

Name: ???? (The Horned Cowl)

Ancestry: Devil

Career: Mage's Apprentice

Inciting Incident: Magic of Friendship

Complication: Silent Sentinel, Animal Form

Culture: Urban, Bureaucratic, Academic

Might (M): -1

Agility (A): 2

Reason (R): 1

Intuition (I): 1

Presence (P): 2

Stamina: 21

Recoveries: 8

Recovery Value: 7

Skills (+2): Alertness, Criminal Underworld, Culture, Disguise, Eavesdrop, Escape Artist, Hide, Lie, Magic, Persuade, Pick Lock, Pick Pocket, Psionics, Read Person, Rumors, Sabotage, Search, Sneak

Languages: Caelian, Anjali, The First Language

Perks: Invisible Force

Titles: None

Class: Shadow

Subclass: College of the Harlequin Mask

Level: 1

Renown: 1

Wealth: 1

Size: 1M

Speed: 8

Stability: 1

Disengage: 1

Weaknesses: Sonic 5 (and dazed)

Immunities: None

Features: Silver Tongue, Beast Legs, Barbed Tail, Hellsight, Shadow College, Insight, Kit: Battlemind

Abilities: Invisible Force, I'm No Threat, Unmooring, You Were Watching The Wrong One, Clever Trick, Hesitation Is Weakness, Disorienting Strike, Setup

Treasures: None

Basic Descriptions

Devil - Devils originated in the Seven Cities of Hell and have a supernatural charisma that helps them persuade others. They are similar in stature to humans, and their skin tones include deep blues, purples, and reds. Each devil is born with some hellmark—horns, a tail, cloven hooves, a forked tongue, fanged incisors, or even wings.

Hell is dominated by the Seven Cities of Hell, each ruled by a different archdevil who constantly plots and schemes against the others in the hope of ascending to the Throne of Hell.

Those devils who join “the trade,” as their civil service is called, spend their days in bureaucratic service hoping or scheming for promotion. Devils looking for a quick path up the bureaucratic ladder sign up for the Exchange, whereby mortals in the mundane world who perform the right rituals can summon a devil, who bargains with the supplicant on behalf of their archdevil. Archdevils can grant temporary worldly power in exchange for a supplicant’s soul, with the summoned devil acting as the broker.

On rare occasions, though, the summoning goes wrong and the supplicant dies before the deal can be struck, stranding the summoned devil on Orden permanently. Some stranded devils seek to return to Hell, but most prefer life in Orden, where the phrase “stabbed in the back by a colleague” is usually a metaphor. The majority of devils in Orden are not from, nor have ever been to, the Seven Cities. They are descendants of devils who were stranded

in the mundane world decades, centuries, even millennia ago.

Shadow - Subtlety is your art, the tip of the blade your brush. You studied at a secret college, specializing in alchemy, illusion, or shadow-magics. Your training and knowledge place you among the elite ranks of assassins, spies, and commandos. But more potent than any weapon or sorcery is your insight into your enemies’ weaknesses. As a shadow, you possess abilities that deal significant damage, enable you to move swiftly across the battlefield and evade hazards, and allow you to fade from notice even in the midst of the most intense combat encounters. You also possess more skills than any other hero.

Silent Sentinel - You were trained by a group of spies, who psionically infused silence into your every step and enhanced your ability to hear distant whispers. But your enhanced hearing has some nasty side effects.

Benefit: You have the Eavesdrop and Sneak skills from the intrigue skill group, plus one skill of your choice from the lore skill group. (Included above.)

Additionally, you can telepathically communicate with any creature provided they share a language with you and you can observe each other. A creature you communicate with this way can respond telepathically if they choose.

Drawback: You have sonic weakness 5. Additionally, whenever you take sonic damage, you are dazed until the end of your next turn.

Animal Form - Due to a magical accident, your being has fused with that of a small, harmless animal. You turn into this animal when it's convenient—and sometimes when it's inconvenient as well.

Benefit: As a **maneuver**, you take the form of a fox of size 1T. You retain all your other statistics aside from your size, but you can't talk or use main actions, and the only maneuvers you can use are Escape Grab, Hide, and Stand Up. While in this form, you have a +2 bonus to speed.

Unless you use this benefit again, you return to your true form at the start of your next turn.

