Darkness

Fighting Profiles

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Strike | Block | Shoot | Dodge | Zap |
| Shadow | MR+2 | MR+0 | PR+2 | PR+3 | PW+3 |

Special Mechanics

Powers

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Accursed Spirit | Trait | N | 10 | -- | -- | Self | 0 | * You are immune to the Curse status effect * You have Resist(1) against all other effects of any power that causes (or can cause) the Curse status effect (even if it is not enhanced to do so currently) | * Resist +1 / x2 / -- / 10P \*\*\* |
| Become Shadow | U | E | 20 | -- | -- | Self | M | * Become intangible and impervious to all attacks except for mental attacks and attacks with a light-based component * Become 2-dimensional * Sneaking checks are +4 (or skill 20) * User becomes a shadow and can go wherever a shadow could be projected * One energy must be burned immediately at the beginning of the next battle | * None |
| Cloak of Shadows | D | T | 20 | -- | -- | Self | 2 | * +2 block, dodge and zap * +4 to all sneaking checks | * Angry Shadows – Anyone who hits you when this power is active is immediately attacked by an entity with an attack skill of 18. The attack does 1d8 penetrating psychic damage / x1 / +1B / 10P * Defenses +1 / x2 / -- / 10P * Sneak +2 / x2 / -- / 10P |
| Curse Eater | Trait | N | 10 | -- | -- | Self | 0 | * If you have one or more targets cursed, you heal 1 hit point/round | * None |
| Darkness | Ats | T | 20 | 20 | 0 | 3 rad | 4 | * Field of darkness that is opaque to anyone without darkvision | * Cursed – All enemies in the darkness are Cursed (Willpower, Charisma 18) / x1 / +1B / 10P * Draining – All enemies in the darkness lose 1hp/round. Any ally in the center of the darkness field, can spend an attack action to consume those hit points and heal for the total amount drained / x1 / +1B / 10P * Radius +1 / x3 / +1B / 10P * Range +5 / x3 / -- / 6P * Shaped – The caster can shape the darkness so that hexes in the area are not affected / x1 / -- / 10P |
| Darkvision | Trait | N | 20 | -- | -- | Self | 0 | * You can see in the dark, including magical and unnatural darkness | * None |
| Fear | Arz | A | 20 | 10 | 0 | 1 tgt | 8 | * Target flees until he saves, or leaves the line of sight of the caster (Power, Charisma) | * Cursed – As long as the target has Fear, he is also Cursed / x1 / +1B/ 10P * Range +4 / x3 / -- / 6P * Save DL +2 / x3 / +1B / 10P * Terror – The power does 1d6 penetrating psychic damage, and 1/round as long as the target is Feared / x1 / +1B / 10P |
| Form Shadows | U | E | 20 | 40 | -- | 20 cubic meters | 0 | * Creates shadowy illusions that last 10 rounds * Illusions have no form and touching them makes this immediately apparent * Reflex, Wit 18 to be able to tell something is amiss from a distance | * Range +15 / x3 / -- / 6P * Volume x2 / x3 / -- / 10P |
| Give Ground | Vm | C | 10 | -- | -- | Self | 0 | * When attacked you can choose to retreat a hex and get a +2 to your defense * Your opponent can follow you for free | * Improved – You can move up to 2 hexes when you give ground / x1 / -- / 10P * Improved – You can take up to ½ move when you give ground / x1 / +1B / 10P |
| Improved Disengage | Vm | C | 20 | -- | -- | Self | 0 | * When you disengage, your opponent gets no bonus to his attack | * Disengaged – You get +2 defense when you disengage / x1 / -- / 20P * Elusive – You never take disengage attacks (req. Disengaged) / x1 / -- / 20P |
| Shade Touch | Amt | A | 20 | -- | 0 | 1 tgt | 4 | * 1d8 + Power Psychic damage * Cursed (Power, Charisma) | * Accuracy +2 / x2 / +0B / 10P * Dmg Die / x2 / +1B / 10P \*\*\* * Dmg Die / x2 / -2A / 10P \*\*\* |
| Shadow Armor | R | N | 20 | -- | -- | Self | 0 | * Armor 0/4/4 * +2 Mental Saves | * Armor / x3 / -- / 10P \*\*\* |
| Shadow Walk | M | M | 20 | -- | -- | Self | 2 | * 20 hex teleport into a shadowy region * User has rudimentary “detect shadows” so they know where they can teleport * User does not need line of sight to teleport | * Burn -1 / x3 / -- / 10P * Move / x3 / +1B / 10P * Carry – One adjacent ally can travel with you / x3 / +1B / 10P * Cursed Arrival – When you teleport, all enemies adjacent to your arrival hex must save or be Cursed (Willpower, Charisma) / x1 / +1B / 10P * Delayed Return – You can disappear into the shadow realm and remain there as long as you like. If you stay for at least a round, you can reappear anywhere within range and immediately take your full action / x1 / +1B / 10P * Move +7 / x3 / +1B / 10P * Save DL +2 / x3 / +1B / 10P |
| Tentacles | Ars | A | 20 | 4/ | 0 | 1 tgt | 4 | * Target is immobilized (Power, Charisma) | * Burn -1 / x3 / -- / 10P * Crushing – As long as the target is held, he takes 1 penetrating damage/round / x1 / +1B / 10P * Multi – Affects up to 3 targets who are adjacent with one another / x1 / +1B / 10P * Range +1 / x3 / +0B / 6P * Restraining – The target is Restrained / x1 / -- / 10P * Save DL +2 / x3 / +1B / 10P |