

Edna's 1st-Level Party for *Bay of Blackbottom* (09/2024)

Index

Please see [here](#).

Introduction

The Great Houses of Capital are getting a little skittish about that [Ajax](#) guy over to the east. A circle of archmages summoned up a quartet of devils to put him six feet under. Unfortunately, the Great Houses cocked up the negotiations with the Seven Cities of Hell, and earned nothing but a trio of high school seniors (and their oversized mouse of a transfer student classmate) from Naraka, the City of Blood. They will just have to do, and at least they are a preexisting group of friends. Well, off they sail to Blackbottom, with a bunch of books on the Caelian and Vaslorian languages and a suicide mission to kill Ajax.

No, Narakan devils are not blue- and red-skinned and such, though two-thirds of them have blue- or red-skinned forearms and hands. And they do not have exposed skeletons, wear armor, or carry weapons, either; rather, one stigmatic wrist conjures and gushes forth freshets of blood that orbit around the devil, coagulating into a panoply of sanguineous aegides and armaments. It is not called the City of Blood for nothing.

Culture: Hellish Citizens Summoned to Orden

- **Languages:** Anjal, Caelian
- **Environment: Urban:** One skill from the interpersonal or intrigue skill groups (Alertness or, for the tactician specifically, Animal Handling)
- **Organization: Bureaucratic:** One skill from the intrigue or lore skill groups (Search)
- **Upbringing: Noble:** One skill from the interpersonal skill group (Read Person)

Complication: Elemental Absorption

- **Benefit:** Your Stamina increases by 6 at 1st level, then increases by an additional 1 each time you gain a new level.
- **Drawback:** When you are dying, your possessing elemental takes control of your body. The elemental yearns for destruction, causing you to attack the closest creature they notice without regard for your desires or your body's safety.

Arantxa, Conduit

<<https://www.pixiv.net/artworks/114913349>>

<https://cdn.donmai.us/original/4a/75/4a7594f8a559e60b4f55830f87a0887b.png>

Ancestry: Devil

- **Barbed Tail (1 Fiend Point):** Your pointy tail allows you to punctuate all your actions. Once per round, you can deal 1 extra damage on a melee attack or free strike.
- **Exposed Skeleton (2 Fiend Points):** Your bones are visible and hardened above your skin, granting you Weapon immunity 2.

Career: Criminal

- **Skills:** The Criminal Underworld skill, plus two skills from the intrigue skill group (Hide, Sneak)
- **Languages:** One language (Vaslorian)
- **Project Points:** 50
- **Title—Lucky Dog:** When you fail a test using any skill from the intrigue skill group, you can roll a d6. You lose Stamina equal to the roll and improve the result of your test by one tier. You can make this roll only once per test.

Class: Conduit

- **Starting Characteristics:** Intuition 2, Presence 2; Agility 2, Might -1, Reason -1
- **Starting Stamina at 1st Level:** 18
- **Recoveries:** 10
- **Skills:** Choose any two skills from the interpersonal or lore skill groups (Lie, Persuade)
- **Deity and Domains:** Sutekh, formerly known as Astaroth. Domains are fate, nature, storm, and war.
- **Piety:** See p. 44 for piety and the **Prayer** action ability.
- **Fate Domain Effect:** Choose another creature you have line of effect to. That creature automatically gets a tier 1 or tier 3 result (your choice) on their next power roll.
- **Domain Feature: Animal Spirit:** Exploration skill (Heal). As an action, you conjure an animal spirit that takes the form of any animal you have seen. The incorporeal animal can't physically interact with the world, but they have a speed of 5 (fly) and can move through mundane objects. While you are within 20 squares of the spirit, you can sense everything an animal of their form could sense, in addition to sensing your own surroundings. You can dismiss the spirit at any time (no action required).
- **Healing Grace:** See p. 46 for the **Healing Grace** maneuver ability.
- **Pious Force:** See p. 46 for the **Pious Force** action ability.
- **Triggered Action:** See p. 46 for the **Holy Infusion** triggered ability. **Trigger:** The target makes an attack. You can use this ability after seeing the result of the attack.
- **Signature Ability:** See p. 47 for the **Holy Lance** action ability.
- **Heroic Ability (3 Piety):** See p. 47 for the **Punishing Smite** action ability.
- **Heroic Ability (5 Piety):** See p. 48 for the **Armor of the Faithful** action ability.

Caster Kit: Bloodpact

- **Stamina Bonus:** +6
- **Magic Damage Bonus:** +2/+2/+2
- **Magic Distance Bonus:** +5
- **Signature Ability:** See p. 76 for the **Drain** action ability.

Final Statistics

- **Skills:** Heal, Lie, Persuade, Read Person, Alertness (intrigue), Hide (intrigue), Search (intrigue), Sneak (intrigue), Criminal Underworld
- **Stamina:** 30
- **Recoveries:** 10
- **Recovery Value:** 10
- **Speed:** 5
- **Stability:** 0

Gotzone, Fury

<<https://www.pixiv.net/artworks/119008030>>

<https://cdn.donmai.us/original/38/48/384863c4be3dd0ad9ef7f2bed11e11c0.png>

Ancestry: Hakaan

- **Hakaan Might:** When you force move a creature or object, you can increase the distance moved by 1.
- **Undaunted:** You can't be weakened. Additionally, when your Stamina equals the negative of your winded value, you turn to rubble instead of dying. You are unaware of your surroundings in this state. After 12 hours, you regain Stamina equal to your recovery value.

