

SHADOW

Subtlety is your art, the tip of the blade your brush. You studied at a secret college, specializing in alchemy, illusion, or shadow-magics. Your training and knowledge place you among the elite ranks of assassins, spies, and commandos. But more potent than any weapon or sorcery is your insight into your enemies' weaknesses.

As a shadow, you possess abilities that deal significant damage, enable you to move swiftly across the battlefield and evade hazards, and allow you to fade from notice even in the midst of the most intense combat encounters. You also possess more skills than any other hero.



**“Whenever there is doubt,
there is no doubt.”**

Motto of the College of Black Ash

Basics

Starting Characteristics: You start with an Agility of 2, and you can choose one of the following arrays for your other characteristic scores:

- ♦ 2, 2, -1, -1
- ♦ 2, 1, 1, -1
- ♦ 2, 1, 0, 0
- ♦ 1, 1, 1, 0

Weak Potency: Agility - 2

Average Potency: Agility - 1

Strong Potency: Agility

Starting Stamina at 1st Level: 18

Stamina Gained at 2nd and Higher Levels: 6

Recoveries: 8

Skills: You gain the Hide and Sneak skills (see [Skills in Chapter 9: Tests](#)). Then choose any five skills from Criminal Underworld or the skills of the exploration, interpersonal, or intrigue skill groups. (*Quick Build:* Criminal Underworld, Hide, Lie, Pick Lock, Pick Pocket, Sabotage, Sneak.)

1st-Level Features

As a 1st-level shadow, you gain the following features.

Shadow College

Shadow colleges are secret institutions that turn ordinary folk into something else. Finding a college is the first step in a rigorous initiation process that tests the mettle of an applicant. Even those who make the cut often wash out—or are kicked out—as the master shadows who teach stealth, magic, and assassination to their students are often less than gentle in their approach.

You graduated from a shadow college chosen from the following options, each of which grants you a skill. (*Quick Build:* College of Black Ash.)

College of Black Ash: The College of Black Ash founded the art of being a shadow. Its graduates are unmatched in mobility, using sorcery to teleport around the battlefield, manipulate shadows, and summon darkness. You have the Magic skill.

College of Caustic Alchemy: The College of Caustic Alchemy teaches its students recipes for the acids, bombs, and poisons used in their grim work. Graduates of the college are exceptional assassins. You have the Alchemy skill.

College of the Harlequin Mask: Graduates of the College of the Harlequin Mask learn illusion magic, which they use to infiltrate enemy strongholds and create orchestrated chaos in combat. You have the Lie skill.

Your shadow college is your subclass, and your choice of college determines many of the features you'll gain as you gain new levels.

◆ Shadow Advancement ◆

Level	Features	Abilities	College Abilities
1st	Shadow College, Insight, College Features, College Triggered Action, Hesitation Is Weakness, Kit, Shadow Abilities	Signature, 3, 5	—
2nd	College Feature, Perk, College Ability	Signature, 3, 5	5
3rd	Careful Observation, 7-Insight Ability	Signature, 3, 5, 7	5
4th	Characteristic Increase, Keep It Down, Night Watch, Perk, Skill, Surge of Insight	Signature, 3, 5, 7	5
5th	College Feature, 9-Insight Ability	Signature, 3, 5, 7, 9	5
6th	Perk, Umbral Form, College Ability	Signature, 3, 5, 7, 9	5, 9
7th	Characteristic Increase, Keen Insight, Skill, Careful Observation Improvement, Ventriloquist	Signature, 3, 5, 7, 9	5, 9
8th	College Feature, Perk, 11-Insight Ability	Signature, 3, 5, 7, 9, 11	5, 9
9th	Gloom Squad, College Ability	Signature, 3, 5, 7, 9, 11	5, 9, 11
10th	Characteristic Increase, Death Pool, Perk, Skill, Careful Observation Improvement, Improved Umbral Form, Subterfuge	Signature, 3, 5, 7, 9, 11	5, 9, 11

Insight

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

INSIGHT IN COMBAT

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain insight equal to your Victories. At the start of each of your turns during combat, you gain 1d3 insight.

Additionally, the first time each combat round that you deal damage incorporating 1 or more surges, you gain 1 insight.

Whenever you use a heroic ability that makes use of a power roll, that ability costs 1 fewer insight if you have an edge or double edge on it. If the ability has multiple targets, the cost is reduced even if the ability gains an edge or has a double edge against only one target.

You lose any remaining insight at the end of the encounter.

INSIGHT OUTSIDE OF COMBAT

Although you can't gain insight outside of combat, you can use your heroic abilities and effects that cost insight without spending it. Whenever you use an ability or effect outside of combat that costs insight, you can't use that same ability or effect outside of combat again until you earn 1 or more Victories or finish a respite.

When you use an ability outside of combat that lets you spend unlimited insight on its effect, such as Black Ash Teleport, you can use it as if you had spent an amount of insight equal to your Victories.

1st-Level College Features

Your shadow college grants you one or two features, as shown on the 1st-Level College Features table.

