

Demon Fusion

Daily

Target: An ally that is standing next to Hugh; both parties must have agreed to the fusion both in and out of character sometime before the session.

Effect: Hugh and his selected ally fuse into a single entity, with the following benefits:

- The HP of the fusion is the average of both Hugh's and his partner's HP (work this out beforehand, please!)
- The resulting fusion takes the best defenses from each party; if Hugh has 15 AC and his partner has 10, then the fusion would have 15 AC. This goes for every single defense.
- Any buffs that are currently affecting either Hugh or his partner carry over to the fusion; if Hugh is getting +1 AC from a buff, the fusion gets that buff. Yes, that does mean if both PCs' fusion got a +1 AC from a spell, it would result in +2 AC.
- Basic melee attacks and basic ranged attacks take the best damage die from both fusion partners.
- The fusion, if it has two of the same spell, can benefit from the spell twice; if Hugh and Hammer fused, the resulting fusion could cast *hammer of faith* twice to make a really freakish weapon.

There are also some drawbacks to fusion:

- A fusion cannot be healed with spells or by spending recoveries; something with the merging of two people makes this impossible. They can still *cast* spells that heal other people, but they themselves cannot heal.
- When the two people defuse, they each take half the damage the fusion took; if the fusion took 100 damage, then they both take 50 damage. This damage can never bring them below 1 HP.
- Hugh cannot fuse if he is under any of his "____ Form" spells, which are basically just a different type of fusion with a bound demon.
- If either party has temporary HP when they fuse, it disappears completely, consumed by the hellish magics that fuel demonic fusion. Furthermore, because of this, a fusion can never have temporary HP; the magic fueling the fusion automatically eats it up. When a fusion unfuses, the two who fused get half their lost temporary HP back (so please note how much temporary HP both of you had).

And here's some neither good nor bad effects of fusion:

- Each part of the fusion uses their own spells and powers with their normal stats; Apolena would still use Charisma for her spells, and Hugh would still use Intelligence. This is to cut down on a lot of bookkeeping. You're welcome.
- Bonuses from magic items only affect their original wielder, unless the items are armor (bonus to AC), or a ranged/melee weapon (because the fusion uses the best ranged/melee weapon and attack it has access to).

- The resulting fusion is always large; this has no mechanical benefit, it just makes the fusion's pog bigger. There's a lot of matter in this strange new being!
- The fusion acts on Hugh's initiative (this could either be really good or really bad, depending on how Hugh rolled!)

And, finally, here's how a fusion's turn will work out.

- The non-Hugh part of the fusion acts normally; they can move the pog, take a standard action, and a quick action.
- After the non-Hugh part has finished their turn, Hugh must roll to **stabilize the fusion**. This roll is made using 1d20 + Hugh's level + the escalation die + Hugh's Wisdom modifier + Hugh's demon background vs a DC determined by the party's tier (DC 15 for Adventurer, DC 20 for Champion, and DC 25 for Epic). If Hugh succeeds, the fusion can take another quick action and standard action, this time controlled by Hugh. If Hugh fails, he can do one of the following: focus on maintaining the fusion, and take no other actions or take a standard action and quick action, and immediately unfuse once both actions are done.