Drawback: At the start of any turn while you are winded, the Director can spend 1 Malice to force you to take your animal form. Once the Director has done so, they can't do so again until you have finished a respite.

Feature Descriptions

(Devil) **Silver Tongue** - Your innate magic allows you to twist how your words are perceived to get a better read on people and convince them to see things your way. You have one skill of your choice from the interpersonal skill group (included above), and you gain an edge on tests when attempting to discover an NPC's motivations and pitfalls during a negotiation.

(Devil) **Beast Legs** - Your powerful legs make you faster. You have +1 speed. (Included above.)

(Devil) **Barbed Tail** - Your pointy tail allows you to punctuate all your actions. Once per round when you make a melee strike, you can deal extra damage with the strike equal to your highest characteristic score (2).

(Devil) **Hellsight** - Your eyes let you see through darkness, fog, and other obscuring effects. You don't take a bane on strikes made against creatures with concealment.

(Shadow) **Shadow College** - Shadow colleges are secret institutions that turn ordinary folk into something else. Finding a college is the first step in a rigorous initiation process that tests the mettle of an applicant. Even those who make the cut often wash out—or are kicked out—as the master shadows who teach stealth, magic, and assassination to their students are often less than gentle in their approach.

College of the Harlequin Mask: Graduates of the College of the Harlequin Mask learn illusion magic, which they use to infiltrate enemy strongholds and create orchestrated chaos in combat. You have the Lie skill, and the abilities *I'm No Threat* and *Clever Trick*.

(Shadow) **Insight** - By observing your enemy, you learn how to use their weaknesses against them, building up a Heroic Resource called insight.

Insight in Combat: At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain insight equal to your

Victories. At the start of each of your turns during combat, you gain 1d3 insight.

Additionally, the first time each combat round that you deal damage incorporating 1 or more surges, you gain 1 insight.

Whenever you use a heroic ability that makes use of a power roll, that ability costs 1 fewer insight if you have an edge or double edge on it. If the ability has multiple targets, the cost is reduced even if the ability gains an edge or has a double edge against only one target.

You lose any remaining insight at the end of the encounter.

Insight Outside of Combat: Although you can't gain insight outside of combat, you can use your heroic abilities and effects that cost insight without spending it. Whenever you use an ability or effect outside of combat that costs insight, you can't use that same ability or effect outside of combat again until you earn 1 or more Victories or finish a respite.

When you use an ability outside of combat that lets you spend unlimited insight on its effect, you can use it as if you had spent an amount of insight equal to your Victories.

(Shadow) **Kit: Battlemind** - Who says lightly armored heroes can't also be hard to move? You just need to employ some psionics! The Battlemind kit harnesses the power of your mind to make you harder to move—and to make your foes easier to push around.

Equipment: You wear light armor and wield a medium weapon.

Kit Bonuses: Stamina Bonus +3 per echelon, Speed Bonus +2, Stability Bonus +1, Melee Damage Bonus +2/+2/+2 (all included above/below)

Signature Ability: *Unmooring*

Perk, Title, & Treasure Descriptions

(Perk) **Invisible Force** - You have the *Invisible Force* ability.

Ability Descriptions

Invisible Force

You manipulate a tiny object with your mind.

Keywords: Psionic, Ranged

Action: **Maneuver**

Distance: Ranged 10

Target: One size 1T object

Effect: You can grab or manipulate the target object with your mind, moving the object up to a number of squares equal to your Reason, Intuition, or Presence score (your choice). You can use this ability to turn doorknobs, pull levers, and so forth. You can manipulate any small movable piece of a larger object as long as the piece is unattended and size 1T. You can't use this ability to break a smaller piece off a larger object.

I'm No Threat

Taking on an illusory countenance gives you an advantage on subterfuge.

Keywords: Magic

Action: Maneuver

Distance: Self

Target: Self

Effect: You envelop yourself in an illusion that makes you appear nonthreatening and harmless to your enemies. You might take on the appearance of a harmless animal of your size, such as a sheep or capybara, or you might appear as a less heroic and unarmed version of yourself. While this illusion lasts, your strikes gain an edge, and when you take the Disengage move action, you gain a +1 bonus to the distance you can shift.