1st-Level College Features	
College	Feature
Black Ash	Black Ash Teleport
Caustic Alchemy	Coat the Blade, Smoke Bomb
Harlequin Mask	I'm No Threat

BLACK ASH TELEPORT

You have the following ability.

Black Ash Teleport

In a swirl of black ash, you step from one place to another.

Magic	Maneuver
█ Self	◎ Self

Effect: You teleport up to 5 squares. If you have concealment or cover at your destination, you can use the Hide maneuver even if you are observed. If you successfully hide using this maneuver, you gain 1 surge.

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

COAT THE BLADE

You have the following ability.

Coat the Blade

A little poison goes a long way.

—	Maneuver
█ Self	◎ Self

Effect: You gain 2 surges. Additionally, whenever you use a surge before the end of the encounter, you can choose to have it deal poison damage.

Spend 1+ Insight: For each insight you spend, you gain 1 additional surge.

I'M NO THREAT

You have the following ability.

I'm No Threat

Taking on an illusory countenance gives you an advantage on subterfuge.

Magic	Maneuver
█ Self	◎ Self

Effect: You envelop yourself in an illusion that makes you appear nonthreatening and harmless to your enemies. You might take on the appearance of a harmless animal of your size, such as a sheep or capybara, or you might appear as a less heroic and unarmed version of yourself. While this illusion lasts, your strikes gain an edge, and when you take the Disengage move action, you gain a +1 bonus to the distance you can shift.

The illusion ends when you harm another creature, when you physically interact with a creature, when you use this ability again, or when you end the illusion (no action required). If you end this illusion by harming another creature, you gain 1 surge.

Spend 1 Insight: Choose a creature whose size is no more than 1 greater than yours and who is within 10 squares. This ability's illusion makes you appear as that creature. This illusion covers your entire body, including clothing and armor, and alters your voice to sound like that of the creature. You gain an edge on tests made to convince the creature's allies that you are the creature.

SMOKE BOMB

You always carry a supply of smoke bombs to use for distractions and easy getaways. You can use the Hide maneuver even if you are observed and don't initially have cover or concealment. When you do so, you can shift a number of squares equal to your Agility score. If you end this movement with cover or concealment, you are automatically hidden.

College Triggered Action

Your shadow college grants you a triggered action, as shown on the College Triggered Actions table.

College Triggered Actions

College	Triggered Action
Black Ash	In All This Confusion
Caustic Alchemy	Defensive Roll
Harlequin Mask	Clever Trick

Clever Trick (1 Insight)

You sow a moment of confusion in combat, to your enemy's peril.

Magic	Triggered
█ Self	◎ Self

Trigger: An enemy targets you with a strike.

Effect: Choose an enemy within distance of the triggering strike, including the enemy who targeted you. The strike targets that enemy instead.

Defensive Roll

When an enemy attacks, you roll with the impact to reduce the harm.

— Triggered
─ Self

Trigger: Another creature damages you.

Effect: You take half the triggering damage, then can shift up to 2 squares after the triggering effect resolves. If you end this shift with concealment or cover, you can use the Hide maneuver even if you are observed.

Spend 1 Insight: The potency of any effects associated with the damage are reduced by 1 for you.

In All This Confusion

You vanish in a plume of black smoke to avoid danger.

Magic
─ Self

Trigger: You take damage.

Effect: You take half the damage, then can teleport up to 4 squares after the triggering effect resolves.

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

Hesitation Is Weakness

You have the following ability.

Hesitation Is Weakness (1 Insight)

Keep up the attack. Never give them a moment's grace.

— Free triggered
─ Self

Trigger: Another hero ends their turn. That hero can't have used this ability to start their turn.

Effect: You take your turn after the triggering hero.

Kit

You can use and gain the benefits of a kit. See [Chapter 6: Kits](#) for more information. (*Quick Build: Cloak and Dagger*.)

Shadow Abilities

You specialize in dealing damage, then getting out of harm's way before the inevitable counterattack. You know a number of unique martial abilities that define your presence on the battlefield.

SIGNATURE ABILITY

Choose one signature ability from the following options. Signature abilities can be used at will. (*Quick Build: Teamwork Has Its Place*.)

Gasping in Pain

Your precise strikes let your allies take advantage of a target's agony.

Melee, Strike, Weapon
─ Melee 1

Power Roll + Agility:

≤11 3 + A damage
12-16 5 + A damage
17+ 8 + A damage; I, prone

Effect: One ally within 5 squares of the target gains 1 surge.

I Work Better Alone

"It's better, just you and me. Isn't it?"

Melee, Ranged, Strike, Weapon
─ Melee 1 or ranged 5

Main action
─ One creature

Power Roll + Agility:

≤11 3 + A damage
12-16 6 + A damage
17+ 9 + A damage

Effect: If the target has none of your allies adjacent to them, you gain 1 surge before making the power roll.

Teamwork Has Its Place

You attack an enemy as an ally exposes their weakness.

