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## Shadows

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They're right behind you, whispering. They call themselves your Shadows. They say they've always been there, you just couldn't see them. Whether you believe that or not, they're definitely there now, and the abilities they can give you will be crucial in the coming days.

### 1 Shadows

You seem to have one or more intangible spirit-like beings (Shadows) that are attached to you in some way. Each Shadow has an affiliation, which it calls its Arcana, that seems to reflect its personality in some way. You should have a separate greensheet for each Shadow Arcana explaining what abilities it provides you and how it encourages you to behave.

Shadows seem somewhat intelligent at first glance, but talking to them often feels like talking to a small child or a dream-creature, and their whisperings often fail to make much sense. You can't get useful information from talking to your Shadows beyond what is contained in your character packet, mempackets, and other mechanical sources.

### 2 Shadow Levels and Shadow Points

Shadows have a Level, reflecting how strong they are. The stronger the Shadow, the more powers it can grant you; stronger Shadows also offer larger carrots and sticks for behaving according to their principles.

Normally, Shadow Levels increase very slowly over time as your personality grows and changes. However, something about the opening of the portal has unleashed waves of energy causing them to grow much faster than normal. For the first four days of game, you get 2 Shadow Points per day; after gamebreak, you get 1 Shadow Point per day. <sup>1</sup> Shadow Points can be spent to raise the Level of a Shadow; each Point raises the Level of one of your Shadows by 1. To spend a Shadow Point, you should have an appropriate scene demonstrating your affinity with the Arcana in question; these scenes do not need to be long, anything that conveys "I have things in common with Arcana X" via roleplaying is fine. Shadow Points **do not** expire if you don't spend them; however, it is generally beneficial to spend them. Note: regardless of when you get this greensheet, you started accumulating shadow points on Friday, and they do not expire.

Normally, Shadow Levels just increase; however, sometimes, one wants to change the focus of one's personality and approach to life. Each day, if you have more than one Shadow, you may move **one** existing Shadow Point between your Shadows at no cost.<sup>2</sup> (So, if you had a Ruler Shadow at 5 and a Physicker Shadow at 4, you could shift 1 point to result in either Ruler 6/Physicker 3, or Ruler 4/Physicker 5.) This will affect which abilities you have access to<sup>3</sup>; see the Arcana greensheets.

### 3 Overnight Activities

Your Shadows are capable of limited overnight activity while you sleep. Regardless of how many Shadows you have, you may only have them perform one overnight activity per night. All Shadows are capable of performing the following activities:

<sup>1</sup>This means you get a total of 12 Shadow Points: 2 Friday, 2 Saturday, 2 Sunday, 2 Monday; 1 Wednesday, 1 Thursday, 1 Friday, 1 Saturday.

<sup>2</sup>Over the long term, you can move points arbitrarily. In game time, changing Shadow distribution any more quickly than one point per day requires a special ability, and may have some cost.

<sup>3</sup>Yes, this may mean you can play some tricks with abilities. If you use your Ruler 5 ability, and then shift to Ruler 4/Physicker 5, you may then use your Physicker 5 ability. However, if you then find some way to switch back to Ruler 5 during the same day, your Ruler 5 ability still counts as having been used if it was a once-per-day.

- Perform an Overnight Shadow Task or Overnight Task: *Arcana*<sup>4</sup> step in a research notebook, yours or someone else's.
- Copy a mental (purple) notebook, including giving someone a copy of one you have or copying one from someone willing
- Copy a mental (purple) item (unless the item card says "uncopyable"), in the same way
- Perform other mechanics which call for an Overnight Task
- Bypass a riddle, picture, or game step, if you have spent at least an hour of serious effort on it already (see a GM if this requires anything beyond proceeding to the next step).

## 4 Others' Shadows

In Ouranios, you can see how many Shadows someone has. Your Shadow ability card should have come with a set of circle stickers; place one circle sticker on your namebadge for each Shadow you have.

