

Daemonic Gifts v. 0.2

Daemonic Gifts

- Daemonic Gifts are special skills that can only be taken by Possessed and Mutants.
- Promoted henchmen may **not** take Daemonic Gifts as one of their two skill lists.
- Lesser Gifts may be taken by both Possessed and Mutants.
- Greater Gifts may only be taken by Possessed.

Greater Gifts

(May only be taken by Possessed.)

1 Daemon Soul: Wizards, both friendly and hostile, within 6" of the Possessed add +1 to their spellcasting rolls. *(Cumulative with other modifiers.) // (Priests are not Wizards.)*

- Not active while *knocked down*.

2 Jagged Claw: All close combat attacks are upgraded from Armour Piercing 1 to Armour Piercing 2.

- Additionally, one Close Combat attack gains the 'Slay' rule. *(Critical Wounds are tripled to three wounds.) // (Use a different colour dice for the Slay attack.)*

3 Tentacles: At the start of each Close Combat phase *(including other players')* choose one enemy within 1" of the Possessed.

- That enemy suffers -3 Initiative on profile until end of turn.

(Not active while the Possessed is knocked down.) // (Cumulative with other modifiers.)

Lesser Gifts

(May be taken by both Possessed and Mutants.)

1 Blackblood: Whenever warrior suffers a wound, all warriors within 1" take one *poisonous* Strength 2 hit. *(Friendly warriors are also affected, excluding the Mutant.)*

- *(Being knocked down is the equivalent of suffering a wound.)*

2 Daemonic Allure: All enemies within 3" of Mutant suffer -1 Initiative on profile. *(Not active while Mutant is knocked down or stunned.)*

- Warrior also has +1 to rarity rolls. *(Both effects stack with other modifiers.)*

3 Daemonic Wisp: In each of your shooting phases, the closest enemy within 6" of Mutant takes 1 automatic S 1 hit.

- Enemies take armour saves as normal.
- Active even while warrior is *knocked down or stunned*.
- Wisp does **not** yield experience when taking an enemy *out of action*.

4 Mark of Metal: Warrior has natural 6+ Armour Save that can be negated and combined with other armour as normal. *(If warrior is a Wizard, this does not prevent him from casting spells.)*

- Possessed *(not Mutants)* may take this skill twice, for a 5+ Armour Save.

5 Premonition of the Third Eye: Warrior rolls 2D6 on all Initiative tests and picks either as his result. *(Does not stack with Rope & Hook.)*

- Furthermore, warrior ignores the -1 BS penalty for Moving and Shooting.

6 Unnatural Ability: Warrior gains +2 Experience and permanently gains access to an extra skill list of your choice. *(Does not effect the skill lists available to promoted henchmen.)*