Melee, Ranged, Strike, Weapon
─ Melee 1 or ranged 5

Main action
─ One creature or object

Power Roll + Agility:

≤11 3 + A damage
12-16 6 + A damage
17+ 9 + A damage

Effect: If any ally is adjacent to the target, you gain 1 surge before making the power roll.

You Were Watching the Wrong One

They can't watch both of you at once.

Melee, Strike, Weapon
─ Melee 1

Main action
─ One creature

Power Roll + Agility:

≤11 3 + A damage
12-16 5 + A damage
17+ 8 + A damage

Effect: As long as you have one or more allies within 5 squares of the target, you gain 1 surge. If you are flanking the target when you use this ability, choose one ally who is flanking with you. That ally also gains 1 surge.

HEROIC ABILITIES

A range of heroic abilities define your combat prowess, all of which make use of your insight.

3-Insight Ability

Choose one heroic ability from the following options, each of which costs 3 insight to use. (*Quick Build: Get In Get Out*.)

Disorienting Strike (3 Insight)

Your attack leaves them reeling, allowing you to follow up.

Melee, Strike, Weapon
─ Melee 1

Main action
─ One creature

Power Roll + Agility:

≤11 4 + A damage; slide 2
12-16 6 + A damage; slide 3
17+ 10 + A damage; slide 5

Effect: You can shift into any square the target leaves when you slide them.

Eviscerate (3 Insight)*You leave your foe bleeding out after a devastating attack.***Melee, Ranged, Strike, Weapon**

Melee 1 or ranged 5

Main action

One creature

Power Roll + Agility:

- ≤11** 4 + **A** damage; **A <WEAK**, bleeding (save ends)
- 12-16** 6 + **A** damage; **A <AVERAGE**, bleeding (save ends)
- 17+** 10 + **A** damage; **A <STRONG**, bleeding (save ends)

Get In Get Out (3 Insight)*Move unexpectedly, strike fast, and be gone!***Melee, Strike, Weapon**

Melee 1

Main action

One creature

Power Roll + Agility:

- ≤11** 5 + **A** damage
- 12-16** 8 + **A** damage
- 17+** 11 + **A** damage

Effect: You can shift up to your speed, dividing that movement before or after your strike as desired.**Two Throats at Once (3 Insight)***A bargain.***Melee, Ranged, Strike, Weapon**

Melee 1 or ranged 5

Main action

Two creatures or objects

Power Roll + Agility:

- ≤11** 4 damage
- 12-16** 6 damage
- 17+** 10 damage

5-Insight AbilityChoose one heroic ability from the following options, each of which costs 5 insight to use. (*Quick Build: Coup de Grace*)**Coup de Grace (5 Insight)***Your blade might be the last thing they see.***Melee, Ranged, Strike, Weapon**

Melee 1 or ranged 5

Main action

One creature

Power Roll + Agility:

- ≤11** 2d6 + 7 + **A** damage
- 12-16** 2d6 + 11 + **A** damage
- 17+** 2d6 + 16 + **A** damage

One Hundred Throats (5 Insight)*As you move across the battlefield, every foe within reach feels your wrath.***Melee, Weapon**

Self; see below

Main action

Self

Effect: You shift up to your speed and make one power roll that targets up to three enemies who came adjacent to you during the move.**Power Roll + Agility:**

- ≤11** 3 damage
- 12-16** 6 damage
- 17+** 9 damage

Setup (5 Insight)*Your friends will thank you.***Ranged, Strike, Weapon**

Ranged 5

Main action

One creature

Power Roll + Agility:

- ≤11** 6 + **A** damage; **R <WEAK**, the target has damage weakness 5 (save ends)
- 12-16** 9 + **A** damage; **R <AVERAGE**, the target has damage weakness 5 (save ends)
- 17+** 13 + **A** damage; **R <STRONG**, the target has damage weakness 5 (save ends)

Shadowstrike (5 Insight)*They have no idea what the college taught you.***Magic, Melee, Ranged**

Self; see below

Main action

Self

Effect: You use a strike signature ability twice.**2nd-Level Features**

As a 2nd-level shadow, you gain the following features.

PerkYou gain one exploration, interpersonal, or intrigue perk of your choice. See [Chapter 7: Perks](#).**2nd-Level College Feature**

Your shadow college grants you a feature, as shown on the 2nd-Level College Features table.

◆ 2nd-Level College Features ◆

College	Feature
Black Ash	Burning Ash
Caustic Alchemy	Trained Assassin
Harlequin Mask	Friend!

BURNING ASH

The ash you leave behind burns your foes. The first time on a turn that you use a shadow ability to teleport away from or into a space adjacent to an enemy, that enemy takes fire damage equal to your Agility score.

FRIEND!

Your illusions make your enemies believe you are their friend in critical moments. Whenever an enemy uses an ability or trait that targets multiple allies and you are within distance of the effect, you can choose to be a target of the effect as well.

Additionally, when you use your I'm No Threat ability, you can take the Disengage move action as part of that ability.

TRAINED ASSASSIN

You know just where to cut your enemies. Whenever you make a strike that has no bane or double bane, and that incorporates 1 or more surges, you gain 1 additional surge that you can use only on that strike.

