




NAME

LOOK

Names: *Bob, Xian, Lympil, Will, Daknin, Jackie, Suelivain, Riddle, Houdini, ___.*

Black Eyes, Sharp Eyes, Haunted Eyes, No Eyes
 Shoulder-length Hair, Bald, Shadow Hair
 Naked, Dirty Rags, Robes, Plain Clothes, Black Suit
 Lithe Body, Muscular Body, Sickly Body, Ambiguous 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 |
| <input type="checkbox"/> WEAK -1 | <input type="checkbox"/> SHAKY -1 | <input type="checkbox"/> SICK -1 | <input type="checkbox"/> STUNNED -1 | <input type="checkbox"/> CONFUSED -1 | <input type="checkbox"/> SCARRED -1 |
| STR | DEX | CON | INT | WIS | CHA |
| DAMAGE |  | ARMOR |  | HP |  |
| | | | | CURRENT MAX | YOUR MAX HP IS 4 + CONSTITUTION |

I EXIST TO...

 TERRIFY

Use your shadow magic to sow terror and fear.

 PROTECT

Use your shadow magic to show it ain't all evil, and aid the weak.

 SERVE MYSELF

Use your shadow magic to further a selfish goal at a cost.

MY POWER IS FROM...

 A CURSEYou were cursed with this power. You prevent it from overtaking you through sheer will. Use **WIS** for **INT** & **CON** shadow moves. MY INHERITANCE

You were born with this power. Your shadow is more obedient; choose only 2 things for Detached Shadow 7-9 rolls.

 MY ACTIONYou sought this power out due to a personal love of the dark. You may prepare/cast the Cleric spell *Darkness* as normal.

BONDS

Fill in the names of your companions in at least one:

_____ hides something big from me. What is it?

_____ fears the Shadows. I wonder why?

_____ doubts my power. I will change that.

STARTING MOVES

GATHER DARKNESS**When you call the darkness to you when you are not in direct sunlight**, nearby light sources weaken. Small flames can be snuffed entirely.**STAY OUT OF THE LIGHT****When you hide in shadows or darkness without acting**, you cannot be detected by any normal means until you reveal yourself. Your eyes are also more attuned to darkness.**DETACHED SHADOW (INT)****When you will your shadow to walk on its own**, roll +INT. Your shadow may go anywhere so long as it is not in the light. Its size may change at will. It may not attack or interact with anything, merely look. Everything it sees, you see, so long as you concentrate. It can also hide in the shadow of another person.**On a 10+**, your shadow is fully under your control and does as you ask, but choose 1.**On a 7-9**, as 10+, but choose 3:

- Your shadow is unwilling to leave you for long; it will soon return to you, whether you want it to or not.
- Your shadow is only willing to go to a *far* range from you, no more.
- Your shadow is upset; take -1 ongoing until you have a few moments to calm it.
- It's going to take a few crucial moments to coax your shadow into action.
- The shadow form is weakened in some way, pick one: it cannot change its size, it requires more darkness than normal to exist, or it moves slower than normal.
- The shadow's vision is monochromatic and slightly blurry.

Now, choose one. You may get the other as an advanced move**SHADOW MADE REAL (INT)**You can manifest 2 physical shadow forms from your body. Describe them. Your forms have 2+your level HP each. If they perish, **when you spend several uninterrupted minutes in shadow**, restore them. **When you bid your forms into action**, roll +INT. **On a 10+**, choose 2 and do +1 damage. **On a 7-9**, choose only 1:

- They do class damage with [choose 2] (close, reach, near, forceful, messy) tags
- They do d4 damage and you regain the same amount of hit points
- Your shadow forms do their work with nothing unpleasant happening

WALKING THROUGH DARKNESS**When you step into a dark patch of shadow**, you can step out of another one less than 100 yards away. The whole of you must step through, with all that you carry.

THE SHADOW 04-26-2014 R1

LEVEL XP

GEAR

Your load is 7+STR. You start with dungeon rations (5 uses, 1 weight), a set of clothes of muted colors, and 15 coins.

Choose two:

- A shadow dagger (hand, precise, piercing 1, 1 weight)
- Leather Armor (1, armor, 1 weight)
- 2 Healing Potions
- A shortbow only you may wield (near, 1 weight) and 3-ammo (1 weight)

Choose one:

- A trophy from a previous victory, describe it. (0 weight)
- A memento from a happier time, describe it. (0 weight)

ADVANCED MOVES

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

ARTIFACTS OF DARKNESS (INT)

When you reach into the shadows or the darkness in search of an object, roll +INT. On a 10+, you draw forth just such an object, only made of shadows and darkness. It has no magical properties, and behaves like the item it mimics. If you desire a unique object and you know what it looks like, this item will work in its stead. On a 7-9, you draw forth a similar object, but the GM will add a tag to it. The object lasts as long as you use it, no more.

