

CRYPT CRAWL

My Demonic Worksheet for: _____

My Demon's Stats:	
Stats Are:	RPG
Value	
Melee= _____ (*5)	V= _____
Ranged= _____ (*5)	V= _____
Toughness= _____ (*2)	V= _____
Armor= _____ (*10)	V= _____
Initiative= _____ (*10)	V= _____
Move= _____ (*10?)	V= _____
(*10 per one over 4)	
Capacity= _____ (*)	V= _____
(*2 per one over 40)	
Actions= _____ (*?)	V= _____
3= 50, 4=125, 5=275, 6=400	
Power Supply= _____ (*1)	V= _____
(Use to power Abilities)	

My Demon Looks Like:

Basic Demonic Abilities, Check those available to this Demon or Agent!
<input type="checkbox"/> Flicker. (10 PS). 1 Action, Reaction, Flash. Move 8" by Teleport
<input type="checkbox"/> Recovery (2 PS). 1 Action, Reaction, Flash. Recovery +4
<input type="checkbox"/> Thunderbolt Eyes (10 PS). 1 Action, Go Time, Flash. +9 versus Fortitude. 240 feet range.
<input type="checkbox"/> Regenerate (5 PS). 1 Action, Cool Down, Flash. +20 healing to Toughness.
<input type="checkbox"/> Fly (5 PS). 1 Action, Go Time, Flash. Movement +4.
<input type="checkbox"/> Glancing Blow (5 PS). 1 Action, Reaction, Flash. Add +10 to One Defense Roll.
<input type="checkbox"/> Quick Armor (3 PS). 1 Action, Reaction, Round.
Activate 1-5 Active Armor and +1 to Defense Rolls.

Better Demonic Abilities, Check those available to this Demon or Agent!
<input type="checkbox"/> Spawn Monster. (PS= Value of Monster). 1 Action, Go Time, Flash. 2d6-2 vs. 2d6 Contest.
<input type="checkbox"/> Fireball (10 PS per target). 1 Action per target, Go Time, Flash.
+9 versus Fortitude. 240 feet range.
<input type="checkbox"/> More Regenerate (10 PS). 1 Action, Cool Down, Flash. +40 healing to Toughness.
<input type="checkbox"/> Reroute Ranged (20 PS). 1 Action, Reaction, Flash. 2d6+2 vs. 2d6 contest.
If yes may redirect an incoming ranged attack to target of choice.
<input type="checkbox"/> Swift Armor (5 PS). 2 Action, Reaction, Round.
Activate 1-10 Active Armor and +3 to Defense Rolls.

My Demons Special GM Crafted Ability. Value=
Description: