

Contents

Something Unique	6	How it has been on Earth	75
New Minor Super Abilities	6	Superhuman vs Supernatural	76
Energy Expulsion: Divine Energy	7	Game Master tips for playing Demons & Deevils	76
Summon and Command Small Animals	9	The Minion War	78
New Major Super Abilities	11	The Deevils' Plan for Earth	78
Alter Dimensional Fabric	11	Part One: Army for Anarchy	78
Energy Expulsion: Soul Blast	18	Church of Unity	79
New & Alternate Power Categories	23	The Milk of Power	80
Demon Hunter	23	The Super Abilities	81
Demon Hunter Creation	24	The Army of Unity	81
Circle Magic	25	The Deevils' Plan, Part Two: Armageddon	82
Years of Training and Contacts	27	Chaos Generator	83
Saving Throws and Other Bonuses	29	Doomsday Device & Bringer of Armageddon	83
The Heroic Hellion	30	Armageddon	85
Creating a Heroic Hellion	32	Chaos Generator Stats	85
Inhuman Appearance Table	33	Side Effects Table	86
Source of Enlightenment Table	35	Chaos Generator Placement	87
Demonic Features Table	36	Doctor Wilhelm Vilde	89
Vulnerabilities Table	39	Vilde's Henchmen	93
Power from Servitude (Mystically Bestowed)	41	Dark Omega	93
Hell-Spawned Power	41	Sub-Regent Bone Crusher	95
Pacts	41	Doctor Mech	97
Forces of Evil	45	Lightning Strike Robot	98
Mystically Bestowed by a Deevil Lord	45	Anarchy Teams	100
Deevil Bestowed Super Abilities	46	Black Eagles, Anarchy Team America	101
Mystically Bestowed by a Demon Lord	47	The Black Falcon Mobile Base	102
Demon Bestowed Super Abilities	48	Savage Cane, Leader of the Black Eagles	103
Corrupted Good (Mystically Bestowed)	48	Black Eagle Deevils	106
Crusader of Light (Mystically Bestowed)	50	Azaron the Beast	106
Bestowed Crusader Super Abilities	52	Canus	107
Enchanted Weapons of the Minion War	54	Dirge	108
Weapons of Chaos	54	Minotaur	108
Deevil Weapons of Chaos	55	Roach Kid	110
Hades Bane	55	Silver Condor	112
Soul Slayer	56	War Raptor Power Armor	114
Hell Fury	58	Tiger Beasts, Anarchy Team Europe	115
Deevil Blades	59	World Dominator Flying Fortress	116
Demon Weapons of Chaos	61	Reich, Leader of the Tiger Beasts	118
Chaos Caller	61	Fire Cat	120
Baal's Whip	62	General Death	122
Skull Splitter	64	Mist	125
Soul Eater	66	Salus	127
Enchanted Weapons of Order	67	Stealth Fighter	129
Hell Slayer	67	Devil Dragons, Anarchy Team Asia	130
Warriors of Valhalla	67	Death Bringer Submarine	131
Soul Saver	68	Shogun	132
Sun Shaft	69	Demon Strike	133
Enchanted Objects	70	Roaring Dragon	135
Mask of Mendo	70	Spoiled Yolk	136
Hide of Armus	71	Stone Samurai	137
Bands of Mortis	72	Doctor Vilde's Island Fortress	139
Hell Unleashed	72	Kraken Quick Stats	140
Demons and Deevils	72	Gorgon Quick Stats	142
A history of darkness	72	Volcano Entrances	143
The chess game to win Earth	74	Vilde's Secret Volcano Lair	144
		Level One: Flight Deck	144
		Level Two: Island Defense Guns	145

Level Three: Communications & Command Center . . .	145
External Satellite Dishes	146
Level Four: Crew Quarters	146
Level Five: Engineering	146
Gorgons' Lair	148
Level Six: Bunkers & Lower Hangar	149
Level Seven: Base Reactor Level	150
Base Sub-Level	150
Vilde's Personal Sanctuary	151
Underground Submarine Bay	153
Stats for Personnel	154
Zombies	154
On the Brink of Armageddon	155
Demon Events	155
Saving the World	156
Help From NPCs	157
Night Prince	157
Demon Slayer	158
Demon Thorn	160

