

ANGELS

Guardian and avenging angels are the most common, but are rarely seen since they are generally only used to counter-attack demonic assaults. Messenger angels are the most likely to be encountered, as they often appear as normal people or invisibly travel throughout the world. They also convey information to and from the archangels and mortals as needed.

Sentinel angels are found at the edges of the realms and often help those traveling between them. They are the gatekeepers to the void beyond and must be convinced to allow anyone through. The seraphim are the greater angels that act as commanders for the archangels. A single seraphim will often lead a host of other angels against grave threats from the demons.

MESSENGER ANGEL (3RD RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D20	D10	D12	D10	D16
MOVE	ATT	DEF	AP	MP	HP
FLY	---	D8	6	5	10

ATTACKS AND ABILITIES

PACIFY: D12 vs. PRE, R1

DARKSIGHT, POISON/FIRE/FROST/FEAR IMMUNITY, SANCTION, RESTORATION, INVISIBILITY, SHAPESHIFT, ANGELIC

SENTINEL ANGEL (6TH RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D16	D12	D16	D16	D16
MOVE	ATT	DEF	AP	MP	HP
FLY	---	D16	5	6	28

ATTACKS AND ABILITIES

PACIFY: D16 vs. PRE, R8, AE1, Cooldown, 1 MP

DARKSIGHT, POISON/FIRE/FROST/FEAR IMMUNITY, SANCTION, SANCTIFY, SACRIFICE, RESTORATION, ANGELIC

GUARDIAN ANGEL (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D10	D10	D12	D16	D10
MOVE	ATT	DEF	AP	MP	HP
FLY	D12	D20	4	5	20

ATTACKS AND ABILITIES

HOLY SWORD: D12

PACIFY: D12 vs. PRE, R1

DARKSIGHT, POISON/FIRE/FROST/FEAR IMMUNITY, SANCTION, SANCTIFY, SACRIFICE, RESTORATION, ANGELIC

SERAPHIM (8TH RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D20	D16	D20	D20	D20
MOVE	ATT	DEF	AP	MP	HP
ANY	D20	D24	6	8	40

ATTACKS AND ABILITIES

HOLY SWORD: D20

REBUKE: D20 vs. PRE, R1, 1 MP

PACIFY: D20 vs. PRE, R8, AE1, Cooldown, 1 MP

DARKSIGHT, POISON/FIRE/FROST/FEAR IMMUNITY, SANCTIFY, SANCTION, SACRIFICE, RESTORATION, INSPIRATION, HOLY RITUALS, SHAPESHIFT, INVISIBILITY, ALL LANGUAGES

AVENGING ANGEL (6TH RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D16	D10	D12	D12	D12
MOVE	ATT	DEF	AP	MP	HP
FLY	D16	D12	5	5	21

ATTACKS AND ABILITIES

ANGELIC BOW: D20, R8, No Reloading Needed

HOLY SWORD: D16

REBUKE: D12 vs. PRE, R1, 1 MP

DARKSIGHT, POISON/FIRE/FROST/FEAR IMMUNITY, INSPIRATION (COOLDOWN 3), RESTORATION, ANGELIC

PACIFY (MAJOR)

This is an attack vs. PRE where each success "pacifies" the target for a turn. A pacified target cannot make attacks or take aggressive actions of any kind. If attacked (or otherwise targeted), he can fight back against the aggressor and any of his allies (but not others).

INSPIRATION (MINOR)

This creature can grant advantage to any nearby friends (and the creature itself) for a single roll made during the next turn (before the roll). Range is half PRE in regions.

SANCTIFY (MAJOR)

All allies within one region (when this ability was used) are sanctified for a number of turns equal to half the PRE die of the caster. This means when they are attacked by any demon or undead, or targeted by any infernal magic, they get the caster's PRE as a defense instead of their regular defense (unless theirs is higher).

REBUKE (MAJOR)

All undead and demonic beings within your region and all adjacent regions, are hit by a lethal stunning attack vs. FOR. Double successes force targets back into an adjacent region, if possible.

SANCTION (MAJOR)

When the target of this ability makes an attack of any kind, the caster gets a free PRE vs. FOR attack on that target. This lasts for an entire turn. Range is half PRE die in regions.

SACRIFICE (MINOR)

This creature can take damage for another character the moment that character is hit by using a minor interrupt action. Range is half PRE in regions.

RESTORATION (MAJOR)

This ability heals the caster and all allies within half PRE die in regions by 1 HP.