

Name

M-1A2R1I1P2

ClassShadowLvl1xp00

AncestryPolder

SIGNATURE TRAIT: SHADOWMELD
You gain the following ability.
SHADOWMELD
You become an actual shadow.
(See Ability Card Below)

SIGNATURE TRAIT: SMALL!
Your size is 1S.

GRACEFUL RETREAT (COSTS 1 POINT)
When you take the Disengage move action, you can shift 1 additional square as part of the move action.

POLDER GEIST (COSTS 1 POINT)
When you start your turn while no creatures have line of effect to you, or while you are hidden from or have concealment from all enemies with line of effect to you, your speed is increased by 3 until the end of your turn.

Lifespan: 50-90Age: 00Size: 1S

CultureCulture Name

EnvironmentOrganizationUpbringing

UrbanCommunalLabor

Skills Granted:

CareerCriminal

You once worked as a bandit, insurgent, smuggler, outlaw, or even as an assassin. In defining your career, think about the following questions:

- What sorts of crimes did you commit, and why?
- Did anyone help you perform your illicit activities?
- What's one crime that you botched?
- Who was your nemesis while you were a criminal?

Simply Survival: Stealing was a matter of survival for you and not what defined you—at least in your mind. But when your thieving actions lead to innocent folk being harmed, you knew you could be better. You turned your back on your old life, though your old skills come in handy.

Renown: 0Wealth: 1

Stamina21Max10Winded0DyingTemp: 0-10DeadRecoveriesMax: 8Value+7Surges+2 Damage

Victories1d3 insight start of your turn.1 insight first time each round you deal damage with at least one surge.—heroic abilities with an edge or double edge on any targets cost 1 less insight.

Insight

MeleeRangeSpeedDisengageStability

15730

SkillsJump, Lie, Read Person, Conceal Objects, Disguise, Eavesdrop, Hide, Escape Artist, Pick Lock, Pick Pocket, Sneak, Criminal Underworld, Magic

Languages: Caelian, Riojan, Vaslorian

Immunity:

Weakness:

KitCloak and Dagger

Stamina: +3 /echelonSpeed: +2Stability: +0Distance: +5 RangedDisengage: +1

Melee Weapon Damage+1+1+1<1112-1617+

Range Weapon Damage+1+1+1<1112-1617+

EQUIPMENT
You wear light armor and wield one or two light weapons.

Class FeaturesCollege of Black Ash

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. The first time each round that you deal damage with at least one surge, you gain 1 insight. You lose any remaining insight at the end of the encounter.

When you use a heroic ability that has a power roll, that ability costs 1 less 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 has an edge or double edge against only one target.

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 are one of the few who has graduated from a shadow college, chosen from the following options:

College of Black Ash: The College of Black Ash founded the art of being a shadow. Its graduates use Black Ash sorcery to teleport around the battlefield in clouds of soot, and to manipulate and create darkness. Graduates of the college are unmatched in mobility. You gain the Magic skill.

Melee Weapon Free StrikeA

Keywords: Charge, Melee, Strike, Weapon, Action

Distance: Melee 1Target: 1 Creature or Object

Power Roll + MGT or AGL:
2d10+2

≤ 11: 5 damage
★ 12-16: 8 damage
★ ≥ 17: 10 damage

Ranged Weapon Free StrikeA

Keywords: Strike, Weapon, Action, Ranged

Distance: Ranged 10Target: 1 Creature or Object

Power Roll + MGT or AGL:
2d10+2

≤ 11: 5 damage
★ 12-16: 7 damage
★ ≥ 17: 9 damage

Black Ash Teleport		M
<i>In a swirl of black ash, you step from one place to another.</i>		
Keywords: Magic, Maneuver		
Distance: Self	Target: Self	
<p>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 hide using this maneuver, you gain a surge.</p> <p>Spend 1+ Insight: You teleport 1 additional square for each insight spent.</p>		

