Ancestry Wode Elf **REA** INU **PRS** MGT **AGL** 2 2 0 0 Max Stamina 26 13 Winded 10 Recoveries 10 +8 Stamina Value 1/3 Max Stamina Size Weight Reach Speed Stability 8 0 4 Victories Heroic

**SHADOW** 

Insight

Name

Level 1

Renown

#### Melee Free Strike

Resource

Character Bryllwyn

CareerTitle Lucky Dog

Player Sneaky Mobile Rogue

Keywords Attack, Melee, Weapon Type Action

Distance Reach 1 Target 1 creature or object

Power Roll + Characteristics 2d10+2

<11 3 damage

12-16 7 damage

17+ 10 damage

# Ranged Free Strike

Keywords Attack, Ranged, Weapon Type Action

Distance Ranged 10 Target 1 creature or object

Power Roll + Characteristics 2d10+2

<11 3 damage

12-16 6 damage

17+ 9 damage

Career Criminal

Complication Elemental Absorption

Languages Caelian, Szetch, Yllyric

Kit Cloak and Dagger Equipment Light Armor
Many Light Weapons

Distance+ 5 Stamina+ 3
Reach+ 0 Speed+ 2

Mobility+ When an enemy ends their turn adjacent to you, you can shift up to 2 squares as a free triggered action.

# Kit Signature Ability Fade

Keywords Attack, Melee, Weapon Type Action

Distance Reach 1 or Ranged 10 Target 1 creature

Power Roll + Characteristics 2d10+2

<11 4 damage; you shift 1 square

(12-16) 9 damage; you shift up to 2 squares

17+ 13 damage; you shift up to 2 squares

# Triggered Action In All This Confusion

Keywords Magic Type Triggered

Distance Self Target Self

Trigger You take damage.

Effect You teleport up to 4 squares, halve the triggering damage, and don't suffer any effect associated with the damage.

**Spend Insight:** You teleport 1 additional square for each insight spent.

Triggered Action Hesitation is Weakness

Cost | 1

Keywords Magic Type Free Triggered

Distance Self Target Self

Trigger Another hero takes their turn.

Effect You take your turn immediately.

Culture Environment Wilderness
Organization Anarchic
Upbringing Illegal

## Signature Ability Shot and Step

Keywords Attack, Ranged, Weapon Type Action

Distance Ranged 10 Target 1 creature

Power Roll + Characteristics 2d10+2

<11 4 damage

12-16) 8 damage

17+ 11 damage

Effect You can shift 1 square before or after the attack.

# Heroic Ability Blade Dance

Cost

Keywords Attack, Melee, Weapon Type Action

Distance Reach 1 Target Self

Power Roll + Characteristics 2d10+2

<11 4 damage

12-16 5 damage

17+ 8 damage

Effect You move up to your speed, and that movement doesn't provoke opportunity attacks. You make one power roll that targets each enemy who becomes adjacent to you during the move.

# Heroic Ability Get In, Get Out

Cost

 Keywords
 Attack, Melee, Weapon
 Type
 Action

 Distance
 Reach 1
 Target
 1 creature

Power Roll + Characteristics 2d10+2

<11 8 damage

12 damage

17+ 18 damage

Effect You can move up to your speed, and that movement doesn't provoke opportunity attacks. You can move before or after your attack, or can split your movement before and after your attack.

## **Crafting Skills** Alchemy Architecture Blacksmithing Fletching Forgery Jewelry Mechanics Tailoring **Exploration Skills** Climb Drive Endurance Gymnastics 🍎 Heal Jump Lift Navigate Ride Swim **Interpersonal Skills** Brag Empathize Flirt Gamble Handle Animals Interrogate Intimidate Lead Lie 🌘 Music Persuade Read Person Intrigue Skills Alertness Conceal Object Disguise 🌘 Eavesdrop Escape Artist Artist Hide Performance Pick Lock Pick Pocket Sabotage Search Sneak Track Lore Skills Culture Criminal Underworld History Magic • Monsters Nature Psionics Religion Rumors Society

Timescape

# Class | SHADOW

### Insight

By observing your enemy, you learn how to use their weaknesses against them. You have a Heroic Resource called insight.

Outside of combat and other dangerous situations tracked in turns and rounds, you have insight equal to your Victories. If you lose some or all of this insight outside of combat, it takes you 1 minute to regain it.

When a combat encounter begins, you keep any insight you had outside of combat. At the start of each of your turns during combat, you gain 2 insight. You gain 1 insight whenever you get a tier 3 result with an attack. When combat ends, you once again have insight equal to your Victories.

#### College of Black Ash

Otherworldly Grace

lore skill group.

Your speed is 6.

Wode Elf Glamor

you are hidden take a bane.

Swift

The College of Black Ash founded the art of being a shadow. Its graduates use Black Ash sorcery to teleport around the battlefield in clouds of soot, and to manipulate and create darkness. Graduates of the college are unmatched in mobility. You gain the Magic skill.

Ancestry | WODE ELF

contained for long, and accessing memories

is as easy as living in the present for you. You gain an edge on resistance rolls, and on

tests that use any skills you have from the

You can magically alter your appearance to better blend in with your surroundings. You

gain an edge on Agility tests made to hide

and sneak, and tests made to find you while

Your elven body and mind can't be

## Complication

Elemental Absorption

#### Benefit

Your Stamina increases by 5 at 1st level, then increases by an additional 1 each time you gain a new level.

#### Drawback

When you are dying, your possessing elemental takes control of your body. The elemental yearns for destruction, causing you to attack the closest creature they notice without regard for your desires or your body's safety.

Culture
Languages Caelian, Yllyric

**Environment: Wilderness** Raised in the Wode.

**Organization: Anarchic** Raised in the Wode.

**Upbringing: Illegal** Raised in a thieves guild.

# 1.11

**Skills** 2 intrigue skills **Languages** 1 language

Career

Friendly Priest You went to prison for your crimes and eventually escaped. An elderly priest took you in and shielded you from the law, convinced that your soul wasn't corrupt. They never judged you for your past, speaking only of the future. Eventually, the priest died, imparting final words that inspired you to become a hero.

Criminal

#### Career Title: Lucky Dog

Renown

When you fail a test using any skill from the intrigue skill group, you can roll a d6. You lose Stamina equal to the roll and improve the result of your test by one tier. You can make this roll only once per test.

	Project								Points								50											
_																												
	Notes																											

# Black Ash Teleport

**Keywords**: Magic **Type**: Maneuver **Distance**: Self **Target**: Self

**Effect**: You teleport up to 5 squares. If you end this movement in concealment or cover, you can use the Hide maneuver even if you are observed.

**Spend Insight**: You teleport 1 additional square for each insight spent.