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<sup>4</sup>Where Arcana is the Arcana of a Shadow you have

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## Physicker

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You have a Shadow of the Physicker. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Physicker Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Physicker charges.
- **2:** You may use the Psychological Healing ability: 3 times per day, you may heal 5 sanity for anyone by speaking to them for three minutes about their mental state. (Note: the limit of 15 total sanity recovered per day still applies.)
- **3:** You may use the combat ability: Air, Air, 3
- **4:** You may use the Boost Performance ability: Once per day, you may boost a single person's Endurance by 2 for the remainder of the day.
- **5:** You may use the combat ability: Resist Fire, twice per combat
- **6:** You may use the From the Brink ability: Once per day, you may restore a point of lost Population to a location on Earth. This also restores any corresponding Workforcethat was lost. (You may not restore population in an area that hasn't lost any.)
- **7:** You may spend 1 charge to supply any number of Physicker charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day:** Air, Air, 4 and Fire, Fire, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g, have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Physicker wants you to heal people and the world. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Help someone who's hurt or having a hard time.

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Hurt someone.

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Surgeon

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You have a Shadow of the Surgeon. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Surgeon Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Surgeon charges.
- **2:** You may use the Psychological Healing ability: 3 times per day, you may heal 5 sanity for anyone by speaking to them for three minutes about their mental state. (Note: the limit of 15 total sanity recovered per day still applies.)
- **3:** You may use the combat ability: Air, Air, 3
- **4:** You may use the Boost Performance ability: Once per day, you may boost a single person's Endurance by 2 for the remainder of the day.
- **5:** You may use the combat ability: Resist Fire, twice per combat
- **6:** You may use the From the Brink ability: Once per day, you may restore a point of lost Population to a location on Earth. (You may not restore population in an area that hasn't lost any.)
- **7:** You may spend 1 charge to supply any number of Surgeon charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day:** Air, Air, 4 and Fire, Fire, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g, have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Surgeon wants you to help people— or the world— by removing anything which is harmful. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Help someone who's hurt or having a hard time.

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Fail to take action against it when you see something harmful being done

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Magician

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You have a Shadow of the Magician. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Magician Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Magician charges.
- **2:** You may use the Transmutation ability: You know how to break the associations between an object and its material properties, and change them at will. Three per day, you may convert any mundane RTI into any other mundane RTI.
- **3:** You may use the combat ability: Air, Air, 3
- **4:** You understand the strange and arcane workings of Ouranios; you may spend your charges as Metaphysics charges.
- **5:** You may use the combat ability: Resist Water, twice per combat
- **6:** You may use the Mysterious Deals ability: Once per day when you make a pact you may gain an experience.
- **7:** You may spend 1 charge to supply any number of Magician charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day**: Air, Air, 4 and Water, Water, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g. have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Magician wants you to explore the secrets of the universe, and impress other people with your secret knowledge. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Demonstrate to multiple people something you can do that they can't.

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Reveal information (particularly secrets) without emphasizing how rare or difficult they were to obtain first.

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+



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## Scientist

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You have a Shadow of the Scientist. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Scientist Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Scientist charges.
- **2:** You may use the Interchangeable ability: Three times per day, you may convert any mundane RTI into any other mundane RTI.
- **3:** You may use the combat ability: Air, Air, 3
- **4:** You understand the strange and arcane workings of Ouranios; you may spend your charges as Metaphysics charges.
- **5:** You may use the combat ability: Resist Water, twice per combat
- **6:** You may use the Logical Deals ability: Once per day when you make a pact you may gain an experience.
- **7:** You may spend 1 charge to supply any number of Scientist charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day**: Air, Air, 4 and Water, Water, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g. have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Scientist wants you to learn all of the secrets of how the world works, and impress others with that knowledge. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Demonstrate, publicly, your knowledge about the world

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Pass up an opportunity to learn something

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Inventor

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You have a Shadow of the Inventor. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Inventor Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Inventor charges.
- **2:** You may use the Improve ability: Three times per day, you may skip an RTI in a research step.
- **3:** You may use the combat ability: Air, Air, 3
- **4:** You may use the Innovate ability: Once per day, you may flip over a hidden question in the Question Web to reveal it.
- **5:** You may use the combat ability: Resist Wood, twice per combat
- **6:** You may use the Renaissance ability: You may, once per day, spend charges as though you had any basic mundane science ability - Physics, Math, Coding, Biology, Electrical Engineering, Chemistry, or Mechanical Engineering.
- **7:** You may spend 1 charge to supply any number of Inventor charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day:** Air, Air, 4 and Wood, Wood, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g. have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Inventor wants you to create brand new things or ideas. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Create or discover something that has never been seen before (note: this does not need to involve any mechanics).

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Refuse to help build or discover something.

