

A note from the author: I do not typically write out all of the details of a power. When using this class, simply fill in details as necessary. The material that is not included should be obvious. For example, attacks are standard actions unless otherwise noted, powers use Implements except where otherwise noted, etc.

Shadowcaster

Heroic Tier File

Power Source: Shadow. Your powers are called Mysteries.

Role: Controller.

Key Abilities: Intelligence, Charisma

Armor Proficiency: Cloth, Leather

Weapon Proficiency: All simple

Implement: Orb, Staff, Wand

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 10+ Constitution Score

Hit Points per Level Gained: 4

Healing Surges per Day: 6+ Constitution Modifier

Trained Skills: Arcana. From the following list, choose three more:

Dungeoneering, Endurance, Insight, Intimidate, Perception, Stealth

Class Features: Umbral Sight, Fundamentals, Path Mastery

Umbral Sight: You gain Low-Light Vision. If you have Low-Light Vision from another source, gain +2 to perception checks.

Fundamentals

You know the following Fundamentals automatically. They are at will powers.

Black Candle

Creates radius 3 shadowy illumination centered on you. Note that this can increase the ambient lighting or decrease it as the case may be.

Shadow Mind

+2 will defense until the end of your next turn. Sustain minor.

Umbral Hand

As Mage Hand.

Bend Perspective

When you cast this mystery, choose a square adjacent to yourself. You may trace line of sight from this square, but not line of effect. Sustain: minor.

Shadow Cloak

+2 stealth, sustain minor. This is NOT a power bonus.

Path Mastery: Many mysteries a Shadowcaster can learn (those other than fundamentals and utility powers) have an associated path. A Shadowcaster gains special benefits from knowing many mysteries with the same path. These benefits are detailed in the Path Feature section below.

For each path, a Shadowcaster has a "mastery level." This is equal to the number of mysteries the Shadowcaster knows from that path, minus 1. The Shadowcaster's Mastery Level in a path is used in determining the strength of his path features.

Paths

Dark Metamorphosis

Path Feature: You begin each encounter with temporary hit points equal to twice your mastery level. At paragon tier, you begin each encounter with temporary hit points equal to three times your mastery level. At epic tier, you begin each encounter with temporary hit points equal to four times your mastery level.

Umbral Mind

Path Feature: Add your mastery level in this path as a bonus to your Intimidate skill.

Shutters and Mirrors

Path Feature: Add your mastery level in this path as a bonus to your Perception skill.

Elemental Shadows

Path Feature: You gain Resist Necrotic equal to your mastery level in this path.

Darkness Unbound

Path Feature: Add your mastery level in this path as a bonus to your Stealth skill.

Level One At Will Attack Powers

Sharp Shadows

The shadows that surrounds you are edged, sharp enough to draw blood.

Dark Metamorphosis

Int v ref, Range 10, 1d8+ Intelligence cold damage. If any foe strikes you with a melee attack before your next turn, it takes your charisma modifier in damage.

Voice of Shadow

Your voice whispers in the back of your enemies minds, urging them to give up, to die...

Umbral Mind

Close Burst 2. Int v will. Foes take 1d6+int psychic damage.

Shadow Hood

You wrap your foes face in cloth-like shadow.

Shutters and Mirrors

Int v will, Range 5, 1d8+ int psychic damage. All enemies the target attacks for one round

count as having concealment.

Arrows of Dusk

The energy of the Shadowfell flows from your fingers.

Elemental Shadows

2 targets within 2 spaces of each other, Range 5, Int v ref, 1d6+ Intelligence necrotic damage

Black Fire

You begin to breach the walls between this world and the next.

Darkness Unbound

Wall 4 within 10. Everyone who passes through this wall or who begins their turn inside this wall takes 1d8+ Intelligence cold damage. This wall may only be created in empty spaces, and lasts until the beginning of your next turn. Ranged attacks through this wall receive a -2 penalty.

Level One Encounter Powers

1: Life Fades

You drain vitality from your foes, leaving them vulnerable.

