

Demonologist

Dragon Warriors Reference Sheet (In from the Cold p6)

Creation Summary (p24)

Attack	11	Magical Attack	15
Defence	5	Magical Defence	5
Stealth	13	Evasion	3
Perception	5	Health Points	1d6+4
		Magic Points	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	Each even rank
+1	Magical Defence and Magical Attack	Each rank
+1	Evasion	Ranks 5, 9, and 13

Armour Proficiencies (p71)

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

Basic Abilities

Can cast Sorcery spells up to 4th rank.

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

Demonology (IFTC₇)

Skill level is equal to rank, modified by Intelligence:

Intelligence	9-12	13-15	16-18
Skill Level	±0	+1	+2

Each use requires 2d20 days of research.

Pentacle of Protection (IFTC₉)

- Learned at rank 4
- Requires 1 MP 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 rank 4
- Takes 15 minutes
- Drains 1d3 Strength (recovers at 1 point/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 rank 6
- 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 1d3 HP blood per day or lose 1 HP

Pact of the Dark Companion (IFTC₁₀)

- Learned at rank 7
- 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/day
- Must feed on a sentient soul each month