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Genius

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You have a Shadow of the Genius. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Genius Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Genius charges.
- **2:** You may use the Improve ability: Three times per day, you may skip an RTI in a research step.
- **3:** You may use the combat ability: Air, Air, 3
- **4:** You may use the Innovate ability: Once per day, you may flip over a hidden question in the Question Web to reveal it.
- **5:** You may use the combat ability: Resist Wood, twice per combat
- **6:** You may use the Renaissance ability: You may, once per day, spend charges as though you had any basic mundane science ability - Physics, Math, Coding, Biology, Electrical Engineering, Chemistry, or Mechanical Engineering.
- **7:** You may spend 1 charge to supply any number of Genius charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day:** Air, Air, 4 and Wood, Wood, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g, have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Genius wants you to be brilliant by creating brand new things or ideas, or discovering things that were previously unknown. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Create or discover something that has never been seen before (note: this does not need to involve any mechanics).

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Admit that anyone might know more or be smarter than you.

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Storyteller

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You have a Shadow of the Storyteller. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

## 1 Abilities

Your Storyteller Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Storyteller charges.
- **2:** You may use the Choice Words ability: You may create up to 2 Ouranios RTIs per day.
- **3:** You may use the combat ability: Light, Light, 3
- **4:** You may use the Creative Interpretation ability: once per day, you may reduce an Ability Charge cost in research by 2.
- **5:** You may use the combat ability: Resist Earth, twice per combat
- **6:** You may use the Universal Structure ability: Once per day, you may spend charges as though you had any humanities ability – Psychology, History, Sociology, Spirituality, Art, and Literature.
- **7:** You may spend 1 charge to supply any number of Storyteller charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day**: Light, Light, 4 and Earth, Earth, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g. have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

## 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Storyteller wants you to bring stories to the world, in any form. (The Storyteller loves art or all kinds.) It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Tell a story to at least two people. This doesn't necessarily mean with words; you can use any medium you like.

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Refuse to tell a story when asked.<sup>1</sup>

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"— in either direction— you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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<sup>1</sup>Although it certainly doesn't need to be true.



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## Sage

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You have a Shadow of the Sage. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Sage Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Sage charges.
- **2:** You may use the First Principles ability: Once per day, you may reduce an ability charge cost in research by 2 points.
- **3:** You may use the combat ability: Light, Light, 3
- **4:** You may use the Big Picture ability: Once per day, you may reveal the name of a tech tree node.
- **5:** You may use the combat ability: Resist Air, twice per combat
- **6:** You may use the Polymath ability: Once per day, you may spend charges as though you had any science or engineering ability.
- **7:** You may spend 1 charge to supply any number of Sage charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day**: Light, Light, 4 and Air, Air, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g. have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Sage wants you to be a source of knowledge and dispenser of wisdom. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Provide information or advice for others.

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Admit to ignorance.

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Trickster

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You have a Shadow of the Trickster. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Trickster Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Trickster charges.
- **2:** You may use the Wave Aside ability: Once per day, reduce the cost of a research task by 2 charges.
- **3:** You may use the combat ability: Light, Light, 3
- **4:** You may use the Sleight of Hand ability: Once per day, you may take any RTI and use it as though it were any other RTI.
- **5:** You may use the combat ability: Resist Fire, twice per combat
- **6:** You may use the Many Faces ability: Once per day, you may mimic any other Arcana for a single challenge; this means if the challenge requires someone who has an “X” shadow, you can act as if you had a level one “X” shadow, or you may spend charges as “X” charges, where X is any arcana (not something mundane like Math or History).
- **7:** You may spend 1 charge to supply any number of Trickster charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day**: Light, Light, 4 and Fire, Fire, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g, have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Trickster wants you to shake up the established order of the world, puncture inflated egos, and teach everyone lessons they won’t learn if they aren’t pushed out of their routine. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Trick, deceive, or confuse someone.

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Use a straightforward approach when a complicated one is possible.

