

SHADOW MAGE

MINOR CLASS

LEVEL 1 FEATURES

Phantom Sight. If you do not already have it, you gain Darkvision (1,000ft.), and you can see through up to 30ft. of Magical Darkness.

Phantom Sight. As an Action, you create a 5ft. radius sphere around yourself. The sphere reduces the current light level in the affected area by one (so Blinding Light to Bright Light, Bright Light to Dim Light, or Dim Light to Darkness).

CLASS SKILLS (×2 BASE COSTS)

Darklight (2+)

() **Specialized** (halve all costs)

Range: Touch or 60ft., 10ft. Radius

Use: Action

Activation Cost: 2+ Mana

Tags: darkness, darkvision, light, utility

You create a 10ft. Radius sphere at a target point within range, or centered on an object you can touch. If applied to an object, the sphere moves with the object.

The sphere acts as a globe of magical Darkness for any creature without Darkvision, and it counts as an area of Darkness for the purpose of triggering other Shadow Mage abilities.

For creatures with Darkvision, the sphere appears as if it was lit with Bright Light, and objects within the sphere can be seen in full color. The sphere lasts until the end of your next turn.

Upcast: For every additional 2 Mana spent to activate this ability, the sphere lasts an additional Round.

Eye of Night (2+/2+)

() **Specialized** (halve all costs)

Range: Touch

Use: Action

Activation Cost: 2+ Mana

Sustaining Cost: 2+ Mana

Tags: darkvision, utility

You bestow Darkvision (60ft.) upon a creature you can touch. If the target already has Darkvision, it increases by 120ft. You may selectively dismiss this blessing from individual creatures as a Free Action at any time.

Upcast: For every additional +2/+2 Mana spent to activate this ability, you may bestow Darkvision upon one additional creature within Touch range.

Become Phantasm (4/8)

() **Specialized** (halve all costs)

Range: Self

Use: Action

Activation Cost: 4 Mana

Sustaining Cost: 8 Mana

Tags: debuff, defense, Eldritch, horror

You wrap yourself in shadows, becoming more powerful the darker your surroundings are according to the table below. Each effect stacks with the previous one.

- Blinding or Bright Light: no effect
- Dim Light: Weapon and Spell Attacks that target you are made with die one size smaller than normal.
- Darkness: When you deal damage to a target that is also in Darkness, you deal an additional 1d4 Eldritch Damage.

Horror: When you deal Eldritch Damage with this ability against a target that is Frightened, it takes the same amount of Psychic Damage.

Maw of Darkness (6+)

() **Specialized** (halve all costs)

Range: Touch

Use: Action

Activation Cost: 6+ Mana

Tags: Attack, Eldritch, Horror

Make a Spell Attack against a target you can touch. Horrible twisted fangs pierce the veil of reality around the target and attempt to maul it, inflicting 1d6 Eldritch Damage on a hit.

Horror: If this ability deals damage to a target that is in Darkness, it takes an additional +1d4 Eldritch Damage, and must make a Willpower check against your Spell Save (Cleverness + Precision), becoming Frightened on

a failure.

Upcast: For every additional +8 Mana spent on this spell, it deals an additional +1d4 Eldritch Damage, and the target for the Horror Check (if applicable) increases by +1.

Shadowmeld (2/6)

() **Specialized** (halve all costs)

Range: Self

Use: Action

Activation Cost: 2 Mana

Sustaining Cost: 6 Mana

Tags: Buff, Speed, Stealth, Search, Utility

So long as you are Sustaining this ability, your Speed increases by +5ft in Dim Light, and +10ft in Darkness.

Wraithwalk (14+)

() **Specialized** (halve all costs)

Range: 30ft.

Use: Action

Activation Cost: 14+ Mana

Tags: Reach, Darkness, Utility

When you use this ability, you may treat any two spaces of Darkness you can see within range as if they were adjacent. This effect lasts until the end of your next turn.

Only you may interact with the affected spaces in this way, and you may change the spaces you designate at any time.

Upcast: For every additional 4 Mana spent on this ability, increase the Range by 30ft.

Grimpack (10+)

() **Specialized** (halve all costs)

Range: Touch

Use: Action

Activation Cost: 10+ Mana

Tags: Summon, Frighten, Horror

You summon a Shadow Beast in an empty space within 5ft. of yourself. It is a medium creature with Armor and Health equal to your Character Level, a walking Speed of 45ft., and is considered an Aberration/Elemental creature type.

A 5ft. sphere of magical darkness is centered on the Shadow Beast and moves with it. The Shadow Beast takes two Actions of your choice immediately, and two more at the start of your next turn. It vanishes at the end of your next turn.

The Shadow Beast has the following Actions: Move, Shove, Grapple, Wait, Opportunity Attack (Reaction), Retreat (Reaction), Bite (below), and Howl (below).

- Bite. Range: 5ft., (1d12+summoner's Cleverness) to hit, deals 1d4 Piercing Damage + 1d4 Eldritch Damage.
- Howl. Range: 30ft. All creatures in range that can hear the Shadow Beast must make a Willpower Check against your Spell Save (Cleverness + Precision), becoming Frightened on a failure. On a success, they gain a +5 bonus against this ability for 24 hours.

Horror. If the Shadow Beast deals Bite damage to a target that is Frightened, that target takes an additional 2d4 Psychic Damage.

Upcast: For every additional +10 Mana spent on this ability, summon an additional Shadow Beast.

MAGE CLASS | CASTING: SOMATIC
PRIMARY STAT: **CLEVERNESS**
SECONDARY STAT: **PRECISION**
TOUGHNESS: 3