




PRIEST

Name: _____ Lomi Lernwiffle
Race: _____ Gnome
Title: _____ Warlock
Role: _____ Ranged Damage
& Support Hybrid
Play style: _____ Summoner and
Curse Specialist

NAME: Lomi Lernwiffle			TITLE: Warlock			LEVEL: 4		
RACE: Gnome			CLASS: Priest			GENDER: Male		
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	+/-	AGE: 203	
MELEE-All		0	5%	3% 98+	Damage	0	HEIGHT: 2'10"	
RANGED-All		-1	5%	3% 98+	Damage	0	WEIGHT: 98 lbs	
FAITH-Demonic		+7	5%	5% 96+	Diff Roll	+1	SIZE MODIFIER	
FAITH-Summoning		+7	0%	5% 96+	Diff Roll	+1	Small -2	
FAITH-Cursing		+10	0%	8% 93+	Diff Roll	+1	STATS +/-	
							MOVEMENT 3	
FAITH SPEC		Summoning	if failing a Difficulty roll see Secondary skills (Summ				STRENGTH 9	
FAITH SPEC		Curses	if failing a Difficulty roll see Secondary skills (Curse				AGILITY 10	
PRIMARY LOAD OUT	MAIN HAND	Demonic Short Staff (2d4 dam, Stun 15%, Ward-off, Two-handed)					STAMINA 10	
	OFF HAND	+2 Damage & +5 to Cast with Demonic Powers, +2 Phys. damage with weapon					INTELLECT 13	
SECOND LOAD OUT	MAIN HAND	Ceremonial Dagger: 1d2dam, Stealthy; Thrown +1;					WISDOM 14	
	OFF HAND	(10% chance to generate 1 faith after having lost faith due do to a failed difficulty roll)					AVOIDANCE 11	
BELT SLOTS		Light Healing Potion (1d10 HP)		###		PERCEPTION 9		
Light Belt		Light Healing Potion (1d10 HP)		###		RESOLVE 12		
3 slots		Light Healing Potion (1d10 HP)		###		INITIATIVE 10		
MONEY POUCH (GP.SP)		9.40					CHARM 10	
ARMOR & ITEMS (by slot)	LEGS	Ironweave Trousers				3	DEFENSE	
	TORSO	Ironweave Shirt				3	AC 32	
	SHOULDERS	Malevolent Ironweave Mantle				3	ARMOR 21	
	FEET	Malevolent Ironweave Boots				3	DODGE 11	
	HANDS	Malevolent Ironweave Gloves				3	NOISY 0	
	ARMS	Ironweave Bracers				3	STIFF 0	
	HEAD	Ironweave Cap				3	DOUBLE 0	
	BACK					0	TRIPLE 0	
	NECK	Malevolent Brooch of Minor Demonic Servitude: +1 to Diff roll if Faith < 6					RESISTANCES +/-	
	TRINKET	Circlet of the Mad Priest: If armor saving 15% chance to inflict Insanity as a Lvl4 Disease					ARCANE 31	
OTHER	Malevolent x5: if taking damage reflect back 50% as Demonic to target w/in 4"					ELEMENTAL 30		
BACK PACK		Book of Forbidden Knowledge	1-Man Tent	###	###	NATURAL 24		
Standard Pack		Sleeping Roll	x	###	###	HOLY 24		
10 Slot Pack		x	x	###	###	DEMONIC 26		
MAX CAPACITY			x	###	###	MENTAL 27		
9 slots			###	###	###	INIT. SCORE 10+1d12		
HP (MAX: 45):								
TEMP HP/SHIELDS:								
FAITH (MAX:20) 10								
MAX TIER: 2								
If passing Diff Roll gain up to 2 Faith								
If failing Diff Roll lose Faith equal to Diff+2								
EXPERIENCE: 160								
REPUTATION	COMMON: 7							
	WONDERKIN ANIMATORS GUILD: 5							