Quick Find

Anarchy Teams	100
Anarchy Team America (Black Eagles)	101
Army of Anarchy (Deevils' Plan for Earth)	78
Chaos Generator	83
Chaos Generator Side Effects	86
Chaos Generator Locations of Note	87
Corrupted Good	48
Crusader of Light	50
Church of Unity	79
Deevils: Army of Unity (Mutants)	81
Deevils: Bestowed Powers to Humans	45
Deevils: Church of Unity	79
Deevils: Enchanted Object, Bands of Mortis	72
Deevils: Milk of Power	80
Deevils: Mutants and Church of Unity	78
Deevils: Plan for Earth	78
Demons and Deevils G.M. Tips for Playing	76
Demons and Deevils History on Earth	72
Demons and Deevils vs Superhumans	76 & 155
Demons and Deevils, Weapons (Weapons of Chaos)	54
Demon Bestowed	47
Demon Enchanted Object: Hide of Armus	71
Demon Enchanted Object: Mask of Mendo	70
Demon Events	155
Demon Hunter	23
Demon Hunter Contacts	28
Demon Hunter Skills	24
Demon, Reformed (see Heroic Hellion)	30
Doctor Vilde	89
Doctor Vilde's Island	139
Hero NPCs (start)	157
Heroic Hellion	30
Immortal Variant (see Heroic Hellion)	30
Mystically Bestowed	41
Mystically Bestowed by Deevil Lord	45

Mystically Bestowed by Demon Lord	47
Mystically Bestowed Corrupted Good	48
Mystically Bestowed Crusader of Light	50
Pact for Super Abilities	41
Pact Escape Clause	43
Warriors of Valhalla (see Hell Slayer)	67
Weapons: Chaos Generator, The (Armageddon)	83
Weapons: Of Chaos: Deevil	55
Weapons: Of Chaos: Demon	61
Weapons: Of Order	67
Weapons: Enchanted Objects	70
Zombies	154

Magic Circles

Circle to Banish Deevils	26
Circle to Banish Demons	26
Circle of Empowerment	27
Protection Circle, Simple	26
Protection Circle of Supernatural Concealment	25
Protection from Deevils	26
Protection from Demons	26

New Minor Super Abilities

Energy Expulsion: Explosive Fire Balls	6
Energy Expulsion: Demonic Fury	7
Energy Expulsion: Divine Energy	7
Limb Possession	7
Sense the Supernatural	8
Summon Lesser Demon/Deevil	8
Summon and Command Small Animals	9

New Major Super Abilities

Alter Dimensional Fabric	11
Alter Physical Structure: Silver	12
Command the Lieutenants of Hell	13
Complete Possession	13
Demon Fists	14
Drought	15
Energy Drain & Expulsion: Life Source	15
Energy Expulsion: Dimensional Energy	16
Energy Expulsion: Petrification Blast	17
Energy Expulsion: Soul Blast	18
Matter Expulsion: Silver	18
Portal	19
Possession: Super Abilities	20
Summon & Command Large Animals	20
Summon & Command Demon Netherbeasts	21

New Power Categories

Demon Hunter	23
Heroic Hellion	30
Mystically Bestowed by a Deevil Lord	45
Mystically Bestowed by a Demon Lord	47
Mystically Bestowed Corrupted Good	48
Mystically Bestowed Crusader of Light	50



New & Alternate Power Categories

Demon Hunter

Not all heroes are endowed with *super abilities*. Some use magic, others technology, and others receive specialized training. The Demon Hunter falls into all three categories using a little magic, modern weapons and technology, ancient knowledge and special training.

Most Demon Hunters can trace their roots back hundreds of years to a time before the *Dark Ages*. Back when the belief in demons and the world of the supernatural was a daily part of life. It was the Demon Hunter's job to seek and destroy monsters and protect his fellow man from supernatural horrors lurking in the shadows. It was a time in which everyone believed in demons and devils, but the Demon Hunter understood the monsters better than anyone. He knew how the horrid fiends behaved, hunted and survived, and used that knowledge to exterminate them. Back in days past, being a Demon Hunter was to be the Hand of God sent to smite demonic forces of evil. It was a tradition passed down in secret from father to son, or mother to daughter. During the Renaissance, superstition and belief in the supernatural had already begun to give way to science. By the time the Industrial Revolution started, it seemed Demon Hunters and wizards were relics of the past and no longer needed. Not true. Demon Hunters were among the enlightened who knew the supernatural to be real, and that their unique services were needed more than ever. They simply became more secretive and careful about their work. They shunned publicity and worked in complete anonymity.