2nd-Level College Ability

Your shadow college grants your choice of one of two heroic abilities.

2ND-LEVEL BLACK ASH ABILITY

Choose one of the following abilities.

In a Puff of Ash (5 Insight)

You enchant a strike with your teleportation magic.

Magic, Melee, Ranged, Strike, Weapon

Melee 1 or ranged 5

Main action

One creature

Power Roll + Agility:

- ≤11 6 + A damage; you can teleport the target 1 square
- 12-16 10 + A damage; you can teleport the target up to 3 squares
- 17+ 14 + A damage; you can teleport the target up to 5 squares

Too Slow (5 Insight)

Your foe made a big mistake.

—
Self; see below

Free triggered

Self

Trigger: You use your In All This Confusion ability.

Effect: You ignore any effects associated with the damage that triggered your In All This Confusion ability. Before you teleport, you can make a free strike against a creature who damaged you to trigger In All This Confusion. After you teleport, you can spend a Recovery.

2ND-LEVEL CAUSTIC ALCHEMY ABILITY

Choose one of the following abilities.

Sticky Bomb (5 Insight)

Explosives are best when they're attached to an enemy.

Ranged

Ranged 10

Main action

One creature

Effect: You attach a small bomb to a creature. If you are hidden from the creature, they don't notice the bomb and you remain hidden.

The creature otherwise notices the bomb and can disarm and remove it as a main action. If they don't, at the end of your next turn, the bomb detonates. When the bomb detonates, you make a power roll targeting each enemy within 2 squares of it.

Power Roll + Agility:

- ≤11 4 + A fire damage
- 12-16 7 + A fire damage
- 17+ 11 + A fire damage

Stink Bomb (5 Insight)

Putrid yellow gas explodes from a bomb you toss.

Area, Ranged

3 cube within 10

Main action

Each creature in the area

Power Roll + Agility:

- ≤11 2 poison damage
- 12-16 5 poison damage
- 17+ 7 poison damage

Effect: The gas remains in the area until the end of the encounter.

Any creature who starts their turn in the area and has **M < AVERAGE** is weakened (save ends).



2ND-LEVEL HARLEQUIN MASK ABILITY

Choose one of the following abilities.

Machinations of Sound (5 Insight)

Illusory sounds make your foes reposition themselves as they cower or investigate the disturbance.

Area, Magic, Ranged

3 cube within 10

Maneuver

Each enemy in the area

Power Roll + Agility:

- ≤11 Slide 4
- 12-16 Slide 5
- 17+ Slide 7

Effect: This forced movement ignores stability. Instead, the forced movement is reduced by a number equal to the target's Intuition score.

So Gullible (5 Insight)

When your enemy strikes, you reveal you were in a different place all along.

Magic

Self

Free triggered

Self

Trigger: Another creature targets you with a strike.

Effect: You use your Clever Trick ability with no insight cost against the triggering creature and strike. You can teleport to an unoccupied space within 3 squares of that creature and can make a free strike against them. You can then spend a Recovery.

3rd-Level Features

As a 3rd-level shadow, you gain the following features.

Careful Observation

You have the following ability.

Careful Observation

A moment of focus leaves a foe firmly in your sights.

Ranged

▀ Ranged 20

Maneuver

▀ One creature

Effect: As long as you remain within distance of the target, maintain line of effect to them, and strike no other creature first, you gain an edge on the next strike you make against the assessed creature, and gain 1 surge you can use only on that strike.



7-Insight Ability

Choose one heroic ability from the following options, each of which costs 7 insight to use.

Dancer (7 Insight)

You enter a flow state that makes you nearly impossible to pin down.

Maneuver

▀ Self

▀ Self

Effect: Until the end of the encounter, whenever an enemy moves or is force moved adjacent to you or damages you, you can take the Disengage move action as a free triggered action.

Misdirecting Strike (7 Insight)

"Why are you looking at ME?!"

Melee, Ranged, Strike, Weapon

Main action

▀ Melee 1 or ranged 5

▀ One creature

Power Roll + Agility:

≤11 9 + ▲ damage

12-16 13 + ▲ damage

17+ 18 + ▲ damage

Effect: The target is taunted by a willing ally within 5 squares of you until the end of the target's next turn.

Pinning Shot (7 Insight)

One missile—placed well and placed hard.

Ranged, Strike, Weapon

Main action

▀ Ranged 5

▀ One creature

Power Roll + Agility:

≤11 8 + ▲ damage; A <WEAK, restrained (save ends)

12-16 12 + ▲ damage; A <AVERAGE, restrained (save ends)

17+ 16 + ▲ damage; A <STRONG, restrained (save ends)

Staggering Blow (7 Insight)

There's no recovering from this.

Melee, Ranged, Strike, Weapon

Main action

▀ Melee 1 or ranged 5

▀ One creature

Power Roll + Agility:

≤11 7 + ▲ damage; M <WEAK, slowed (save ends)

12-16 11 + ▲ damage; M <AVERAGE, prone and can't stand (save ends)

17+ 16 + ▲ damage; M <STRONG, prone and can't stand (save ends)

4th-Level Features

As a 4th-level shadow, you gain the following features.