THE DARKENED PATH (CON)

When you travel through the plane of shadows, 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 bail out early, some distance away from your intended destination.
- You bring something from the shadow realm with you when you emerge.
- You stick it and out and emerge with a debility of the GM's choice.

THE DARK BECKONS (INT)

When you create darkness to halt your *Near* foes, roll +INT. On a 10+, a dark vortex opens up and starts to suck in all enemies in *Reach* range. On a 7-9, also your allies and *Close* terrain. Anybody that touches the hole is subjected to horrors causing -1 forward and d4 damage ignoring armor.

PRODS FROM THE SHADOWS

When you make an attack and your shadow is attached, deal +1d4 damage.

WORLDLY

Gain a move from a playbook that none of the other players are using.

GIVE ME YOUR SHADOW (DEX)

When you take someone's shadow, roll +DEX. You take -1 ongoing to shadow moves while the shadow is active. You may command only one person's shadow at a time. On a 10+, you can use it for two of the listed purposes. On a 7-9, only one:

- You can command it to accompany you, allowing you two to communicate, although the other may not talk without your consent.
- You can command it to perform one task, which can be continuous.
- You can wear it over your face to disguise yourself as the original owner.

MINIONS IN THE DARK (INT)

When you call forth minions from the darkness, roll +INT. These minions have 1HP and do d4 damage. They have +1 stat modifiers. They may go into the light for short periods of time, but will dissipate after a bit. On a 10+, 3 minions rise forth to do your bidding. On a 7-9, 3 minions rise forth, but one is hostile to you. On a 6-, a particularly big minion with 7HP and d6+1 damage rises forth, angry.

DEATH MOVE: SHADOW'S JOURNEY

When you die, your shadow-self bursts from your body as it disappears in a black cloud. Choose an entity in the area and permanently become their shadow. As their shadow, you may speak to them and them only. If this new host dies, your journey continues, if you so wish it. If you have no entity in the area, your shadow-self remains in the area until one enters. Particularly strong magic may be able to place your shadow-self back into a body once again, but it will not be easy. If this happens, your stats and moves carry over as they were before.

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

FACES IN THE DARK

When you concentrate deeply and do little else, you may cause illusions to emerge from the shadows. They can move and talk, but are otherwise insubstantial.

GATES OF DARKNESS

Requires: The Darkened Path

When you open a gate between two distant places, others may travel through. They must each make the shadow travel move individually, and you choose the destination for each. A gate lasts as long as it is in darkness or until you banish it.

MURDER IN THE SHADOWS

Requires: Prods From The Shadows

When you make an attack and your shadow is attached, deal +1d8 damage.

REACHING THROUGH DARKNESS

Requires: Walking Through Darkness

When you reach into a dark patch of shadow, you can reach out of another one less than one hundred yards away. Only part of you need reach through. You may also push others through shadows as well.

KEEPER OF SHADOWS

Requires: Give Me Your Shadow

When you take someone's shadow, you do not suffer the -1 ongoing penalty, and the shadow counts as a full hireling with points equal to your level.

LORD OF MINIONS

Requires: Minions In The Dark

When you call forth minions from the darkness, more will answer your call. On a 10+, 4 minions rise forth, along with a leader with 1+your level HP that does d8+1 damage. On a 7-9, 4 rise forth, and 1 is hostile. On a 6-, the angry monster still comes, but so does an allied smaller minion.

OTHERWORLDLY

Gain a move from a playbook that none of the other players are using.

THE LIGHT DOES NOT TOUCH ME

Requires: Stay Out Of The Light

When you warp your shadow to conceal your form, you appear as an invisible and almost undetectable rippling mass. You may move as normal, but to break concentration will be to break your disguise.

Current Notes:

- None at the moment.

Dark, Dark Hands Original -> ('Shadow Made Real')

When you call forth a piece of the shadows, roll +INT. Range: *Close/Reach/Near*

A solid limb of any kind emerges, under your command.

It uses your INT in place of all stats. As long as you command it, take -1

ongoing to use other shadow-related moves. You may banish it at any time.

On a 10+, it has HP equal to 5+your level, and deals d8 damage.

On a 7-9, it has HP equal to 2+your level, and deals d6 damage.

On a 6-, it has HP equal to 2+your level, deals d6 damage, is not under your control, and is hostile to all, **or** what the GM says.

DEATH MOVE: SHADOW'S DOMAIN (ORIGINAL DEATH MOVE)

When you die, the last remnants of your shadow-self burst from your body. The area in which you died becomes permanently bathed in darkness that is impenetrable to all sight except by those whom you deem worthy. Any that enter your domain against your wish must contend with grasping shadow tendrils, whose number equals your level when you fell. They have health and damage equal to a 10+ on Dark, Dark Hands. The tendrils may be banished temporarily, but they will return at sunset or after 24 hours, whichever is sooner. If you wish, you may release your grasp on the world and remove your domain. It may only be brought back by a cleric of darkness

Some moves borrowed from Class Warfare by Johnstone Metzger