

# Demonologist (IFTC6)

## Creation Summary (p24)

<b>Attack</b>	11	<b>Magical Attack</b>	15
<b>Defence</b>	5	<b>Magical Defence</b>	5
<b>Stealth</b>	13	<b>Evasion</b>	3
<b>Perception</b>	5	<b>Health Points</b>	1d6+4
		<b>Magic Points</b>	4

### Initial Equipment

Lantern, flint-and-tinder, backpack, dagger (d4, 3), shortsword (d8, 3) or staff (d6, 3), 20 florins, any two potions from the following: *Dexterity, Occult Acuity, Strength, Healing, and Replenishment.*

**Intelligence** and **Psychic Talent** must be 9+

## Advancement Summary (p130)

+1	Attack, Defence, Stealth, and Perception	Ranks 4, 7, 10, etc.
+1	Health Point	Even Rank
+1	Magical Defence and Magical Attack	Each Rank
+1	Evasion	Ranks 5, 9, and 13

## Armour Proficiencies (p71)

<b>Mail hauberk:</b>	-1 Attack and Defence 10% spell miscast
<b>Mail armour:</b>	-3 Attack and Defence 20% spell miscast
<b>Plate armour:</b>	-4 Attack and Defence 30% spell miscast

## Basic Abilities

Can cast Sorcery spells up to 4<sup>th</sup> rank.

Benefits from a +1 to Magical Attack and Magical Defence against Infernal creatures, which increases to +3 at 7<sup>th</sup> rank and +5 at 12<sup>th</sup> rank.

## Demonology (IFTC7)

Skill level is equal to rank, modified by Intelligence:

<b>Intelligence</b>	9-12	13-15	16-18
<b>Skill Level</b>	±0	+1	+2

Each use requires 2d20 days of research.

## Pentacle of Protection (IFTC9)

- Learned at 4<sup>th</sup> rank
- Requires 1MP per hour to maintain
- Inviolable against the type of demon for which it was drawn, but not others
- Use Magical Defence of demonologist to determine if it was drawn correctly

## Ritual of Summoning (IFTC9)

- Learned at 4<sup>th</sup> rank
- Takes 15 minutes
- Drains 1d3 Strength (recovers at 1 point per week)
- MA vs. MD of Demon to summon
- Demon summoned for 1d4 hours

## Banishing a Demon (IFTC10)

- Takes 5 rounds (approx. 30 seconds)
- MA vs. MD of demon to banish
- -2 MA if Demonologist did not summon the demon himself
- May only be attempted once

## Demonic Familiars (IFTC12)

- May acquire a familiar at 6<sup>th</sup> rank
- Loyal to, but not controlled by, Demonologist
- May be a bat, hunting dog, python or tarantula (from Bestiary) or cat, toad, raven or ferret (from IFTC)
- Familiar's secondary characteristics increase with Demonologist's
- Must be fed on 1d3HP blood per day or lose 1HP

## Pact of the Dark Companion (IFTC10)

- Learned at 7<sup>th</sup> rank
- Only 1 active Pact at a time
- Costs 1 permanent HP and MP
- May summon by calling demon's name at a 20% chance per round
- Demon's appearances limited to 21 rounds per day
- Must feed on a sentient soul each month