In All This Confusion		T
<i>You vanish in a plume of black smoke to avoid danger.</i>		
Keywords: Magic, Triggered		
Distance: Self	Target: Self	
<p>Trigger: You take damage.</p> <p>Effect: You halve the damage, then can teleport up to 4 squares after the triggering effect resolves.</p> <p>Spend 1+ Insight: You teleport 1 additional square for each insight spent.</p>		

Shadowmeld		M
<i>You become an actual shadow.</i>		
Keywords: Magic, Maneuver		
Distance: Self	Target: Self	
<p>Effect: You flatten yourself into a shadow against a wall or floor you are touching, and become hidden from any creature you have cover or concealment from or who isn't observing you. While in shadow form, you have full awareness of your surroundings, attacks against you and tests made to find you take a bane, and you can't move or take actions or maneuvers except to exit this form. Any ability or effect that targets more than 1 square affects you in this form only if it explicitly affects the surface you are flattened against. You can exit this form as a maneuver.</p>		

Note Card		N
<i>Hiding</i>		
When you wish to hide from a creature, you must have cover or concealment from your foe, and that foe can't observe you attempting to hide.		
When you use the Hide maneuver to hide during combat while you have cover or concealment from a creature who isn't observing you, you are automatically hidden from them unless the Director deems otherwise.		
While you are hidden from another creature, you gain an edge on ability power rolls made against them, and the creature can't target you with abilities that don't have the Area keyword. This benefit lasts until the end of the turn in which you become no longer hidden.		
You are no longer hidden from a creature if you don't have cover or concealment from them. If you use an ability, interact with an enemy creature, move without sneaking, or otherwise make noise or reveal yourself while hidden, you are no longer hidden once the thing you're doing resolves.		

Fade		S
<i>A stab, and a few quick, careful steps back.</i>		
Keywords: Melee, Ranged, Strike, Weapon, Action		
Distance: Melee 1 or ranged 10	Target: Once creature	
<p>Power Roll + Might or Agility: 2d10 + 2</p> <p>◆ 11 or lower: 5 damage; you shift 1 square</p> <p>★ 12–16: 8 damage; you shift up to 2 squares</p> <p>✱ 17+: 10 damage; you shift up to 3 squares</p>		

You Were Watching The Wrong One		S
<i>They can't watch both of you at once.</i>		
Keywords: Melee, Strike, Weapon, Action		
Distance: Melee 1	Target: One creature	
<p>Power Roll + Agility: 2d10 + 2</p> <p>◆ 11 or lower: 6 damage</p> <p>★ 12-16: 8 damage</p> <p>✱ 17+: 11 damage</p> <p>Effect: As long as you have at least one ally within 5 squares of the target, you gain a surge. If you are flanking the target when you use this ability, choose one ally who is flanking with you. That ally also gain a surge.</p>		

Hesitation Is Weakness		1
<i>Keep up the attack. Never give them a moment's grace.</i>		
Keywords: Free Triggered		
Distance: Self	Target: Self	
<p>Trigger: Another hero ends their turn. That hero can't have used this ability to start their turn.</p> <p>Effect: You take your turn after the triggering hero.</p>		

Get In Get Out		3
<i>Move unexpectedly, strike fast, and be gone!</i>		
Keywords: Melee, Strike, Weapon, Action		
Distance: Melee 1	Target: One creature	
<p>Power Roll + Agility: 2d10 + 2</p> <p>◆ 11 or lower: 8 damage</p> <p>★ 12-16: 11 damage</p> <p>✱ 17+: 14 damage</p> <p>Effect: You can shift up to your speed, dividing that movement before or after your strike as desired.</p>		

One Hundred Throats		5
<i>As you move across the battlefield, every foe within reach feels your wrath.</i>		
Keywords: Melee, Strike, Weapon, Action		
Distance: Self; see below	Target: Self	
<p>Effect: You shift up to your speed. You make one power roll that targets up to three enemies, each of who became adjacent to you during the move.</p> <p>Power Roll + Agility: 2d10 + 2</p> <p>◆ 11 or lower: 4 damage</p> <p>★ 12-16: 7 damage</p> <p>✱ 17+: 10 damage</p>		