Career: Laborer

- **Skills:** The Endurance skill, plus choose any two skills from Blacksmithing or the skills of the exploration skill group (Lift, Navigate)
- **Languages:** One language (Vaslorian)
- **Project Points:** 50
- **Title—Team Backbone:** When you take your first turn during a montage test, you can both make a test and assist another hero's test.

Class: Fury

- **Starting Characteristics:** Might 2, Agility 2, Intuition 2; Reason -1, Presence -1
- **Starting Stamina at 1st Level:** 21
- **Recoveries:** 12
- **Skills:** Nature, plus choose any two skills from the exploration or intrigue skill groups (Hide, Sneak)
- **Primordial Aspect: Stormwight:** You gain the Track skill.
- **Rage and Growing Rage:** See p. 54 for rage.
- **Mighty Leaps:** You always succeed on Might tests made to jump. You can still roll to see if you get a reward result.
- **Aspect Triggered Action:** See p. 54 for the **Regeneration** triggered ability. **Trigger:** You lose Stamina and are not dying.
- **Signature Ability:** See p. 55 for the **Humiliating Strike** action ability.
- **Heroic Ability (3 Rage):** See p. 56 for the **Whirlwind Strike** action ability.
- **Heroic Ability (5 Rage):** See p. 56 for the **Brute Precision** action ability.

Stormwight Kit: Raden

- **Aspect Benefits: Raden:** You gain an edge on tests made to hide and sneak. Additionally, you ignore difficult terrain, and you gain an edge on tests made to climb other creatures. If you are hidden, you automatically achieve a tier 3 result on attempts to climb and remain hidden.

- **Animal Form:** See p. 57 for the **Animal Form** maneuver ability.

- **Animal Form: Raden:** When you are in your rat form, your movement gains the Climb keyword, and your size becomes 1T. You can use the Hide maneuver as a free maneuver, and you can use your allies as cover when hiding. You can stay hidden while moving through squares occupied by a creature.

Whenever your rage is 4 or higher, you can shapeshift to become a hybrid bipedal rat of your true form's size. You gain 10 temporary Stamina the first time you shapeshift into hybrid rat form during an encounter.

- **Primordial Storm: Rat Flood:** Your primordial damage type is corruption.

- **Stamina Bonus:** +3

- **Speed Bonus:** +3

- **Melee Weapon Damage Bonus:** +2/+2/+2

- **Mobility:** When an enemy ends their turn adjacent to you, you can shift up to 2 squares as a free triggered action.

- **Signature Ability:** See p. 59 for the **Driving Pounce** action ability.

- **Rat Growing Rage 2:** You have Weapon immunity 2.

- While in rat form, your attacks deal extra damage equal to your Agility score.

- While in rat form, if you attack a creature you are climbing, that creature is bleeding (EoT).

- **Rat Growing Rage 4:** While in rat or hybrid rat form, you can use all your abilities, and your attacks deal extra damage equal to twice your Agility score, instead of once your Agility score.

- **Rat Growing Rage 6:** You have Weapon immunity 2. Any damage you ignore because of this immunity is dealt to each enemy adjacent to you when you are attacked.

Final Statistics

- **Skills:** Endurance, Lift, Navigate, Read Person, Alertness, Hide (edge), Search, Sneak (edge), Track, Nature

- **Stamina:** 30

- **Recoveries:** 12

- **Recovery Value:** 10

- **Speed:** 8

- **Stability:** 0

Izaro, Shadow

<<https://twitter.com/coneyrivard/status/1464481681432186884>>

<https://cdn.donmai.us/original/01/8d/018dc54ed15cf2fbc201126365ec6176.jpg>

Ancestry: Devil

- **Barbed Tail (1 Fiend Point):** Your pointy tail allows you to punctuate all your actions. Once per round, you can deal 1 extra damage on a melee attack or free strike.
- **Exposed Skeleton (2 Fiend Points):** Your bones are visible and hardened above your skin, granting you Weapon immunity 2.

Career: Mage's Apprentice

- **Skills:** The Magic skill, plus two skills from the lore skill group (Culture, Rumors)
- **Languages:** One language (Vaslorian)
- **Renown:** 1
- **Title—Hedge Mage:** See pp. 41-42 for the **Arcane Trick** action ability.

