

DAREDEVIL

Lord of Shadowland

Affiliations	SOLO	8	Distinctions	THE MAN WITHOUT FEAR	
	BUDDY	6		LORD OF SHADOWLAND	
	TEAM	10		THE BEAST HAS MY HEART	

Stress/Trauma	P	4	6	8	10	12
	M	4	6	8	10	12
	E	4	6	8	10	12

Power Sets

DEVIL OF HELL’S KITCHEN

- 8 ENHANCED REFLEXES
- 8 ENHANCED STAMINA
- 10 SUPERHUMAN SENSES
- 8 BILLY CLUB

SFX: *Blind-Fighting*. When Daredevil includes Superhuman Senses in a reaction against a physical attack, spend a d6 from the doom pool to double Superhuman Senses.

SFX: *Billy Club Ricochet*. Against multiple targets, add a d6 and keep an additional effect die for each additional target.

SFX: *Counterstrike*. On a successful reaction against a close-combat attack, spend a d6 from the doom pool to inflict physical stress with the reaction’s effect die.

SFX: *Relentless Assault*. When Daredevil’s attack action includes a distinction at d4, step up Billy Club or Enhanced Reflexes for that action.

Limit: *Blind*. When Daredevil’s other senses cannot compensate for his lack of sight, add a d6 to the doom pool and step up an appropriate complication created against him.

Limit: *Overwhelmed Senses*. Change Superhuman Senses into a complication to add a d6 to the doom pool. Recover the trait by activating an opportunity or during a Transition Scene.

Limit: *Gear*. Shutdown Billy Club to add a d6 to the doom pool. Recover it by activating an opportunity.

MASTER OF THE HAND

- 10 DEMONIC STRENGTH
- 10 DEMONIC DURABILITY
- 10 MYSTIC RESISTANCE

SFX: *Army in the Shadows*. When a Hand Ninja Mob is taken out, spend a d10 from the doom pool to return it to the Scene as a 3d8 mob.

SFX: *Dark Dominion*. When using Hand Ninjas to create fear, obedience, isolation, or imprisonment complications, add a d6 and step up the effect die.

SFX: *Virtually Unkillable*. Spend a d6 from the doom pool to ignore physical stress or physical trauma for one action.

SFX: *Feed the Beast*. When Daredevil inflicts physical trauma or personally takes out an opponent, step up the lowest die in the doom pool.

SFX: *The Beast Unleashed*. When Daredevil is first stressed out, spend 2d10 from the doom pool to clear all his stress and remain in the Scene. Step up Demonic Strength and Demonic Durability to d12 and replace **The Beast Has My Heart** with **The Beast Made Flesh**.

Limit: *Matt Is Still in There*. When a hero successfully appeals to Matt’s compassion, faith, guilt, or love for his friends, add a d6 to the doom pool and shutdown one MASTER OF THE HAND trait. Recover the trait by activating an opportunity or spending a d8 from the doom pool.

Limit: *Exorcism*. Step up the effect die of mystical actions intended to separate Matt from the Beast. If such an action stresses him out, the Beast is expelled rather than Matt being killed or rendered unconscious.

Limit: *Possessed*. Heroes may create a Matt Regains Control complication through emotional or mystical actions. At d12, Daredevil is taken out and the Beast is driven from him.

Specs

- 10 ACROBATIC MASTER
- 10 COMBAT MASTER
- 10 COVERT MASTER
- 8 CRIME EXPERT
- 10 MENACE MASTER
- 8 MYSTIC EXPERT