

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.