Elemental Shadow

Range 5, two targets within 2 spaces of each other. Int v reflex, 2d8+ Int cold damage. If this attack would reduce an enemy to below its bloodied value, instead reduce that enemy to its bloodied value.

1: Mesmerizing Shade

Your opponent's mind swims with shadowy images.

Umbral Mind

Range 5, Int v will, 2d8+ int psychic damage. Effect: inflict a penalty on the target's next attack roll equal to your charisma bonus.

1: Feral Reflection

Your foe's shadow twists from the floor to strike at him.

Shutters and Mirrors

Range 5. The target suffers an attack equal to its own basic melee attack, with a bonus to the attack roll equal to your charisma bonus.

Level One Daily Powers

1: Umbral Touch

Dark energy bleeds from your fingertips.

Dark Metamorphosis

Attack an adjacent enemy with an int v ref attack that deals 2d6+ Int necrotic damage. If you hit with this attack you gain your charisma bonus in temporary hit points. Attacks made with this power do not provoke opportunity attacks. Sustain: Minor. While this

power is sustained, you may make another attack with it by spending a standard action.

1: Clinging Darkness

Shadows surge across the floor, grabbing at your opponent's ankles.

Darkness Unbound

Zone 5, centered on the caster. Enemies in this zone who do not move at least 2 spaces during their turn take your charisma modifier in damage and are immobilized at the end of their turn. This immobilization lasts until the end of their next turn. This zone emanates from the caster, and moves with him. Sustain: Minor.

Level Two Utility Powers

2: Steel Shadows

Daily

+3 power bonus to ac until end of encounter

2: Congress of Shadow

Daily

Converse with willing ally silently across distance equal to your charisma modifier in miles. Lasts one encounter.

2: Sight Eclipsed

Daily

+5 power bonus to stealth for duration of encounter

Level Three Encounter Powers

3: Flesh Fails

Your foe is close to defeat, he only needs a push...

Elemental Shadow

Range 5, two targets within 2. Int v ref. 2d6+ Int cold damage. If at least one bloodied foe is targeted by this attack, increase the damage to both by Cha.

3: Afraid of the Dark

Fear of the shadow paralyzes your foe.

Umbral Mind

Enemies in Close Burst 4, Int v will. 1d8+Int psychic damage. Until the end of its next turn a target hit by this attack will not voluntarily enter a square that is dark or has shadowy illumination.

3: Shadow Bind

You pull your foe's life energies into his shadow, so that you may more easily extinguish them.

Shutters and Mirrors

Range 10. Int v fort. 2d6+ Int necrotic damage. Until the end of your next turn, any power

which can target a space within Cha spaces from this opponent may be used to target the opponent itself. This includes melee attacks.

Level Five Daily Powers

5: Aura of Shade

You channel the power of shadow into an ally.

Dark Metamorphosis

Range 5, yourself or an ally. The target deals an additional 1d6 cold damage on all hits until the end of the encounter.

5: Murder at Nightfall

You and your allies slip silently through the shadows, stalking your foes.

Darkness Unbound

Zone, Close Burst 8. Shadowy illumination. You and your allies gain a bonus to stealth checks equal to your charisma modifier while in this zone. Sustain: Minor.

Level Six Utility Powers

6: Bolster

Dark energy sustains you.

Daily, Minor action

Range 5. The target may spend a healing surge to gain temporary hit points equal to two healing surges.

6: Piercing Sight

You see with more than mere sight...

Daily, Minor action

Gain darkvision for the duration of the encounter. For the duration of the encounter you can also see invisible creatures. At the start of every round, take one point of damage for each invisible creature you can see. You may dismiss Piercing Sight as a free action.

6: Sight Eclipsed

You warp light and darkness around yourself, and vanish from view.

Encounter, Minor action

Make a hide check versus your opponents' passive perception scores. Any creature whose passive perception you exceed cannot see you until the end of your next turn. You count as if you have total concealment from these opponents.

Level Seven Encounter Powers

7: Life Ends

Each death opens the door to the afterworld a little further.