Characteristic Increase

Your Agility score increases to 3. Additionally, you can increase one of your characteristic scores by 1, to a maximum of 3.

Keep It Down

While conversing with any creature you share a language with, you can decide whether anyone else can perceive what you're conveying, even while yelling.

Night Watch

Your sense for stealth shows those around you how to evade notice. While you are hidden, enemies take a bane on tests made to search for you or other hidden creatures within 10 squares of you.

Additionally, you have the following ability.

Night Watch

 A steely dagger from out of the blue knocks another weapon off course.

Ranged, Weapon

 Ranged 5

Triggered

 One ally

Trigger: The target takes damage from another creature's ability while you are hidden.

Effect: The target takes half the damage. You remain hidden.

Perk

You gain one perk of your choice.

Skill

You gain one skill of your choice. See [Skills](#) in [Chapter 9: Tests](#).

Surge of Insight

The first time each combat round that you deal damage incorporating 1 or more surges, you gain 2 insight instead of 1.



5th-Level Features

As a 5th-level shadow, you gain the following features.

5th-Level College Feature

Your shadow college grants you a feature, as shown on the 5th-Level College Features table.

◆ 5th-Level College Features ◆

College	Feature
Black Ash	Trail of Cinders
Caustic Alchemy	Volatile Reagents
Harlequin Mask	Harlequin Gambit

HARLEQUIN GAMBIT

Whenever you reduce an adjacent non-minion creature to 0 Stamina, you can immediately use a free maneuver to use your I'm No Threat ability and then move up to your speed.

If the creature is the same size as you, you can disguise yourself as them using I'm No Threat without spending insight. If you do, while I'm No Threat is active, the creature's body is disguised to look like your body. The illusion ends on their body if another creature physically interacts with it. When the illusion would end for either you or the creature's body, it ends for both.

TRAIL OF CINDERS

Whenever you reduce a non-minion creature to 0 Stamina, you can immediately use a free maneuver to use your Black Ash Teleport ability.

Additionally, you can now bring an adjacent willing creature along with you whenever you use a shadow ability to teleport. The creature appears in an unoccupied space adjacent to the space into which you teleported. If no such space exists, they can't teleport with you.

VOLATILE REAGENTS

Whenever you take damage, each enemy adjacent to you takes fire, acid, or poison damage (your choice) equal to your Agility score.

Additionally, your Defensive Roll ability now allows you to shift up to 5 squares, including shifting vertically. If you don't end this shift on solid ground and are not flying, you fall.

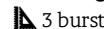
9-Insight Ability

Choose one heroic ability from the following options, each of which costs 9 insight to use.

Blackout (9 Insight)

You cause a plume of shadow to erupt from your eyes and create a cloud of darkness.

Area, Magic



Maneuver



3 burst

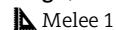
Effect: A black cloud fills the area until the end of your next turn, granting you and your allies concealment against enemies. While you are in the area, whenever an enemy ends their turn in the area, you can use a free triggered action to shift to a new location within the area and make a free strike against them.

Into the Shadows (9 Insight)

You sweep your foe off their feet and plunge them into absolute darkness.

Magic, Melee, Strike, Weapon

Main action



One creature or object

Effect: You and the target are removed from the encounter map until the start of your next turn. You reappear in the spaces you left or the nearest unoccupied spaces. Make a power roll upon your return.

Power Roll + Agility:

≤11 8 + **A** corruption damage

12-16 13 + **A** corruption damage

17+ 17 + **A** corruption damage

Shadowfall (9 Insight)

You vanish. They fall. You reappear.

Area, Melee, Weapon

Main action



Each enemy in the area

Power Roll + Agility:

≤11 10 damage

12-16 14 damage

17+ 20 damage

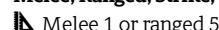
Effect: You disappear before making the power roll. After the power roll is resolved, you appear in the first unoccupied space at the far end of the line.

You Talk Too Much (9 Insight)

Silence is a virtue. A knife pinning their mouth shut is the next best thing.

Melee, Ranged, Strike, Weapon

Main action



One creature

Power Roll + Agility:

≤11 10 + **A** damage; **P<WEAK**, dazed (save ends)

12-16 15 + **A** damage; **P<AVERAGE**, dazed (save ends)

17+ 21 + **A** damage; **P<STRONG**, dazed (save ends)

Effect: The target can't communicate with anyone until the end of the encounter.

6th-Level Features

As a 6th-level shadow, you gain the following features.

Perk

You gain one perk of your choice.