CCv1.6.2



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PASSIVE SKILLS:	DETAILS:
Armor Proficiencies	Cloth
Weapon Proficiencies	Knives, Bludgeons, Staves
Languages	Gnomish, Common, Demonic
Tunnel Sight	retain a limited capacity to see in shades of grey while in natural subterranean darkness, at a range equal to 1/2 Perception
Small Race	smaller than average race, must under-size all armor; +10% Crit Miss chance if wielding XL weapons gain +2 damage with any S weapon that they have Proficiency with
Light of Foot	Can sneak (move while hidden) at 3/4 speed instead of the regular 1/2 speed and always ignore naturally occurring Difficult Terrain movement penalties
Dedication	All Tier0 powers become instant abilities and have no movement or defense penalties can re-roll a failed difficulty test once per battle, if failing a second time subtract the faith for both failures, however, if passing the second roll, subtract the balance of 1 Failure & 1 success -1 difficulty to all Holy or Demonic Faith powers
Fanatical Beliefs	once/day, may re-roll a failed Difficulty test
Possession	Any Demonic power successfully cast against a living target that does not have a soul has a passive 2%/tier to cause the target to be possessed by a demon with a TR less than or equal to the target.
Corrupt Creation	Any Demonic power successfully cast on a target has 5%/tier to remove a Primal Aspect/Shapeshift
Primal Counter	Offensive Demonic powers: +5% crit against 2nd Creation/those wielding Primal powers
SECONDARY SKILLS:	DETAILS:
Animator, Novice	Can create Fine to Medium sized animations (not relevant to demo, see site for details)
Theologian, Novice	At the outset of an encounter, if passing an Intellect (studied knowledge) or Wisdom (experiential knowledge), the GM must reveal a pertinent fact, skill, trait, or ability of a target foe that the Theologian can see or is otherwise aware of. This only works on faith related targets such as demon, devil, hell fiend, angel, nephilim, or undead. Gain +1 advt. on stat tests related to interpretation of sacred texts, dreams and visions, or recalling knowledge about religions, rites and rituals, deities, cult practices, sacred texts, religious institutions, cultural belief systems, etc...
Improved Summoning	When failing a difficulty roll with a Summoning power, you may reduce the Faith lost (down to a minimum of 1) by sacrificing HP, at a rate of 1 less Faith lost per 1d6 HP sacrificed
Summoning Potency	-5% Critical Failure chance and +3% Critical Cast chance with Summoning Powers; also when failing a wisdom test & losing control of summoned entities you DON'T lose your turn
Improved Curse	When failing a difficulty roll with a Curse, you may reduce the Faith lost (down to a minimum of 1) by sacrificing HP, at a rate of 1 less Faith lost per 1d6 HP sacrificed
Curse Potency	Receive +3 to hit and +3% Critical Cast chance and -5% Critical Failure chance with Curses
EXTRA:	
Demonic Whispers	Once a promising young animator, Lomi's life took a different path when, in his ambition to imbue life into inanimate objects, he began to hear whispers of demonic origin. As his animated creations began to take on increasingly sinister properties, he was eventually kicked out of the Wonderkin Animators Guild when one of his creations murdered a fellow animator in a gruesome and ritualistic fashion. Since then, he has given up on animating and instead now summons demonic creatures to do his bidding. Having given himself over to the whispering voices in his head, Lomi is considered to be quite mad, carrying on conversations with voices that only he can hear.
Circlet of the Mad Priest	It's unknown whether this powerful relic is what drove Lomi mad or is what harnesses his madness. Regardless, when struck in combat, the Circlet of the Mad Priest seems to transfer some portion of Lomi's mad ravings to his attacker. Though Lomi has learned to function with constant voices in his head, most others cannot and are temporarily overcome.
Outcast Warlock	Even among the Gnomes, known to be one of the most accepting cultures in Norlanin, Lomi is an outcast and is forced to live on the outskirts of civilization. This suits him well enough though, as he can practice his summonig craft without disturbance or fear of reprisal.