The illusion ends when you harm another creature, when you physically interact with a creature, when you use this ability again, or when you end the illusion (no action required). If you end this illusion by harming another creature, you gain 1 surge.

(Optional) Spend 1 Insight: Choose a creature whose size is no more than 1 greater than yours and who is within 10 squares. This ability's illusion makes you appear as that creature. This illusion covers your entire body, including clothing and armor, and alters your voice to sound like that of the creature. You gain an edge on tests made to convince the creature's allies that you are the creature.

(Signature) Unmooring

Your weapon unleashes psionic energy that reduces your target's weight.

Keywords: Melee, Psionic, Strike, Weapon

Action: Main

Distance: Melee 1

Target: One creature

Power Roll + P (2d10+2):

- **11 or less:** 5 + P damage (7 damage, 9 with tail)
- **12-16:** 8 + P damage (10 damage, 12 with tail)
- **17 or higher:** 11 + P damage (13 damage, 15 with tail)

Effect: Until the end of the target's next turn, any forced movement that affects the target has its distance increased by 2.

(Signature) You Were Watching The Wrong One

They can't watch both of you at once.

Keywords: Melee, Strike, Weapon

Action: Main

Distance: Melee 1

Target: One creature

Power Roll + A (2d10+2):

- **11 or less:** 5 + A damage (7 damage, 9 with tail)
- **12-16:** 7 + A damage (9 damage, 11 with tail)
- **17 or higher:** 10 + A damage (12 damage, 14 with tail)

Effect: As long as you have one or more allies within 5 squares of the target, you gain 1 surge. If you are flanking the target when you use this ability, choose one ally who is flanking with you. That ally also gains 1 surge.

(Heroic - 1 Insight) **Clever Trick**

You sow a moment of confusion in combat, to your enemy's peril.

Keywords: Magic

Action: Triggered

Distance: Self

Target: Self

Cost: 1 Insight

Trigger: An enemy targets you with a strike.

Effect: Choose an enemy within distance of the triggering strike, including the enemy who targeted you. The strike targets that enemy instead.

(Heroic - 1 Insight) **Hesitation Is Weakness**

Keep up the attack. Never give them a moment's grace.

Action: FREE Triggered

Distance: Self

Target: Self

Cost: 1 Insight

Trigger: Another hero ends their turn. That hero can't have used this ability to start their turn.

Effect: You take your turn after the triggering hero.

(Heroic - 3 Insight) **Disorienting Strike**

Your attack leaves them reeling, allowing you to follow up.

Keywords: Melee, Strike, Weapon

Action: Main

Distance: Melee 1

Target: One creature

Cost: 3 Insight

Power Roll + A (2d10+2):

- **11 or less:** 6 + A damage (8 damage, 10 with tail); slide 2
- **12-16:** 8 + A damage (10 damage, 12 with tail); slide 3
- **17 or higher:** 12 + A damage (14 damage, 16 with tail); slide 5

Effect: You can shift into any square the target leaves when you slide them.

(Heroic - 5 Insight) **Setup**

Your friends will thank you.

Keywords: Ranged, Strike, Weapon

Action: Main

Distance: Ranged 5

Target: One creature

Cost: 5 Insight

Power Roll + A (2d10+2):

- **11 or less:** 6 + A damage (8 damage); R less than 0 - the target has damage weakness 5 (save ends)
- **12-16:** 9 + A damage (11 damage); R less than 1 - the target has damage weakness 5 (save ends)
- **17 or higher:** 13 + A damage (15 damage); R less than 2 - the target has damage weakness 5 (save ends)

(Free Strike) **Ranged Free Strike**

Keywords: Ranged, Strike, Weapon

Action: Main

Distance: Ranged 5

Target: One creature or object

Power Roll + A (2d10+2):

- **11 or less:** 2 + A damage (4 damage)
- **12-16:** 4 + A damage (6 damage)
- **17 or higher:** 6 + A damage (8 damage)

(Free Strike) **Melee Free Strike**

Keywords: Charge, Melee, Strike, Weapon

Action: Main

Distance: Melee 1

Target: One creature or object

Power Roll + A (2d10+2):

- **11 or less:** 4 + A damage (6 damage, 8 with tail)
- **12-16:** 7 + A damage (9 damage, 11 with tail)
- **17 or higher:** 9 + A damage (11 damage, 13 with tail)