Umbral Form

As a maneuver, you lose control of yourself, becoming a shadow creature dripping with ash. This transformation lasts until the end of the encounter, until you are dying, or after 1 uninterrupted hour of quiet focus outside of combat. You gain the following effects while in this form:

- ◆ You can automatically climb at full speed while moving.
- ◆ Enemies' spaces don't count as difficult terrain for you. An enemy takes corruption damage equal to your Agility score the first time you pass through their space on a turn.
- ◆ If you end your turn with cover or concealment from another creature, you are automatically hidden from that creature.
- ◆ You gain 1 surge at the start of each of your turns.
- ◆ You have corruption immunity equal to $5 + \text{your level}$.
- ◆ Creatures gain an edge on strikes against you.
- ◆ You take a bane on Presence tests made to interact with other creatures.

6th-Level College Ability

Your shadow college grants your choice of one of two heroic abilities.

6TH-LEVEL BLACK ASH ABILITIES

Choose one of the following abilities.

Black Ash Eruption (9 Insight)

Your attack produces a cloud of black ash that launches an enemy into the air.

Magic, Melee, Strike, Weapon

Melee 1

Main action

One creature

Power Roll + Agility:

- | | |
|-------|---------------------------------------|
| ≤11 | 3 + A damage; vertical push 5 |
| 12–16 | 6 + A damage; vertical push 10 |
| 17+ | 9 + A damage; vertical push 15 |

Effect: A creature forced by this ability must be moved straight upward.

Cinderstorm (9 Insight)

You teleport your friends in a burst of ash and fire.

Magic

Melee 1

Maneuver

Self and each ally in the area

Effect: Each target can teleport up to 5 squares. For each target in addition to you who teleports away from or into a space adjacent to an enemy, that enemy takes fire damage equal to your Agility score. Additionally, a target who ends this movement in concealment or cover can use the Hide maneuver even if they are observed.

6TH-LEVEL CAUSTIC ALCHEMY ABILITIES

Choose one of the following abilities.

One Vial Makes You Better (9 Insight)

A well-timed throw of a potion will keep your allies in the fight.

Ranged

Melee 10

Maneuver

Three creatures

Effect: You ready, hand, or lob a potion to each target, who can immediately quaff the potion (no action required). If they don't drink the potion right away, they must use the Use Consumable maneuver to consume it later. The potion loses its potency at the end of the encounter.

A creature who drinks the potion can spend up to 2 Recoveries, and has acid immunity, fire immunity, or poison immunity (their choice) equal to your level until the end of the encounter.

One Vial Makes You Faster (9 Insight)

Each ally who catches a potion you throw can take the battle to the next level.

Ranged

Melee 10

Main action

Three creatures

Effect: You ready, hand, or lob a potion to each target, who can immediately quaff the potion (no action required). If they don't drink the potion right away, they must use the Use Consumable maneuver to consume it later. The potion loses its potency at the end of the encounter.

A creature who drinks the potion receives benefits based on your power roll.

Power Roll + Agility:

- | | |
|-------|--|
| ≤11 | The creature's speed is increased by 2 until the end of the encounter. |
| 12–16 | The creature can fly until the end of the encounter. |
| 17+ | The creature turns invisible until the end of their next turn. |

6TH-LEVEL HARLEQUIN MASK ABILITIES

Choose one of the following abilities.

Look! (9 Insight)

You distract your foes, allowing your allies to take advantage of that distraction.

Area, Magic

Melee 5

Maneuver

Each enemy in the area

Effect: Until the start of your next turn, any ability roll made against a target gains an edge.

Puppet Strings (9 Insight)

You prick little needles on the tips of your fingers into the nerves of your enemies and cause them to lose control.

Magic, Melee, Strike, Weapon

Melee 1

Main action

Two enemies

Power Roll + Agility:

- | | |
|-------|--|
| ≤11 | 2 damage; if the target has R<WEAK , before the damage is resolved, they make a free strike. |
| 12–16 | 5 damage; if the target has R<AVGAE , before the damage is resolved, they use a main action ability of your choice. |
| 17+ | 7 damage; if the target has R<STRONG , before the damage is resolved, they can shift up to their speed and use a main action ability of your choice. |

Effect: You choose the new targets for the original target's free strike or ability. Additionally, if you are hidden or disguised, using this ability doesn't cause you to be revealed.

7th-Level Features

As a 7th-level shadow, you gain the following features.

Characteristic Increase

Each of your characteristic scores increases by 1, to a maximum of 4.

Keen Insight

At the start of each of your turns during combat, you gain $1d3 + 1$ insight instead of $1d3$.