FAITH
FAITH POWERS (PRIMARY SKILLS) -1 Difficulty for all Demonic Powers (as per Dedication Class Passive Skill)

Known	Spell Name	Tier	Domain	Discipline	Difficulty	Use	Range	Description	Archetype	Archetype Details
✓	Supplication	0	Demonic	Ritual	none	action	self	Ritual can be used once per battle or once per hour outside of combat • immediately grants +1 Demonic Faith but cannot be used if Demonic Faith is currently higher than 3	Ritual	Demonic Faith powers that are always available and do not typically require a difficulty roll (unless otherwise stated) • No casting roll and therefore no critical cast or critical fail allowed • requires 1-2 minutes of uninterrupted casting time outside of combat • if a ritual is cast as an action during combat the effects occur at the start of the casters next turn, provided they were not interrupted • caster is vulnerable for the duration of the ritual
✓	Blood	0	Demonic	Ritual	none	action	self	Ritual can be used once per day and requires the ritual killing of a living being • grants 1d6 Demonic Faith for 2nd Creation (i.e. Beast) • grants 2d6 Demonic Faith for 3rd Creation (i.e. anything with a Soul) • grants 3d6 Demonic Faith for 1st Creation (i.e. angelic being)	Ritual	
✓	Fanaticism	0	Demonic	Ritual	none	action	self	Ritual can be used once per day and requires the caster to self-inflict 1d6 physical damage and consume Demonic Faith • caster gains 1 Toughness for every 2 Demonic Faith consumed (up to a maximum of 5 Toughness) for 1 hour or 1 battle • caster gains +1 Fury any time the Toughness effect negates any damage	Ritual	
✓	Scrying	0	Demonic	Ritual	none	action	15	Ritual can be used an unlimited number of times each day but consumes 1 Demonic Faith and then requires the caster to pass a Demonic Faith test each time it is used • requires a medium which may or may not be consumed (crystal ball, mirror, bowl of liquid, tarot cards, tea leaves, entrails, etc...) • detects all Faith based buffs, enhancements, and effects within 15" • can also be used to see a representation of possible past, present, or future events regarding a target object or creature over long distances	Ritual	
✓	Appeasement	0	Demonic	bS	none	action	self	Ritual may be used an unlimited number of times each day but requires the caster to have done something to please the particular demonic entity they are attempting to appease each time. The next demonic Demonic Faith power used does not require the caster to have enough Demonic Faith (or even any at all). Caster must still roll Difficulty and can gain or lose Demonic Faith as normal.	Ritual	
✓	Ruinous Bolt	2	Demonic	Corruption	4	action	15	single target, missile type attack, 2d6+1 damage, 10% chance of causing next attack on target to auto-crit	Missile	magical projectile based power that typically has solid form • requires LOS • cannot cast on targets in base contact with the caster, target can add dodge to resistance roll
✓	Subjugate Demon	1	Demonic	Summon	equal to 2+Threat Rating	action	10	brings a single target demon under the casters control if winning a Charm vs Resolve stat roll-off • see Demonic Powers page for details on maintaining control of Demons	Ritual	Demonic Faith powers that are always available and do not typically require a difficulty roll (unless otherwise stated) • No casting roll and therefore no critical cast or critical fail allowed • requires 1-2 minutes of uninterrupted casting time outside of combat • if a ritual is cast as an action during combat the effects occur at the start of the casters next turn, provided they were not interrupted • caster is vulnerable for the duration of the ritual
