

# The Believer

Your hero is the believer: the nervous and excited party member who knows you are all here for a dark purpose and you can't wait to see what fate has in store.

As the believer, you gain the following title:

**The Believer**

**Effects:** Once per round, when the Director uses Malice, as a free triggered action, you can choose to gain 1 Heroic Resource and the ally closest to you is frightened of you (save ends).

## Say the Line!

During the adventure, when you or another hero makes a power roll, you can say one of your lines to grant all of the following effects:

- You take 1d10 damage that can't be reduced in any way.
- You add +2 to the roll.
- If you're in combat, the next time you inflict a condition on a creature, you can choose to make them free strike one creature of your choice.

**Lines**

- “The first signs are always subtle... but they are unmistakable.”
- “The shadows linger here... longer than they should.”
- “Oh, they're here. Just as I knew they would be.”
- “The power here is almost... alive.”
- “Do you feel that? It's testing us...”
- “It whispers... I've waited to hear this voice.”

These are not your only lines, just examples! Feel free to get creative!

# Death of the Believer

If your hero dies during the adventure, your spirit lingers, following the party around. You cannot interact with them in any way except:

- The memory of your voice echoes in your allies' minds. You can say your lines only in response to other hero's lines.
- You gain the following ability:

**I AM ASCENDED!**

*The spirit of a friend is more powerful than ever from beyond the veil of death.*

<b>Magic, Melee</b>	<b>Free Triggered</b>
▴ Anywhere in the encounter	◎ One enemy

**Trigger:** The target takes damage.

**Effect:** The creature is **P<2** dazed (EoT) and all allies of your choice within 3 squares of the target are taunted by the target.

## Missed the Rapture

If your hero survives the adventure and continues on in other adventures, their title “The Believer” changes to the following title:

**The Believer Who Lived**

**Effects:** Once per round, when the Director uses Malice, as a free triggered action, you can choose to gain 1 Heroic Resource and the ally closest to you is frightened of you (EoT).