

## Description:

There are those who fight for justice, and those who fight for fame. Flashy individuals, compelled to make a show of themselves in the limelight.

They don't last long.

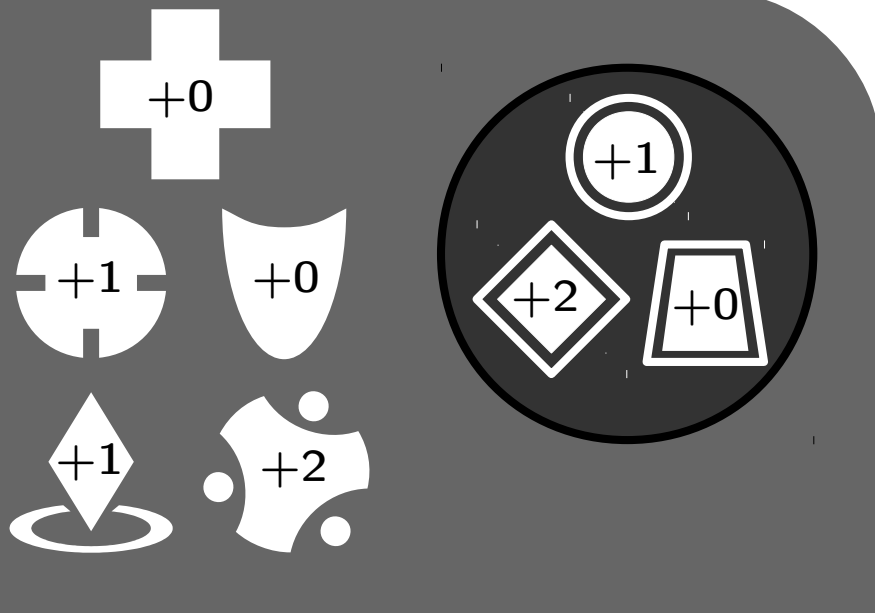
Armor can fail you. The only ally you can trust is the shadows- the fear and ignorance lurking at the back of your enemy's minds.

## Strategy:

The Shadow school of abilities prepares you to play as an assassin, a stealth combatant, adept at dealing crippling blows when your enemies least expect. Combine with an otherwise civilian class-set to give yourself reasonable power in combat. Combine with a more combat focused character to gain an oblique angle of attack. Combine with Ranger for a particularly well balanced stealth combatant.

## Starting Bonuses:

- ☐ +3 stealth and dexterity
- ☐ +2 deceive, manipulate and agility.
- ☐ +1 attack when using knives
- ☐ **Equipment:** three 2d4 knives, x3 crit damage, +5 on skill checks to conceal.
- ☐ **Equipment:** Dark clothing, a face mask.



## Character details:

Answer one (or more) of the following backstory details.

Who was the first person you killed? Why? What did they say as they died?

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How do you feel about killing? Is it a useful skill set? An enduring shame? A point of professional pride?

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Name a memento you have collected from one of your victims. Why do you still carry it? What does it mean to you?

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Which of your teammates do you most respect? Why?

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### Stow Weapon

Automatically pass all skill checks made to hide concealable weapons about your person. Gain a +5 bonus when trying to hide other weapons about your person. Gain a +5 bonus on any skill check needed to draw said weapons discreetly.

### Ghost

Blindness is in the mind- the eye glazing over that which it does not expect. Gain a +5 stealth bonus against anyone who is not expecting any hostile activity. Gain a further +5 if they are distracted. This applies both to attempts to remain unseen, but also attempts to remain unnoticed (in a crowd for example).

### Hide the Evidence

Gain a +5 bonus on all skill checks made to tidy up after yourself- removing fingerprints, hiding bodies or leaving crime scenes in an appropriately orderly manner.  
(Common skill checks for this are stealth, perception and craft, depending on precisely what you are doing)

### Improvised Silencer

**Requires: one Shadow feat**

Whenever you make an attack, if you can describe some plausible way to make it silenced, it is assumed to be silenced (or at least quieter than it would be otherwise)  
IE. "I wrap the revolver in a towel before firing it- the towel absorbs most of the noise."

### Sneak Attack

Spending three beats, you may make an attack against a single individual within two meters who is unaware of your presence. This attack succeeds automatically, and deals maximum damage. You should still make an attack roll, in order to determine if you deal critical hit damage. This attack can not be combined with other forms of special attack (such as "Lunge"), as sneak attacking requires your full concentration.

### Evil Machinery

**Requires: Hide the Evidence**

You gain +5 on all skill checks made to set up, disarm or craft traps. Increase the Reflex save needed to dodge any trap you set up by 5. No matter how badly you roll while setting up a trap, you will never damage yourself with it.

### Viper in the Shadows

**Requires: Sneak Attack**

You can now make melee sneak attacks during Attacks of Opportunity. You may combine "Sneak Attack" with special attacks from other classes (such as "Death from Above")

### Blindsight

**Requires: two Shadow feats**

While other's scramble in darkness, you welcome it as a powerful ally. Take no penalty to melee attack or defense rolls while blinded, or while fighting in partial or total darkness. (Note, that despite the name of this ability, you still can not in fact SEE in darkness, hence reading a book in a pitch black room is still impossible)

### Gutshot

**Requires: Sneak Attack, Stow Weapon.**

You may now make sneak attacks against characters who are aware of your presence, but are not expecting to be attacked by you - for example individuals who believe you are unarmed, or view you as an ally. Such circumstances will presumably require some number of skill checks to arrange (for example Dexterity to use a hidden weapon, or Deceive to pretend to be an ally)

### Blade's Whisper

**Requires: 5 feats**

**Incompatible with: Bullet's Reach**

All sneak attacks made with knives and swords deal critical hit damage.

### Bullet's Reach

**Requires: 5 feats**

**Incompatible with: Blade's whisper**

You may make "Sneak attacks" with guns up to a distance of ten meters.

### Vanish

**Requires: Ghost, and three other feats**

While normally it is difficult or impossible to get enemies to lose track of you in combat, you are able to drop off the radar (and back into stealth) the moment your enemies lose sight of you. This includes moments of distraction (smoke bombs, loud noises etc), or something as simple as stepping behind a pillar for a moment, effectively evaporating from sight.