✓	Vengeful Spirit	1	Demonic	Summon	3	action	10	Immediately summons a stationary spirit with a 1d8 Missile type attack (rng 15), roll vs. Demonic resistance • does not benefit from casters modifiers • lasts 1d6 rounds • immune to all damage • counts as a summoned entity	Missile	magical projectile based power that typically has solid form • requires LOS • cannot cast on targets in base contact with the caster, target can add dodge to resistance roll
✓	Imp	2	Demonic	Summon	as per Imp threat rating	action (uninterrupted) or 1 minute	10	Summons and controls 1 Imp with a maximum allowable Threat Rating equal to one less than the casters level	Minion	Conjures/summons an active combat Minion(s) under the casters control • requires 1 minute of uninterrupted casting time outside of combat • if cast as an action during combat the Minion appears at the start of the casters next turn, provided they were not interrupted • can only be cast once per hour, even if Minion was dismissed or destroyed • conjured Minion appears within range of the caster and moves as they dictate • the Minion uses the casters Initiative Score and will always attempt to protect the caster while control is maintained • conjured Minions disappear after 1 hour, if dismissed by the caster (which counts as an instant), or if the Minion's HP drop below 0 • control is lost if the caster is knocked unconscious, sleeps or otherwise loses control of their mental faculties and the Minion either disappears or becomes hostile • if the caster unwillingly loses control the Minion acts on its own Initiative Score and is worth XP if destroyed
✓	Demon Well	2	Demonic	Summon	7	action	10	summons a stationary well of demonic energy that grants 1d12 temporary HP to targets within 4" • if knocked unconscious target lose the HP, can cause death • does not count as a summoned entity for control purposes	Totem	Conjures/summons a stationary object or entity that has an effect in an area around it • can be cast an unlimited number of times, provided any Totems from previous castings are no longer present • lasts for 1 +1/Tier of caster rounds (minutes if out of combat) or until destroyed or dispelled • totems are typically 10-20 inches tall ("tiny", size mod -4) and have 10 HP and 0 AC/Resist unless otherwise stated • not worth any XP if destroyed
✓	Control	1	Demonic	Curse	1 to 2 per control	instant	15	control target for one move/instant/action per level of caster (during targets own turn) • one Difficulty per move/instant, two Difficulty per action, damage breaks, if caster is slain/knocked out controlled target does nothing • if Critically failing caster is controlled for the same duration, typically meaning they do nothing, though possibly meaning they are controlled by demonic forces	Curse	Curses are single target powers that last for the duration of the battle but can be resisted in subsequent rounds, which would cancel the effect • only one of each Curse per caster can be active at any time on the battlefield • Curses do not require LOS, however the caster must have seen the target at least once during the battle (or otherwise be aware of their presence) • Critical Cast: prevents resisting in subsequent rounds meaning that the curse will remain until dispelled or removed by other means • Critical Failure: the Curse is automatically applied to the caster, turn immediately ends, caster is Vulnerable until start of next turn • If self cast, in subsequent turns they can re-cast the curse (pass a difficulty test) to transfer it to another target (treat as casting normally).
✓	Torment	1	Demonic	Curse	4	instant	15	target must choose to move full distance in a random direction or take 2d4 damage	Curse	

