**Darkness**

**Highlights:**

* Darkness and Darkvision combo
* Intangibility
* Mental armor and defense
* Summon

**Super Stats:**

* Intuition

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Become Shadow\* | Utl | N | -- | -- | -- | Self | 10s | * Become intangible * Become 2-dimensional * Stealth +4 (or 20) * User becomes a shadow and can thus go where a shadow could be projected | 20 |
| Cloak of Shadows | Def | N | -- | -- | -- | Self | 3r | * +2 defense * +2 mental fortitude * +4 Stealth and Concealment | 10 |
| Darkness | Utl | A | Area | 20” | -- | 5” diameter | 6r | * Field of darkness opaque to anyone without Darkvision | 10 |
| Darkvision | Utl | N | -- | -- | -- | Self | -- | * See in darkness | 6 |
| Fear | Att | A | Mental | 10” | 0 | 1 target | 6u | * Target flees until he saves or leaves the line of sight of the caster (WIL, INU 20) | 10 |
| Form Shadows | Utl | H | Direct | 40” | -- | 20 cubic meters | 6u | * Creates shadowy illusions that last for 10 rounds * Illusions have no form and touching them makes this immediately apparent * PER 20 to realize something is amiss with the illusion | 10 |
| Shade Touch | Att | A | Touch | -- | 0 | 1 target | 6u | * 2d8 mental damage * Cursed (INU 20) | 10 |
| Shadow Armor | Arm | N | -- | -- | -- | Self | -- | * 0/6/6 Armor | 10 |
| Shadow Walk | Mov | M | -- | 20” | -- | Self | 4u | * 20” teleport into shadowy region * User has rudimentary “Detect Shadows” so he knows where he can teleport * User does not have to see the region into which he is teleporting | 10 |
| Summon Shadow\* | Sum | Full | Direct | 0” | -- | 3 Shades | 10u | * Summons three shades to fight for the caster * Lasts the duration of the combat * Defeated shades cannot be resummoned for a day | 10 |

**Additional Information**

**Become Shadow (signature)**

* You become a shadow. You must move along surfaces and can project yourself into places a shadow could normally go and a person could not (under a door, or through a window). If there are no surfaces, this power will not activate.
* A shadow is impervious to all attacks except for mental attacks and attacks with a light component.
* Generally, people will not notice a stray shadow. However, if you are operating in a well-lit area, or somewhere where a random shadow would stand out, the GM can give observers a perception save to spot you.
* *Carry Others –* You can turn one person you are touching into a shadow with you (15)

**Cloak of Shadows**

* The hero creates a cloak of swirling shadows around himself, giving a bonus to defense and stealth checks.

**Darkness**

* This power creates a field of inky blackness that cannot be seen through.

**Darkvision**

* The hero can see in the dark. This includes normal darkness as well as darkness created by powers. This does not allow the hero to see through smoke or fog.

**Fear**

* This mental attack causes the target to gain the afraid status which will cause him to flee until he can make his saving throw, or until he is out of the line of sight of the attacker.

**Form Shadows**

* You cause the nearby shadows to take form and create an illusion. The shadows will remain for 10 combat rounds.
* Anyone seeing this illusion can make a perception save vs. DL 20 to realize something is wrong. Also, the nature of the shadows will become apparent if they are touched or hit with an attack.

**Shadetouch**

* This melee attack does 2d8 mental hit points of damage and applies the cursed status unless the target makes an intuition save.

**Shadow Armor**

* The caster forms armor from the shadows around him.
* *Enhance Shadowy Defense –* The user’s shadows keep him from getting hit and you get a +1 to your defenses (10)

**Shadow Walk**

* The character can move from shadow to shadow. The exact regions the character can access are up to the GM and should be marked on the battlefield when combat starts.
* *Chilling Arrival* – When the character teleports, any enemies adjacent to his arrival hex must save (WIL, INU 20) or be chilled (10)
* *Delayed Return* – The character can remain in the shadow realm for as long as he likes and return up to 20 hexes from his original position when he sees fit (10)

**Summon Shadows (signature)**

* This power summons two minor shades to fight for the character. Shades that are defeated cannot be resummoned for one day. However, the power can still be cast to resummons shadows that have not yet been beaten that day.
* *Extra Summon* – One additional shadow comes to fight (15)
* The stats for the summons are as follows:

|  |  |  |  |
| --- | --- | --- | --- |
| **STR, TOU** | 8 | **Melee** | 14/18 |
| **AGI, DEX, SPD** | 20 | **Missile** | 0/18 |
| **INT, CHA, INU** | 13 | **Mental** | 0/18 |
| **WIL** | 13 | **Damage** | 1d6 (through armor) |
| **PER** | 13 | **Armor** | 0/10/10 |
| **Hit Points** | 15 | **Move** | 12” teleport |
| **Mental Hits** | 30 |  |  |