

The Angel



*They call him the Angel, the Angel of Death,
If ever you've seen him, you've drawn your last breath.
He's got cold lifeless eyes, he's got brains, he's got skill,
He's got weapons galore, and a yearning to kill.*

- From the Ballad of Black Orpheus

Nobody knew where he came from. It was rumored that he had been born on Earth itself, but he never spoke about it.

Nobody knew where he got his start, or why he chose his particular occupation. Some people say that he had been married once, that his wife had been raped and murdered, and that he took his revenge on the whole galaxy. Some were sure that he had been a mercenary who had gone berserk during a particularly bloody action—but no one who ever met him and lived to tell about it thought him crazy; in fact, it was his absolute sanity that made him so frightening. Others thought that, like Cain, he was simply a disillusioned revolutionary.

Nobody knew his true name, or even how he came to be called the Angel.

Nobody knew why he chose to work the Outer Frontier, out on the Galactic Rim, when there were so many more worlds within the Democracy where he could ply his bloody trade.

But there was one thing *everybody* knew: once the Angel chose his quarry, that quarry's days were numbered.

In a profession where reputations could be made by a single kill—Sebastian Cain, Giles Sans Pitié, and Peacemaker MacDougal actually had a combined total of less than seventy, and Johnny One-Note was still looking for his sixth—the Angel had hunted down more than one hundred fugitives. In a profession where anonymity went hand in glove with success, the Angel was known on a thousand worlds. In a profession

where each practitioner carved out his own territory and allowed no trespassing, the Angel went where he pleased.

Orpheus met him only once, out by Barbizon, the gateway to the Inner Frontier, three weeks before he killed Giles Sans Pitié. They spoke for only ten minutes, which was more than enough for Orpheus. His audience had expected him to give the Angel no less than a dozen verses—after all, he had given three to Cain and nine to Giles Sans Pitié—but with the insight that had established him as the Bard of the Inner Frontier, Orpheus wrote only a single stanza. When asked for an explanation, he simply smiled and replied that those four lines said everything there was to say about the Angel.

“When a man takes a position, he must be prepared to live—or die—with the consequences of his actions. He threatened to kill me. There was only one possible consequence.”

“How did you kill him?” she asked curiously.

“Efficiently,” he replied.

The Angel	Level 22 Solo Soldier
Medium natural humanoid	XP 20,750
HP 820; Bloodied 410	Initiative +21
AC 38; Fortitude 34; Reflex 38; Will 36	Perception +21
Speed 6	
Saving Throws +5; Action Points 2	
Traits	
Instinctive Killer	
On an initiative of 10 + his initiative check, The Angel can use a free action to use Something Sharp or Thrown Spikes. If he cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of The Angel making the attack.	
Instinctive Actions	
The Angel is not restricted by the normal limit of one Immediate Action per round.	
Assassin	
When The Angel has combat advantage, he does an additional 4d8 damage whenever he hits with an attack.	
Tactical Precision	
The Angel cannot be flanked. If his enemies are in a position that would normally cause a flank, it has no effect.	
Standard Actions	
⊕ "Something Sharp" • At-Will	
Attack: +29 vs. AC	
Hit: 4d6 + 16 damage.	
⊕ Thrown Spikes • At-Will	
Attack: Range 6/12; +27 vs. Reflex	
Hit: 4d6 + 16 damage.	
⊕ Lethal Cut • Encounter	
Attack: +29 vs. AC	
Hit: 5d10 + 22 damage and ongoing 15 damage (save ends).	

↓ Double Slash • At-Will

Effect: The Angel makes two "Something Sharp" attacks.

Move Actions

Quick Step • At-Will

Effect: The Angel shifts his speed.

Minor Actions

↩ Intimidating Glare (fear) • At-Will

Attack: (one creature in blast); +27 vs. Will

Hit: 1d10 + 9 psychic damage and the target grants combat advantage until the end of The Angel's next turn.

Triggered Actions

↓ Step Inside • At-Will

Trigger: The Angel is hit with an attack.

Effect (Immediate Interrupt): The attacker must reroll his attack roll with a -2 penalty and use the later roll. If the attack was a melee attack, the Angel makes a "Something Sharp" attack as a free action; if it was a ranged attack, he makes a "Thrown Spikes" attack as a free action.; note that Instinctive Actions means that The Angel can repeat this action more than once per round.

↓ Instant Kill • Encounter

Trigger: The Angel's first standard action attack in an encounter is automatically considered a critical hit if it hits.

Are You Looking At Me? • At-Will

Trigger: The Angel is marked.

Effect (Immediate Reaction): The Angel immediately makes a "Something Sharp" or Thrown Spikes attack against the enemy who marked him.

Skills Acrobatics +24, Athletics +23, Diplomacy +21, Insight +21, Intimidate +31, Stealth +24, Streetwise +21, Thievery +24

Str 24 (+18) **Dex** 27 (+19) **Wis** 21 (+16)

Con 21 (+16) **Int** 27 (+19) **Cha** 21 (+16)

Alignment unaligned **Languages** Terran