See Realm of Strife website (Codex of Demons) for more options

Creature Name	Metarace	Alternate Names	Class/Role	Climate	Habitat	Threat Rating
Froggort Imp	Sin Demon	Demon of Sloth	Support	Extra Planar	Swamp, Fresh Water	2
Creation: Abomination Order: Demon Origins: Realm (Hell), Alignment (Evil), Polarity (Chaos) Level: 2 HP (at lvl): 15+2d6 XP: 9 Size: Tiny (Upright) Size Mod: -4 Melee Mod: +3 Hit; 3% Crit. (98+) Ranged Mod: +4 Hit; 3% Crit. (98+) Spirit Mod: +3 Hit; 5% Crit. (96+) Faith Mod: -2 Hit; 3% Crit. (98+) Defense: AC 29; Armor 11; Dodge 18; Double Layer 3 Resistances: Arcane 24; Elemental 20; Natural 17; Holy 12; Demonic 13; Mental 19 Stats: Move 2; Str 10; Agil 15; Stam 10; Int 12; Wis 7; Avd 18; Per 16; Res 6; Init 8; Cha 1 Languages: Common & Demonic, also understand Angelic but would never speak it Senses: Conventional: Relies on conventional senses, typically eyesight but also hearing and smell Extra Sense I (Sloth): Can non-visually sense the listed property at a range (in table top inches) equal to 1x Perception with +3 Advantage to Perception rolls Tunnel Sight: Can see in a limited capacity in natural subterranean darkness at a range (in table top inches) equal to 1/2 their Perception. In total darkness (no-light) everything appears as shades of grey. Dim light and birght light function as normal. Form: Corporeal: Comprised of physical and tangible substance that can be interacted with under normal conditions Rejuvenating: When its Substance or physical form is destroyed in the Realm of Strife its Spirit and/or Soul lives on, either returning to its Realm of Origin or being anchored within some form of physical object or remains, allowing it to take physical form again (see Extra for details). This effectively makes the creature immortal unless slain within its own Realm of Origin or if the anchored object is destroyed before it can reform itself. Armor: Cloth x3 over Hide, Rough x8 Weapons: Gnarled Staff (1d6, ward-off) Mucus Spit: action, 1 target, range 20", missle type attack, 1d8+4 Corrosion damage, reduces targets movement by half for 1 rnd Skills: Dread Sleep: instant, puts 1 target to sleep, until taking dam, or voluntarily waking up which causes 1d6+2 damage Traits: Sensitivity (Holy): Takes double damage from this type Hopper II: Can hop to move, 2x movement in a straight line, allows for easily jumping over obstacles, must start and end its turn on the ground Extra: Hell Powers: Possession, Terrorize Drops: 1d4 Demon Blood Description: Froggorts are sometimes simply referred as Frog Demons due to their frog like features, especially the head and hands. They love nothing more than to lead mortals into a daze of sluggish and unhealthy behaviour and are known for polluting wells and befouling streams. To catch the gaze of they enormous bulbous eyes is to find yourself drifting into a dreadful sleep. Though slow moving, they frog like legs allow them to hop long distacnes when required, and they are quite adept as a ranged support unit within the hordes of the Demonic armies.						
Creature Name	Metarace	Alternate Names	Class/Role	Climate	Habitat	Threat Rating
Swinegor Imp	Ruinous Demon	Demon of Hatred	Heavy Assault	Extra Planar	Plains/Rural	3
Creation: Abomination Order: Demon Origins: Realm (Hell), Alignment (Evil), Polarity (Chaos) Level: 4 HP (at lvl): 30+4d10 XP: 17 Size: Medium (Upright) Size Mod: 0 Melee Mod: +2 Hit; 1% Crit. (100+) Ranged Mod: -1 Hit; 1% Crit. (100+) Spirit Mod: +3 Hit; 5% Crit. (96+) Faith Mod: -2 Hit; 4% Crit. (97+) Defense: AC 44; Armor 24; Dodge 20; Double Layer 8; Has 3 arms Resistances: Arcane 20; Elemental 20; Natural 15; Holy 12; Demonic 11; Mental 15 Stats: Move 5; Str 10; Agil 17; Stam 10; Int 10; Wis 5; Avd 20; Per 14; Res 6; Init 10; Cha 2 Languages: Common & Demonic, also understand Angelic but would never speak it Senses: Conventional: Relies on conventional senses, typically eyesight but also hearing and smell Extra Sense I (Hatred): Can non-visually sense the listed property at a range (in table top inches) equal to 1x Perception with +3 Advantage to Perception rolls Tunnel Sight: Can see in a limited capacity in natural subterranean darkness at a range (in table top inches) equal to 1/2 their Perception. In total darkness (no-light) everything appears as shades of grey. Dim light and birght light function as normal. Form: Corporeal: Comprised of physical and tangible substance that can be interacted with under normal conditions Rejuvenating: When its Substance or physical form is destroyed in the Realm of Strife its Spirit and/or Soul lives on, either returning to its Realm of Origin or being anchored within some form of physical object or remains, allowing it to take physical form again (see Extra for details). This effectively makes the creature immortal unless slain within its own Realm of Origin or if the anchored object is destroyed before it can reform itself. Armor: Leather x8 over Hide, Rough x8 Weapons: Balanced Axe (1d12+1) OR Round Shield (10% Block) + Hand Weapon Claws x2 (1d6+1) Skills: Frenzy x1 Spite: instant, all attacks this round have +5% crit Malice: instant, all attacks this round have 25% chance to do max damage, roll once for all attacks Traits: Sensitivity (Holy): Takes double damage from this type Extra: Hell Powers: Possession, Corpse Explosion, Thrive on Pain Drops: 2d6 Demon Blood, 0-1 Major Fury Potion						