Skill

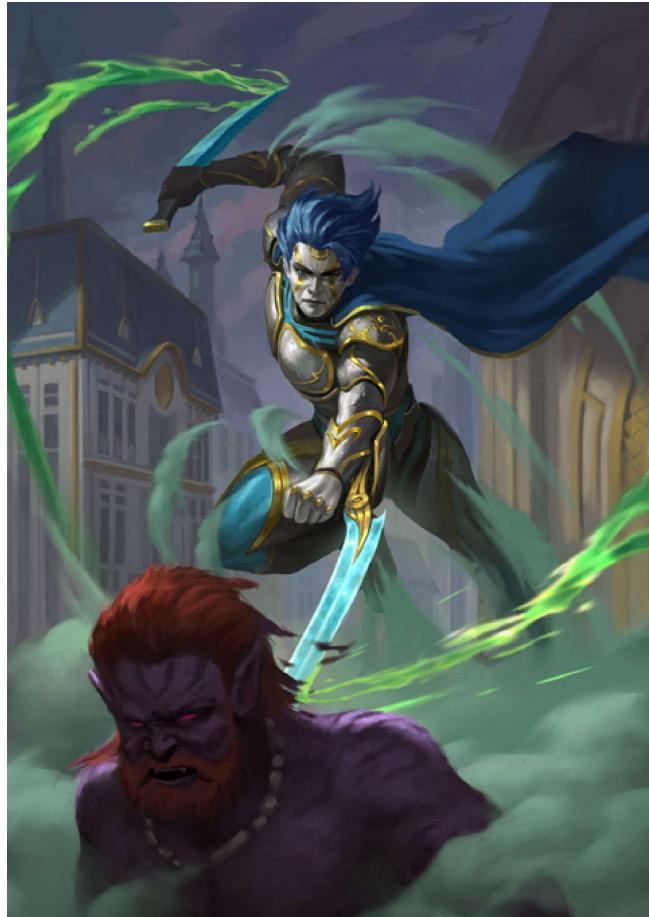
You gain one skill of your choice.

Careful Observation Improvement

You can target two creatures simultaneously with your Careful Observation ability, observing both simultaneously. Making a strike against one target doesn't end your observation of the other target.

Ventriloquist

Whenever you communicate, you can throw your voice so that it seems to originate from a creature or object within 10 squares. If you are hidden, talking this way doesn't cause you to be revealed.



8th-Level Features

As an 8th-level shadow, you gain the following features.

Perk

You gain one perk of your choice.

8th-Level College Feature

Your shadow college grants you a feature, as shown on the 8th-Level College Features table.

8th-Level College Features

College	Feature
Black Ash	Cinder Step
Caustic Alchemy	Time Bomb
Harlequin Mask	Parkour

CINDER STEP

Whenever you willingly move, you can teleport. When you teleport this way, it counts as using a shadow ability for the purpose of using your Burning Ash and Trail of Cinders features.

PARKOUR

Your movement no longer provokes opportunity attacks. Additionally, you can use your Harlequin Gambit feature as a free triggered action when a creature is reduced to 0 Stamina by your Clever Trick ability.

TIME BOMB

You have damage immunity against area abilities and effects equal to your Agility score. You also have the following ability, which you can use once per round on your turn.

Time Bomb

The longer it cooks, the bigger the boom.

Area, Ranged

2 cube within 10

Free maneuver

Each enemy in the area

Effect: Each target takes acid, fire, or poison damage (your choice) equal to your Agility score.

For each combat round that has passed since this ability was last used in the current encounter, the area increases by 1 and you gain 1 surge that must be used with this ability. After using the ability or at the end of the encounter, its area and surges are reset.

Spend 2+ Insight: For every 2 insight spent, you increase the cube's size by 1 and gain 1 surge that can be used only with this ability.

11-Insight Ability

Choose one heroic ability from the following options, each of which costs 11 insight to use.

Assassinate (11 Insight)

A practiced attack will instantly kill an already weakened foe.

Melee, Strike, Weapon

Melee 1

Main action

◎ One creature or object

Power Roll + Agility:

- ≤11 12 + A damage
- 12-16 18 + A damage
- 17+ 24 + A damage

Effect: A target who is not a minion, leader, or solo creature and who is winded after taking this damage is reduced to 0 Stamina.

Shadowgrasp (11 Insight)

The shadows around you give way, allowing the shadow creature within you to grasp at your foes.

Area, Magic

2 burst

Main action

◎ Each enemy in the area

Power Roll + Agility:

- ≤11 11 corruption damage; A<WEAK, restrained (save ends)
- 12-16 16 corruption damage; A<AVERAGE, restrained (save ends)
- 17+ 21 corruption damage; A<STRONG, restrained (save ends)

Speed of Shadows (11 Insight)

You make multiple strikes against a foe before they even notice they're dead.

Magic

Self

Main action

◎ Self

Effect: You can use a strike signature ability four times, use a strike signature ability that gains an edge three times, or use a strike signature ability that has a double edge twice. You can shift up to 2 squares between each use.

They Always Line Up (11 Insight)

You fire a projectile so fast that it passes through a line of foes, hamstringing them.

Area, Ranged, Weapon

5 × 1 line within 5

Main action

◎ Each enemy in the area

Power Roll + Agility:

- ≤11 12 damage; M<WEAK, slowed (save ends)
- 12-16 18 damage; M<AVERAGE, slowed (save ends)
- 17+ 24 damage; M<STRONG, slowed (save ends)



9th-Level Features

As a 9th-level shadow, you gain the following features.

Gloom Squad

At the start of each of your turns, you can forgo gaining insight to create 1d6 clones of yourself in unoccupied adjacent spaces. A clone acts on your turn and uses your statistics, except they have 1 Stamina. They are affected by any conditions and effects on you, and last until the start of your next turn. A clone doesn't have insight and can't use the Careful Observation ability, the Umbral Form feature, or any triggered actions. On their turn, a clone has a move action, a maneuver, and a main action that they can use only to make a free strike. While making a free strike, a clone must choose targets that you or another clone aren't also striking.

