

NAME

LOOK

Human: Bren, Omar, Rook, Mouse, Vlain, Marlow, Rath, Xeno
Elf: Galadiir, Quaspan, Enkirash, Halwyr, Lilliastre

Eyes – solid black eyes, haunted eyes, blindfolded eyes
Hair - dark hood, slick black hair, bald with tattoos/scars
Clothing - nondescript clothes, black robes, elegant clothes
Body – thin body, ritually scared body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE



ARMOR



HP



CURRENT MAX YOUR MAX HP IS 8 + CONSTITUTION

ALIGNMENT

- EVIL**
Use your shadow to cause mayhem or terror.
- NEUTRAL**
Avoid detection or infiltrate a secure location.
- CHAOTIC**
Leap into danger without a plan.

STARTING MOVES

GATHER DARKNESS
You can gather shadows and darkness around you, as long as you are not in direct sunlight, making light sources less effective and you harder to notice. You can also snuff out small flames or other light sources within your presence, or cause large fires to dim, by concentrating on them.

AWAKEN SHADOW (CON)
When you untether your shadow and release it upon the world, roll +CON. *On a 10+ gain 3 hold, on a 7+ gain 2 hold and select one of the following

- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- Your shadow loses one hold immediately.
- A portion of your soul is torn loose as the shadow moves. Take d4 damage no armor
- Your shadow weakens take -1 forward on all shadow based actions until you rest. Your shadow has 3 + level hit points. If your shadow reaches 0 hit points you must use a point of hold to negate the damage. When you spend all your hold, your shadow returns to you.

SHADOW HUNTER (INT)
When you command your shadow, roll + INT. *On a 10+ it succeeds on a 7+ the action succeeds but you lose 1 hold

- Attack: Your shadow jumps next to your target (up to far distance) and Deals 1D8 damage before returning to your side
- Guard: your shadow helps defend you or an ally they take +1 forward to avoid danger
- Move: your shadow jumps to any near location you can see

WALKING THROUGH DARKNESS
When you step into a dark patch of shadow, you can step out of another one less than a hundred yards away. The whole of you must step through, with all that you carry.

SHADOW BLADE (INT)
When you create a shadowy weapon from the darkness around you it counts as a weapon (hand, close) and you can hack and slash with INT instead of STR. It also has the Soul-Drinker tag: If you reduce a creature to zero HP you gain 1 hold for your awakened shadow.

RACE

- HUMAN**
When your shadow is sleeping gain +2 armor. (Your shadow strengthens your body when asleep)
- ELF**
When you any ability that uses CON you can use DEX instead. (A human forces his shadow away, but an elf's shadow dances away)

BONDS

Fill in the names of your companions in at least one (max 3):
_____ does not trust me, and for good reason.

This is not my first adventure with _____ and I know he has my back.

_____ is my lover, or was, or would have been, or...
It's complicated

I will find out what _____ is hiding.

_____ keeps cramping my style.

_____ isn't afraid of my shadow.

GEAR

Your load is 8+STR.

Backpack and Dungeon Rations (5 uses weight 1)

Choose your defenses:

Leather Armor (1 armor, 1 weight)

Healing potions (3 uses, 0 weight)

Choose your weapon:

3 Throwing Daggers (near, 1 weight)

Black metal staff (close, reach, 2 weight)

Choose one:

3 Anti-toxins

Adventuring Gear (5 uses 1 weight)

Choose two:

Strange key

Scroll case, parchment, pen and ink

Hooded lantern (2 weight) and oil (5 uses)

Go stones and board

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

TWIRLING SHADOW DAGGERS (INT)

Requires: Shadow Blade

Your shadow blade acquires the near tag. You can volley using INT instead of DEX. If you chose to expend ammo, take 1d4 damage (ignores armor) instead

QUENCHING BLADE

Requires: Shadow Blade

Your shadow blade does +d4 damage and gains the messy and penetration 2 tags

MY SHADOW AND ME

Requires: Awaken Shadow

When you and your awakened shadow attack the same target, deal +1d4 damage. Your shadow can assist you as long as it has no other task.

CASTLE (CON)

Requires: Awaken Shadow

When you and your shadow trade places, roll +CON, on an 11+ take +1 forward, on a 7+ trade places but choose one

- You are disoriented, take -1 forward
- You leave something in the shadowland, check off one use of a renewable resource or lose a piece of gear
- the shadows are dangerous, take 1d4 damage no armor
- Your shadow weakens, lose 1 hold

I HAVE MY BACK

Requires: Awaken Shadow

When your Shadow is awakened and guarding you. Take an additional+1 forward to avoid danger and gain 1 armor.

SHADOW PATH (CON)

You can travel through the plane of shadows, from one patch of darkness to another. When you travel through darkness, name your destination and roll +CON. On a 10+, you emerge as close to your intended destination as possible. On a 7-9, the way is long and hard. Choose one:

- You leave the shadows early, some distance from your destination
- You bring something else out with you when you emerge into the light
- The paths were dangerous, you emerge with a debility, the GM will tell you which.

SHADOWS REVEALED

You can see in complete darkness

SHADOW SHIELD

Requires Shadow Blade

You can create a shield of shadows instead of a blade. Gain +1 armor, but lose your shadow blade.

MULTICLASS

Select a move from another class

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

SHADOW DOPPELGANGER

Requires: Awaken Shadow

Your shadow can travel independently a long distance away, you can use your shadow to take any action or skill that you could take with your physical body, and you can sense what it senses.

GATE OF DARKNESS

When you open a gate between dark places far apart, others can travel through. They must each use the shadow path move individually and you choose the destination. The gate lasts as long as it is dark or until you cancel it.

MURDER IN THE SHADOWS

Replaces: My Shadow and Me

When your shadow attacks the same target you do, deal +1d6 damage.

DEADLY BLADE

Replaces: Shadow Blade

Your shadow blade does +d6 damage, and also gains the reach tag.

SHADOW TOOLS

You can open locks and interfere with other mechanical devices as if you had lock picks or other tools.

ARMED SHADOW

Your shadow now adds your shadow weapon traits when you send it to attack a target.

SHIELD OF BLADES

Replaces: Shadow Shield

You can create both a blade and shield at the same time. Take +1 armor when wielding the blade and shield.

MULTICLASS

Select a move from another class