During the two World Wars, many more hell-spawned abominations entered the world than ever before. The conflict and bloodshed functioned as a beacon, attracting vile supernatural beings of all kinds. There were even rumors that the Axis nations had made a pact with demonic forces. After all, how else were they able to roll into countries and conquer them unchallenged? Indeed, there were stories told in hushed whispers about Nazi activities involving the occult, dark magic and evil supernatural forces. According to one rumor, there was one Nazi General said to have made a pact with the Devil in exchange for inhuman powers. Another rumor suggested the man was not human at all, but a devil of some kind that had taken human form. As the story goes, he was a shadowy figure with glowing red eyes, a cold heart and a penchant for torture and mass destruction. Worse, it was said that this General established a cabal of evil supporters around the world with the sole purpose of causing suffering and ultimately the end of the world. Though the stories of this man-devil are known in

some circles, his name has been erased from history – or perhaps people are too afraid to speak it aloud.

In the modern age where demons and supernatural beings are relegated to superstition, Demon Hunters have gone underground to fight a secret shadow war the world at large knows nothing about. A war against the forces of darkness spawned in the pits of Hell and brought to the world of men by demonic monstrosities that relish in the suffering and death of humans. These Demon Hunters were able to banish, chase away and slay many wicked supernatural beings during World War II, and foiled a conspiracy of hate that threatened global Armageddon. The heirs of these secret warriors carry on the tradition to fight the forces of darkness, for the secret war between men and monsters continues. The heroic clans of Demon Hunters have vowed to never falter in their duties to stop the unspeakable evil these demonic beings try to unleash upon the unsuspecting and innocent people in the world. Indeed, their numbers today are the greatest in their history, but so are the numbers of the enemy they battle. Never have the secret societies of Demon Hunters seen so many evil supernatural beings walking among humankind so freely and openly. Perhaps it is because there are so many other beings – super-powered heroes and villains – that the monsters don't think they have to hide in the shadows like they once did. In the world of heroes, if a demon or Deevil is discovered, people assume it is a mutant, alien or monstrous villain with super abilities. Perhaps, but most Demon Hunters fear something else is afoot. Something bad.

Demon Hunters are among the few humans of Earth who know about the Minion War, but fear there is something more sinister happening on Earth. Until they can figure it out, Demon Hunters continue to fight, in secret, on behalf of the human race. A few even work for government agencies or belong to teams of superhumans. Thanks to modern technology, today's Demon Hunters are able to coordinate strikes, share information and be a more effective fighting force than ever. But is it enough?

Demon Hunter characters might be thought of as super-paranormal investigators and demon slayers. They know about, study and research paranormal phenomena with an emphasis on evil supernatural beings such as demons and Deevils. They know about other evil, supernatural beings and dark gods, as well as their worshipers, evil cults and dark magic. As a result, a Demon Hunter can identify supernatural monsters, recognize the signs of a supernatural presence, and the handiwork of demons, and is trained in tracking, hunting and destroying them. Though Demon Hunters specialize in fighting the supernatural, they oppose

injustice and evil in all its forms and are often members of larger groups of heroes who are not fellow Demon Hunters.

Demon Hunter Creation

Step One: The Usual

Attributes: Determine the eight attributes as normal, however make note of the following modifications. You may want to write these in pencil as they are likely to be modified even further with Physical skills.

+1D6 to P.S. and Spd.

+1D4 to M.E. and P.E.

Hit Points: P.E. attribute +1D6 per level of experience. The character also gets a one time bonuses of +3D6 Hit Points.

S.D.C.: In addition to any S.D.C. bonuses from Physical skills, the character starts out with 50 S.D.C.

Base P.P.E. While not magic users, Demon Hunters learn some minor rituals to help in their task of fighting the supernatural. They unconsciously use their P.P.E. when performing these rituals. Base P.P.E. is 1D4x10 +P.E. attribute number, plus 1D6 per level of experience starting with level one.

