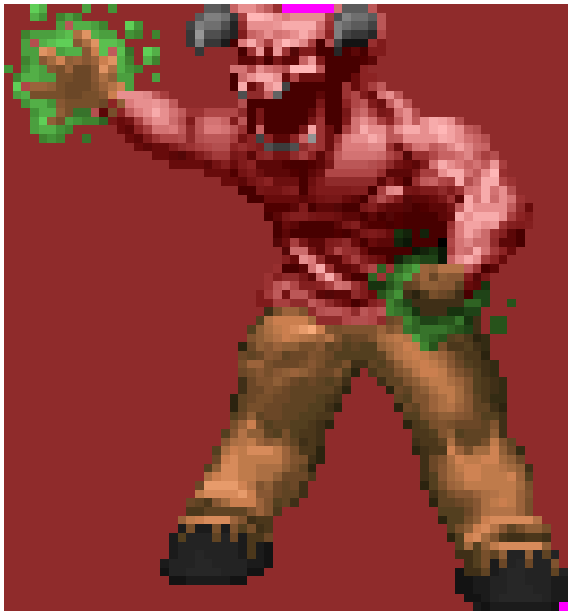
Earthdawn / Baron of Hell



Baron of Hell
3600

Init 8

Str 15
Dex 8
Tou 15
Per 8
Wil 8
Cha 8

Phys Def 12
Soci Def 12
Myst Def 12

Phys Armor 12
Myst Armor 8

Death 104
KO 81
Wound Thresh 21

Full/Combat 60/30

Attack 2x (fists)
Attack 19
Damage 22

Attack 2x (hellfire bolts, ranged, mystic)
Attack 18
Damage 16

Battle Shout Rank 5

Barons of Hell have skin with a redder cast than Hell Knights, and are sometimes a bit larger as well, but the demonic forces burning within them make them far stronger, with skin able to turn blows like the finest steel plate, and able to splinter stone with their fists.

Barons of Hell are often the leaders of demonic forces, but prefer not to worry about keen strategy, they instead prefer to wade in fists flying (and trailing demonic energy) and roaring, their roar able to

make stout adepts shake in their boots. At range they will hurl bolts of hellfire instead. Barons are not particularly fast, and thus if given a preference will fight in enclosed spaces where they can get up close and personal. Barons love brawling, and have been spotted even fighting with their own troops.

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