

THE BLACK HOOD

Name: Terrance Munn

Alignment: Miscreant

Attributes: I.Q. 24, M.E. 18, M.A. 15, P.S. 18, P.P. 22, P.E. 17, P.B. 15, Spd. 25.

Age: 42 **Sex:** Male **A.R.:** 10 (S.D.C.: 90)

Hit Points: 37 **S.D.C.:** 43 **P.P.E.:** 34

Height: 5' 11" (1.8 m) **Weight:** 158 lbs. (71.7 kg)

Disposition: Ambitious, power-hungry, arrogant, stern, vindictive, and an authoritarian. He considers himself a god among mortals. He holds utter contempt for anyone who cannot understand and use magic. When he does encounter someone who can use magic, he instantly views them as a rival and someone that must either be dominated or destroyed.

Experience Level: 5th level Arcanist/Mage

Natural Abilities: Understand the Principles of Magic 86%, Read Magic 92%, Sense Magic (120 ft.), Recognize Magic Enchantment 70%.

Magic (P.P.E. Cost): The Black Hood knows the following invocations as spells.

Level 1: Blinding Flash (1), Cloud of Smoke (2), Globe of Daylight (2), See Aura (2), See the Invisible (2), Sense Evil (1).

Level 2: Befuddle (3), Extinguish Fire (4), Levitation (4), Mystic Alarm (4).

Level 3: Energy Bolt (5), Ignite Fire (6), Invisibility: Simple (6), Telekinesis (6).

Level 4: Charismatic Aura (7), Multiple Image (7).

Level 5: Energy Disruption (8), Fly (15), Heal Wounds (10).

Level 6: Call Lightning (15), Enhanced Memory (12), Words of Truth (15).

Level 7: Constrain Being (20), Paralysis: Superior (25).

And he knows the following invocations as Rituals:

Level 3: Invisibility: Simple (6).

Level 5: Energy Disruption (8), Fly (15), Heal Wounds (10).

Level 6: Call Lightning (15), Enhanced Memory (12), Words of Truth (15).

Level 7: Constrain Being (20).

Level 8: Commune with Spirits (15), Exorcism (30).

Level 9: Metamorphosis: Insect (60), Protection Circle: Simple (45).



Psychic Powers: None

Level of Education: Special Training

Occupation: Arcanist/Mage Criminal Mastermind (Stage Magician)

Scholastic Skills: Anthropology (85%), Archaeology (90%), Astronomy (98%), History (95%), Language: Arabic (98%), Language: English (98%), Language: French (98%), Language: German (98%), Language: Latin (98%), Lore: Cults & Secret Societies (80%), Lore: Demon & Monsters (95%), Lore: Ghosts & Faeries (95%), Lore: Geomancy & Lines of Power (90%), Lore: Mythology (85%), Mathematics: Basic (98%), Research (98%), and Streetwise: Criminal Underworld (80%).

Physical Program: Hand to Hand: Martial Arts, Boxing, and Prowl (98%).

Ancient Weapon Program: W.P. Automatic Pistol, W.P. Knife, and W.P. Sword.

Secondary Skills: Athletics (General), Body Building, Climbing (89% / 65%), Computer Operation (95%), First Aid (85%), Pick Locks (70%), Pilot: Automobile (92%), Pilot: Motorcycle (91%), Pilot: Truck (3rd level: 78%), Running, Swimming (97%), and Wilderness Survival (75%).

Attacks per Melee: 4

Bonuses: +10 to parry, +10 to dodge, +6 to strike, +5 to strike with a body block/tackle (1d4 damage), +3 to hand to hand damage, +5 to roll with punch/fall, +3 to save vs psychic attacks/insanity, +6 to save vs possession, +6 to save vs horror factor, +5 to save vs magic, +5% to save vs Coma/Death, +1 to save vs Poison.

Other Bonuses: +10% I.Q. bonus, trust/intimidate 35%, charm/impress 25%, Karate-style kick (1D6 damage), knockout on a natural 20 (1D6 melee rounds).

Life Savings: Wealthy (primarily from his illicit criminal activities). He maintains a modest standard of living when he is in his alter ego of Terrance Munn. He doesn't advertise his wealth.

Background: Before there was the Black Hood, there was Terrance Munn, a struggling stage magician. His stage name was Terrance the Terrific and he performed his act to ever-shrinking crowds with each passing performance. Terrance knew he needed an edge to get his act back on top. He visited his old mentor, Lucian the Mentalist. Terrance had heard that old Lucian had acquired a new 'trick' like none seen before. Terrance had to know the secret behind this trick.

Terrance confronted his old mentor and demanded to know the source of Lucian's new feat of magic. Lucian performed a feat of real magic in front of Terrance. He was awestruck. He never thought that real magic could exist. Terrance apologized to his old master and went on his way. Later that night, Terrance sneaked into Lucian's workshop and searched for anything that he could find. He struck gold when he found the old grimoire called, *The Dunstan Manuscript*. It was bound in dark leather with pages of parchment scribbled with insane writings, blasphemous illustrations, and esoteric invocations. Terrance had found the source of his old mentor's new 'tricks.'

It was at that point when Lucian entered the room armed with a shotgun. He had heard someone moving about so he came to investigate. Once he saw Terrance, he let his guard down ever so slightly, but Terrance

took advantage of it. He was much faster than the old man and Terrance ripped the shotgun from his grasp. Lucian began to chant an invocation but Terrance blasted him with the shotgun. He killed his old mentor in cold blood but all he could think about was that book. He collected the occult collection Lucian had acquired and then proceeded to burn down the shop with Lucian's body inside.

Terrance had covered his tracks so he got about reading *The Dunstan Manuscript*. Terrance's mind was blown away from the realization of how magic worked and how it could be shaped. His understanding of magic's principles is what started him on the path of becoming the Black Hood.

After Terrance mastered the arcane magic of *The Dunstan Manuscript*, he formed a plan. He first created the identity of The Black Hood so he could work in anonymity. He has used the mystique and reputation of the Black Hood to build himself a criminal organization that would become known as the Arkane Syndicate.

As the Black Hood, he has many human gangsters working for him. He views them as useful but disposable fodder. The day to day stuff is run by the syndicate and the Black Hood only deals with the heads of the gangs that are apart of the syndicate. He uses Hellskel minions to do his personal bidding (they are very effective tool of fear when sent to deal with subordinates who fail at their task).

Special Equipment: The Black Hood has access to most conventional weapon. He recognizes the usefulness of being armed with an automatic pistol (Range: 165 ft. (50.3 m), 4D6 Damage). As the Black Hood, he also has the following magical items:

- ***Armour of Arthqin:*** Magical breastplate that is lightweight and has an extra 40 Points of magical S.D.C. built into it. A.R.: 10, S.D.C.: 90.
- ***Gauntlets of Eethosis:*** The wearer of these magical gauntlets can cast the following invocations (at 0 P.P.E. cost, but limited to a set number of times per day).
 - Nightvision:** 120 ft. (36.6 m), 60 melee rounds/use, three times daily.
 - See Aura:** 6 melee rounds/use, three times daily.
 - See the Invisible:** 6 melee rounds/use, three times daily.
 - Sense Magic:** 6 melee rounds/use, three times daily.
- ***Spine Dagger:*** An indestructible, eternally sharp magical dagger (1D6 + 6 Damage) crafted from the spine of a demon slain in Hades.

Weapon Proficiency	Strike	Parry	Throw
W.P. Automatic Pistol	+4 +2 +0		
W.P. Knife	+5	+5	+5
W.P. Sword	+6	+6	