Step Two: Education & Skills

Do not roll for education as the Demon Hunter has not received any formal schooling. Rather they become an apprentice to a more experienced Demon Hunter who teaches them the trade. All Demon Hunters generally start at a young age and are taught all the basics they need to know by the time they are first level. Note that this unusual vocation is often passed down family lines, so Mom, Dad, Uncle Alex or Cousin Fred may be the Master teaching his young apprentice. There are also brotherhoods and sects of Demon Hunters that, again, tend to recruit from the families and friends of their members.

Common and General Skills

Computer Operation (+20%)

Domestic Skill: One of choice (+10%).

Mathematics Basic: (+20%)

Pilot Automobile (+10%)

Speak and Read Native Language at 98%.

Speaks and Reads two additional languages (+20%).

Select one Pilot Basic skill (+10%).

Select 6 Secondary Skills.

Weapon Proficiency Program

Select Two Ancient of choice.

Select Two Modern of choice.

Demon Hunter Program

Basic Electronics (+5%)

Detect Ambush (+15%)

Detect Concealment (+10%)

Gymnastics, Wrestling or Boxing (select one).

Hand to Hand: Martial Arts

Prowl (+10%)

Surveillance Systems (+15%, +25% to tail supernatural beings).

Tracking (+10%, +15% when it's the Supernatural).

Select four additional skills from the following categories: Espionage, Military, Physical, Rogue or Wilderness. Each gets a +5% bonus.

Special Demon Hunter Skills

This particular hero has a range of special skills and powers (see Circle Magic and Bonuses) acquired via years of mental and physical training for the job of Demon Hunter.

1. Lore: Demons and Monsters: 20%/50% +5% per level of experience: This is a very specialized skill that is taught to all Demon Hunters to enable them to identify and understand the capabilities of their supernatural prey.

On a successful roll, the first percentage number enables the Demon Hunter to surmise who or what he's dealing with by examining evidence and listening to eyewitness accounts. Specific demons, Deevils and other supernatural creatures can be identified by the magic they use, the power of behavior they exhibit, and from the physical evidence they leave behind. (**Note:** This does not include super heroes/villains with supernatural abilities, but actual demons, Deevils and other supernatural beings.) Of course, seeing the creature himself leaves no doubt and requires no further investigation, nor a roll on the first percentile number; go directly to the second number.

Once the evil supernatural being has been identified, roll on the second percentage. A successful roll (under the percentage number) enables the hero to remember the creature's specific natural abilities, behavior, how to kill it, and other relevant details about the thing. This may require the character to do some research, or make use of his contacts. Every Demon Hunter possesses a vast wealth of information and knowledge about demons and infernals passed down to him through the ages by his demon hunting ancestors and/or predecessors. Most Demon Hunter families, groups and organizations possess expansive libraries of secret knowledge about demonic and evil supernatural monsters. (+20% to knowledge when the library is consulted.) In addition to specific knowledge about the evil creatures themselves, the Demon Hunter also knows about their associates, worshipers, affiliated cults, henchmen, methods of operation, habitats, common tactics, strengths and weaknesses, as well as their general motivation and how to destroy them. For example: vampires crave blood and need it to survive; a Gremlin is out to cause mischief and mayhem; while the presence of a Lesser Demon means that there is a Greater Demon around giving orders, or other evil force at work.

2. Demon Hunter Lore: Magic: 25% +5% per level of experience. Demon Hunters have a rudimentary understanding of magic, particularly as it relates to their sworn, supernatural enemies. They use this skill more to identify the presence and activities of demons and infernals, and

their worshipers and minions, as well as recognizing attempts to summon or control such horrible creatures. The hero recognizes the rituals, components, symbols and circles used by evil supernatural beings and their mortal henchmen (witches, priests, cultists, etc.), for dark magic and summoning demons, as well as those used for protection against supernatural evil. Demon Hunters know dark magic or demon-based magic when they see it or hear it, and can often identify those under some sort of demonic enchantment or influence (roll under this skill).

The skill enables Demon Hunters to identify and tell the difference between the power categories *Mystic Study* (true Wizards), *Mystically Bestowed*, and those possessing an *Enchanted Weapon* to give them their powers. The Demon Hunter can also distinguish *Weapons of Order* from *Weapons of Chaos*, can sense when a weapon is *cursed* or is a *Rune Weapon* powered by an evil force, and can use most magic weapons themselves (including Techno-Wizard devices).