Outside of combat, you can have one clone active for every 2 Victories you have. If a clone is destroyed, you must wait 1 hour before creating another one.

9th-Level College Ability

Your shadow college grants your choice of one of two heroic abilities.

9TH-LEVEL BLACK ASH ABILITIES

Choose one of the following abilities.

Cacophony of Cinders (11 Insight)

You tumble through the battle, stabbing foes and teleporting allies.

Magic, Melee, Weapon

▀ Self; see below

Main action

⌚ Self

Effect: You shift up to twice your speed, making one power roll that targets each creature you come adjacent to during the shift.

Power Roll + Agility:

- ≤11 An enemy takes 6 damage; an ally can teleport up to 3 squares.
- 12-16 An enemy takes 10 damage; an ally can teleport up to 5 squares.
- 17+ An enemy takes 14 damage; an ally can teleport up to 7 squares.

Demon Door (11 Insight)

You create a temporary portal to allow a massive demonic hand to reach through.

Magic, Melee, Strike, Weapon

▀ Melee 3

Main action

⌚ One creature

Power Roll + Agility:

- ≤11 13 + ▲ corruption damage; push 3
- 12-16 18 + ▲ corruption damage; push 5
- 17+ 25 + ▲ corruption damage; push 7

Effect: On a critical hit, the target is grabbed by the demon and pulled through the portal before it closes, never to be seen again.

9TH-LEVEL CAUSTIC ALCHEMY ABILITIES

Choose one of the following abilities.

Chain Reaction (11 Insight)

One explosion, an offense. Three explosions, an assault. Nine explosions, a celebration.

Ranged

▀ Ranged 10

Main action

⌚ One creature or object

Effect: Each enemy within 3 squares of the target who is not currently targeted by this ability also becomes targeted by this ability. This effect continues until there are no more available targets. The ability deals acid, fire, or poison damage (your choice).

Power Roll + Agility:

- ≤11 7 damage
- 12-16 10 damage
- 17+ 15 damage

To the Stars (11 Insight)

You attach your most potent explosive to your foe. Under less pressing circumstances, you're sure you could launch them into orbit.

Melee, Ranged, Strike

▀ Melee 1 or ranged 10

Main action

⌚ One creature or object

Power Roll + Agility:

- ≤11 4 + ▲ fire damage; vertical push 8
- 12-16 7 + ▲ fire damage; vertical push 10
- 17+ 11 + ▲ fire damage; vertical push 15

Effect: The ground beneath a 3-cube area around the target's starting position is difficult terrain.

9TH-LEVEL HARLEQUIN MASK ABILITIES

Choose one of the following abilities.

I Am You (11 Insight)

Your mask reflects your foe's face. Surely they won't need it much longer.

Magic, Ranged

▀ Ranged 10

Maneuver

⌚ One creature

Effect: Until the end of the encounter, you gain the target's damage immunities and speed (if they are better than yours), and can use any types of movement they can use. You can also use the target's signature ability, using their bonus for the power roll.

It Was Me All Along (11 Insight)

After everything you've been through together, you twist the blade and make the pain extra personal.

Melee, Strike, Weapon

▀ Melee 1

Main action

⌚ One creature or object

Power Roll + Agility:

- ≤11 15 + ▲ damage
- 12-16 21 + ▲ damage
- 17+ 28 + ▲ damage

Effect: If you are disguised as a creature the target knew using your I'm No Threat ability, this ability deals extra damage equal to three times your Agility score.

10th-Level Features

As a 10th-level shadow, you gain the following features.

Characteristic Increase

Your Agility score increases to 5. Additionally, you can increase one of your characteristic scores by 1, to a maximum of 5.

Death Pool

The first time each combat round that you deal damage incorporating 1 or more surges, you gain 3 insight instead of 2.

Perk

You gain one perk of your choice.

Skill

You gain one skill of your choice.

Careful Observation Improvement

You can target three creatures simultaneously with your Careful Observation ability.

Improved Umbral Form

You gain full control over the shadow creature you become with your Umbral Form feature, and you can end the transformation at will (no action required). Additionally, you are always wreathed in darkness that grants you concealment while in this form, and creatures no longer gain an edge on strikes against you.

While you are in your umbral form, you can spend 1 uninterrupted minute concentrating on a location where you've been before. At the end of that minute, you and each willing creature of your choice within 10 squares of you can teleport to unoccupied spaces of your choice within that location. Each creature who teleports this way is invisible for 1 hour or until they use an ability.

Subterfuge

You have an epic resource called subterfuge. Each time you finish a respite, you gain subterfuge equal to the XP you gain. You can spend subterfuge on your abilities as if it were insight.

Additionally, you can spend subterfuge to take additional maneuvers on your turn. You can use one maneuver for each subterfuge you spend.

Subterfuge remains until you spend it.