Elemental Shadow

Enemies in close burst 5. 1d8+int necrotic damage. If this power kills one or more foes,

deal your charisma modifier in damage to the other foes hit by this power for each enemy killed by this power. If this causes another enemy to die, repeat the process.

7: All Sides Besieged

Your enemy flees from both friend and foe.

Umbral Mind

Range 5, Int v Will. 2d8+int psychic damage, and the target moves its speed until it is no longer adjacent to any other creature, friend or foe. It avoids opportunity attacks if possible. On its next turn it will not voluntarily move adjacent to any creature, but it is not obliged to otherwise flee or to flee further if a creature has moved adjacent to it since its initial movement.

7: Dark Echo

Anything you can do I can do better.

Shutters and Mirrors

Immediate Reaction. Trigger: A foe targets you and only you with a ranged or melee attack. The foe immediately suffers an identical attack using the foe's stats. Resolve the echo attack first, and if the foe is incapable of using the initial attack afterwards (because it is dead, unconscious, etc), the foe's original attack is negated. If the attack against your foe requires decisions to be made (such as what direction to slide your foe on a hit, etc), you make them.

Level Nine Daily Powers

9: Flicker

You merge your body with the darkness, flickering from shadow to shadow.

Dark Metamorphosis

Minor action. Teleport 5. Sustain: Minor. When you sustain this power, you may teleport 5 spaces.

9: Sudden Rift

You tear a hole in the fabric of reality between this world and the Shadowfell, and dark energy pours through, overwhelming your foes.

Darkness Unbound

Close Blast 5. Int v Ref. 3d8+int cold and necrotic damage, and daze. Miss: half, no daze.

Level Ten Utility Powers

10: Step into Shadow

You step into one shadow, and emerge from another.

Daily. Move action. Teleport up to 5+ cha spaces. You only need line of sight to teleport with this power, not line of effect, meaning that it is compatible with powers that alter your line of sight.

10: Dancing Shadows

A foe's attack strikes only the shadow of the true target.

Daily. Immediate Reaction. Range 5. Trigger: Target is hit with an attack. Change the hit to a miss, and the target **MUST** shift one space. This power only works against blasts, bursts and zones if the one space shift places the target outside of their area of effect.

10: Shadow Investiture

Invite the darkness to stay awhile...

Daily. Standard action. Range 5, and the target must be willing. Target gains +2 movement, +2 attack rolls, +2 ac, and +2 reflex until the end of the encounter. The target loses 3 hit points at the beginning of each turn. The target of this effect may terminate it as a free action.

Feats

Path Mastery: Dark Metamorphosis

Heroic Tier

+1 to the mastery level of Dark Metamorphosis.

Umbral Hand can also be used to push a foe. This use requires a standard action, and an implement attack of intelligence versus fortitude. On a hit, the target is pushed 1 square.

Path Mastery: Umbral Mind

Heroic Tier

+1 to the mastery level of Umbral Mind.

Increase the bonus to your Will defense granted by the Shadow Mind fundamental to +3.

Path Mastery: Shutters and Mirrors

Heroic Tier

+1 to the mastery level of Shutters and Mirrors.

You may trace line of effect through the square chosen for Bend Perspective, as well as your line of sight. This can allow you to cast mysteries around corners, but does not serve to increase the range of your spells.

Path Mastery: Elemental Shadows

Heroic Tier

+1 to the mastery level of Elemental Shadows.

Shadow Cloak benefits all allies within 2 spaces.

Path Mastery: Darkness Unbound

Heroic Tier

+1 to the mastery level of Darkness Unbound.

Black Candle may be used with a radius of 5 instead of 3, if you choose.

Multiclass Feat

Child of Shadow

Heroic Tier

Multiclass Feat

Prerequisite: Int 13

Benefit: You gain training in one skill from the Shadowcaster skill list.

Choose a first level Shadowcaster at will attack power. You may use that power once per encounter.

In addition, you may use a shadowcaster implement when using a shadowcaster power or a shadowcaster paragon path power.