Class: Shadow

- **Starting Characteristics:** Agility 2, Presence 2, Intuition 2; Might -1, Reason -1
- **Starting Stamina at 1st Level:** 18
- **Recoveries:** 10
- **Skills:** Hide and Sneak, plus choose any five skills from Criminal Underworld or the skills of the exploration, interpersonal, or intrigue skill groups (Interrogate, Lead, Lie, Music, Persuade)
- **Shadow College: Caustic Alchemy:** You gain the Alchemy skill.
- **Insight:** See p. 60 for insight.
- **College Feature:** See p. 61 for the **Coat the Blade** maneuver ability.
- **College Feature: Smoke Bomb:** You always carry a supply of smoke bombs to make it easy for you to distract and get away from foes. You can use the Hide maneuver even if you are observed and don't start in cover or concealment. If you do, you can shift a number of squares equal to your Agility. If you end this movement in cover or concealment, you are hidden.
- **College Triggered Action:** See p. 61 for the **Defensive Roll** triggered ability.
- **Hesitation is Weakness:** See p. 61 for the **Hesitation is Weakness** (1 insight) free triggered ability.
- **Signature Ability:** See p. 62 for the **I Work Better Alone** action ability. The GM has ruled that "ally" refers to an ally of the shadow, not to an ally of the target.
- **Heroic Ability (3 Insight):** See p. 62 for the **Two Throats at Once** action ability.
- **Heroic Ability (5 Insight):** See p. 63 for the **Quickness** action ability.

Martial Kit: Rapid-Fire

- **Stamina Bonus:** +3
- **Speed Bonus:** +1
- **Ranged Weapon Damage Bonus:** +2/+2/+2
- **Weapon Distance Bonus:** +7
- **Mobility:** When an enemy ends their turn adjacent to you, you can shift up to 2 squares as a free triggered action.
- **Signature Ability:** See p. 73 for the **Two Shot** action ability.

Final Statistics

- **Skills:** Interrogate, Lead, Lie, Music, Persuade, Read Person, Alertness, Hide, Search, Sneak, Culture, Magic, Rumors
- **Stamina:** 27
- **Recoveries:** 10
- **Recovery Value:** 9
- **Speed:** 6
- **Stability:** 0

Xixili, Tactician

<<https://www.pixiv.net/artworks/101099390>>

<https://cdn.donmai.us/original/33/42/3342a205897342ee65eb78121e494e5c.jpg>

Ancestry: Devil

- **Barbed Tail (1 Fiend Point):** Your pointy tail allows you to punctuate all your actions. Once per round, you can deal 1 extra damage on a melee attack or free strike.
- **Exposed Skeleton (2 Fiend Points):** Your bones are visible and hardened above your skin, granting you Weapon immunity 2.

Career: Gladiator

- **Skills:** Two skills from the exploration skill group (Endurance, Lift)
- **Languages:** One language
- **Renown:** 2
- **Title—Monologue Champion:** When you are not in combat, you can shout to get the attention of all creatures within 10 squares of you. Each creature who is not hostile toward you listens to what you have to say for at least the next minute, or until they sense danger or any form of imminent harm. While creatures are listening to you, your allies gain an edge on tests made to avoid being noticed by those creatures.

Class: Tactician

- **Starting Characteristics:** Might 2, Reason 2, Intuition 2; Agility -1, Presence-1
- **Starting Stamina at 1st Level:** 21
- **Recoveries:** 12
- **Skills:** Lead, plus choose any two skills from Alertness, Architecture, Blacksmithing, Brag, Culture, Empathize, Fletching, History, Mechanics, Monsters, Search, or the skills of the exploration skill group (Alertness, Culture)
- **Tactical Doctrine: Mastermind (Grand Strategy):** You gain a skill from the intrigue skill group (Nature).
- **Focus:** See p. 64 for focus.
- **Mark:** See p. 64 for the **Mark** maneuver ability.
- **Seize the Opening:** See p. 64 for the **Seize the Opening** action ability.
- **Doctrine Feature:** See p. 65 for the I Read Your Book! feature.
- **Doctrine Triggered Action:** See p. 65 for the **Overwatch** triggered ability.
- **Heroic Ability (3 Focus):** See p. 66 for the **Inspiring Strike** triggered ability.
- **Heroic Ability (5 Focus):** See p. 66 for the **Hammer and Anvil** triggered ability.

- **Skills:** The Magic skill, plus two skills from the lore skill group (Culture, Nature)
- **Languages:** One language (Vaslorian)
- **Renown:** 1
- **Title—Hedge Mage:** See pp. 41-42 for the **Arcane Trick** action ability.

Field Arsenal: Raider + Nature Calling

- **Stamina Bonus:** +9
- **Speed Bonus:** +1
- **Stability Bonus:** +2
- **Melee Weapon Damage Bonus:** +1/+1/+1
- **Weapon Distance Bonus:** +5
- **Mobility:** When an enemy ends their turn adjacent to you, you can shift up to 2 squares as a free triggered action.
- **Signature Abilities:** See p. 72 for the **Shield Bash** action abilities, and p. 78 for the **Vine Ward** action ability.

Final Statistics

- **Skills:** Endurance, Lift, Animal Handling, Lead, Read Person, Alertness, Search, Culture, Nature
- **Stamina:** 36
- **Recoveries:** 12
- **Recovery Value:** 12
- **Speed:** 6
- **Stability:** 2