Furthermore, a successful roll on the Demon Hunter Lore: Magic skill means the hero knows the effects, penalties, and applications/intention of certain common magic spells as well as magic used by the denizens of Hell and their wicked mortal servants, such as Demon Magic, Necromancy and other dark magicks.

There is no penalty to identify Magic Circles, however the character is -20% to identify Wards and Runes, as well as alien forms of magic such as Temporal Magic or Elemental Magic.

3. Modern and Ancient Weapons Armorer: 40% +5% per level of experience: The character is an expert in crafting specialized weapons for battling the supernatural. He can maintain, modify, and repair any type of ancient weapon such as swords, knives, crossbows, and bows. He knows how to make silver coated weapons, silver bullets, and specialized ammunition for any kind of slug thrower, as well as the use of special herbs/plants, stones, crystals and other components that can be used to battle, slay or hold evil supernatural beings at bay. The character can maintain, repair and modify most modern weapons, though not to the degree of the Hardware: Weapons Expert.

4. Circles of Trapping and Protection: 60% +3% per level of experience: Passed down from medieval times are a few old tricks used to trap supernatural creatures or to provide protection to the Demon Hunter. If the Demon Hunter has time, or has prepared ahead, these magic circles can greatly aid the Demon Hunter in his task. Scholars would recognize these as some type of magic circles, but their origins would be lost and considered alien or forgotten magic from ages past. The circles are a well kept secret among Demon Hunters, and used as a last resort as they tend to take time to create and may require expensive or rare components.

Unless otherwise indicated below, creating any circle is a ritual that takes 1D6x10+15 minutes to complete. The circles are permanent until a component is used up or one or more key portions of the circle is obscured/removed/rubbed out. While creating the circle, the Demon Hunter needs to roll under his skill percentage, above. A failed roll means the circle does not work/does not activate. At the Game

Master's discretion, on a failed roll, the Demon Hunter can make a few quick adjustments (takes one melee round) and roll a second time. If successful the second time, the Demon Hunter is able to salvage the components and did not expend any P.P.E. in his first, misfired attempt. Two failures in a row means the circle does not work and the P.P.E. necessary to activate it has been expended in the failed attempt. This also means certain materials are wasted (use common sense, the candles and incense are likely to be salvaged) and cannot be used again.

Even at first level, the Demon Hunter knows all of the circles listed below. However, the character may not be able to use all of them due to P.P.E. constraints. It should be noted that Demon Hunters can *not* learn any other magic circles, but may be able to identify them and assist in ritual magic.

If the Demon Hunter has allies present, they can participate in the ritual of making and activating a magic circle. Each willing participant can donate 20% of their P.P.E. (if they have any) towards the activation of the circle.

Step Three: Circle Magic

All Demon Hunters are taught a handful of Magic Circles of Trapping & Protection. The skill to make a select handful of magic circles to fight supernatural evil and protect the innocent is among the character's most important and secret abilities.

Protection Circle of Supernatural Concealment

This circle allows the Demon Hunter to be concealed from supernatural beings hunting or searching for him. If created in an open area, the Demon Hunter and any allies inside the circle are completely undetectable and invisible (even if the supernatural creature can normally see the invisible). The circle hides scent, sight, and all other senses that a supernatural creature would otherwise use to find prey, including psionic Presence Sense and Psychic-Omnisight. Whenever a supernatural enemy is within earshot, the people inside the circle must remain quiet. Any sound equal to speaking in a normal voice or louder breaks the magical concealment. A brief word, laugh or sound (e.g. dropping something that makes a thud or clank) might draw the monster toward the circle's location, but unless the noise is loud and maintained for more than 10 seconds, the Concealment remains in place and those in the circle are undetectable. **Note:** Supernatural creatures seemingly avoid the Circle of Supernatural Concealment and the area around it. Should imprudent noise reveal its location, those inside the circle become visible, but the demonic or infernal beings can not cross the line of the circle to enter it nor do anything to hurt or attack those within it (i.e. can not throw a spear, fire a gun or unleash a spell at someone inside the circle). However, the monsters can gather and wait outside the circle, and attack the moment the circle magic ends. The forces of evil can also attack anyone who steps outside the circle's protection. **Duration:** Two hours per level of experience.