SPD	2.5	5		Phases: 4, 8, 12
8	REC	8	0		
40	END	32	4		
36	STUN	35	1		
9"	Running	6	0		
2"	Swimming	2	0		
4 1/2"	Leaping	5	0		

80 Total Characteristics Points

EXPERIENCE POINTS

Total earned: **0**

Spent: **0**

Unspent: **0**

Base Points: **250**

Disad Points: **250**

Total Points: **500**

POWERS

Cost	Name	END
4	Damage Resistance (5 PD/4 ED)	0

Cost	Name	END
127	Mazoku Invulnerability: Desolidification (affected by Most Sorcery, Astral Magic and Magical Weapons), Inherent (+1/4), Uncontrolled (+1/2), Reduced Endurance (0 END; +1/2), Persistent (+1/2), Continuous (+1), Invisible Power Effects (Fully Invisible; +1) (190 Active Points); Cannot Pass Through Solid Objects (-1/2)	0
6	Keen Senses: +2 PER with all Sense Groups	0
16	Winged: Flight 12" (24 Active Points); Restrainable (-1/2)	2
105	Claws: HKA 2d6 (2d6+1 w/STR), Reduced Endurance (0 END; +1/2), Affects Physical World (+2) (105 Active Points)	0
69	Strength: Affects Physical World (+2) for up to 23 Active Points of STR, Reduced Endurance (0 END; +1/2) (69 Active Points)	0
5	Nightvision	0
6	Long Strides: Running +3" (9" total)	1

338 Total Powers Cost

MARTIAL ARTS

Cost	Martial Arts Maneuver
	Martial Arts: Natural Abilities
3	1) Martial Grab: 1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 33 STR for holding on
4	2) Crush: 1/2 Phase, +0 OCV, +0 DCV, 8 1/2d6 Crush, Must Follow Grab

7 Total Martial Arts Cost

SKILLS

Cost	Name
13	Sorcery: Power 16-
5	KS: Magic 14-
5	AK: Astral Plane 14-
3	Conversation 12-
3	Persuasion 12-
6	+3 with PRE Rolls or PRE-based Skills; Only When Attempting To Bluff, Intimidate or Taunt (-1 1/2)
16	+2 with All Combat
4	+2 with Martial Grab

55 Total Skills Cost

PERKS

Cost	Name
10	Sorcerer: Custom Perk

10 Total Perks Cost

TALENTS

Cost	Name
10	Awakened Magic User: Custom Talent

10 Total Talents Cost

DISADVANTAGES

Cost	Name
25	Distinctive Features: Brass Demon (Not Concealable; Extreme Reaction; Detectable By Commonly-Used Senses)
15	Psychological Limitation: Views Mortals As Weak (Common, Strong)
15	Psychological Limitation: Thrive on Negative Emotions (Common, Strong)
25	Psychological Limitation: Slavishly Loyal to Summoner (Very Common, Total)
150	Extra-Planer Demon Bonus
5	Physical Limitation: Large (Infrequently, Slightly Impairing)
15	Hunted: Whoever Summoned It 14- (As Pow, NCI, Watching)

250 Total Disadvantages Cost

APPEARANCE

Hair Colour: Brown

Eye Colour: Brown

Height: 2.00 m

Weight: 100.00 kg

Description: Brass demons are large, heavily muscled humanoids with solid black eyes and skeletal faces. Skin color varies, through deep olive green, dark maroon and dull violet are common. They have enormous bat wings that are typically folded behind their shoulders and look like a large cloak. Their hands are large and clawed.

BACKGROUND

Brass demons make their home on the Astral Plane. They can manifest in the material world, but cannot cross the boundary between the worlds by themselves. Only the most powerful Mazoku can summon brass demons to assist them in any great numbers.

PERSONALITY

QUOTE

“Die foolish mortal!”

POWERS/TACTICS

Brass demons fly when necessary, but are more likely to stay on the ground to fight an opponent. They will first attempt to grapple an opponent using their great strength and skill to overpower their foe. If grappling attempts prove fruitless, they will fall back on spell casting and claw attacks.

CAMPAIGN USE

Brass demons are far more powerful than most demons. They are likely to have their own names and individuality, and serve as a common source for the intelligence or magical capability of non-human-based chimeras, though whether the demon agrees to the process or is coerced into it is unknown. Wizards, who treat with demons instead of the more dangerous full-Mazoku, frequently summon them. A typical brass demon will know a variety of common spells. They are disposed toward the use of combat spells (Flare Bit, Flare Arrow and Freeze Arrow), but they will not hesitate to spells like Bogardic Elm, Digu Volt and Val Flare to make their opponet's lives more difficult.

Character created by Edsel

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