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Hunter

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You have a Shadow of the Hunter. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Hunter Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Hunter charges.
- **2:** You may use the Skilled Tracker ability: Once per day, you may ask the GMs where to find something; a person, an item, a dot, a location, etc. We will answer to the best of our ability. (Note: In the case of items, you are likely to get “where this was at game start”.)
- **3:** You may use the combat ability: Wood, Wood, 3
- **4:** You may use the Careful Steps ability: For one hour per day, you take 1 less sanity damage per region when travelling through Ouranios.
- **5:** You may use the combat ability: Resist Metal, twice per combat
- **6:** You may use the On Target ability. Once per day, you may look through up to three end packets of a shadowrun without entering the run (you may not take the contents, but you can see what, if anything, is in the packets).
- **7:** You may spend 1 charge to supply any number of Hunter charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day:** Wood, Wood, 4 and Metal, Metal, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g. have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Hunter wants you to single-mindedly pursue your objectives without distraction or diversion. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Track down something or someone you're looking for.

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Stop looking for something that you'd started looking for, without finding it.

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"— in either direction— you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Explorer

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You have a Shadow of the Explorer. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Explorer Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Explorer charges.
- **2:** You may use the Careful Steps ability: Once per day, for one hour, you take 1 less sanity damage per region when travelling through Ouranios.
- **3:** You may use the combat ability: Wood, Wood, 3
- **4:** You may use the Quick Thinking ability: For a single shadowrun per day, you may avoid any damaging effects.
- **5:** You may use the combat ability: Resist Light, twice per combat
- **6:** You may use the Off the Beaten Path ability: Twice per day, you may let your group bypass a single shadowrun node.
- **7:** You may spend 1 charge to supply any number of Explorer charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day**: Wood, Wood, 4 and Light, Light, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g. have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Explorer wants you to always be seeking new discoveries, either personal or in the world. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Go somewhere you've never been or do something you've never done.

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Refuse to try something or go somewhere new.

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+



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## Maker

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You have a Shadow of the Maker. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

## 1 Abilities

Your Maker Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Maker charges.
- **2:** You may use the Improve ability: Three times per day, you may skip spending a mundane RTI in a research step.
- **3:** You may use the combat ability: Wood, Wood, 3
- **4:** You may use the Make Your Own Tools ability: Twice per day, you may create the mundane RTI of your choice.
- **5:** You may use the combat ability: Resist Earth, twice per combat
- **6:** You may use the I Can Build That ability: Once per day, you may create any, non-unique, physical item that you have seen before. This ability cannot create a copy of any item with charges. <sup>1</sup> You may be creative with this (e.g., asking the GMs for items that your character would have reasonably seen before on Earth); you may not create anything which would require a complicated new mechanic<sup>2</sup> or which the GMs think would require extremely difficult to find ingredients<sup>3</sup>.
- **7:** You may spend 1 charge to supply any number of Maker charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day**: Wood, Wood, 4 and Earth, Earth, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g. have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

## 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Maker wants you to build things, literally or metaphorically. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

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<sup>1</sup>You can't clone the Holy Grail even if it is not Unique.

<sup>2</sup>This is a kludge for GM sanity and game balance

<sup>3</sup>Even if you can somehow justify their having a simple mechanic and your character being familiar with the details of how they work, you can't build a nuke out of spare parts on this space station.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Create something, or help someone else create something. (Does not need to involve a game mechanic.)

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Destroy something.

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Merchant

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You have a Shadow of the Merchant. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Merchant Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Merchant charges.
- **2:** You may use the Deep Connections ability: you get 1 additional Social Link point per day.
- **3:** You may use the combat ability: Metal, Metal, 3
- **4:** You may use the Trader in Ideas ability: Once per day you may transfer up to 10 points of sanity between a willing party and yourself, in either direction. **This does not count towards the maximum sanity heal per day, but you may not raise someone's sanity over 100.**
- **5:** You may use the combat ability: Resist Light, twice per combat
- **6:** You may use the Market Forces ability: The flow of money is yours to command; once per day, you may generate one Money for yourself in the macroeconomy.
- **7:** You may spend 1 charge to supply any number of Merchant charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day**: Metal, Metal, 4 and Light, Light, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g. have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Merchant wants you to make deals, preferably profitable ones. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Make or broker a deal

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Give something away without getting something in return

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Capitalist

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You have a Shadow of the Capitalist. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Capitalist Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Capitalist charges.
- **2:** You may use the Deep Connections ability: you get 1 additional Social Link point per day.
- **3:** You may use the combat ability: Metal, Metal, 3
- **4:** You may use the Trader in Ideas ability: You may transfer up to 10 points of sanity between a willing party and yourself, in either direction per day. **This does not count towards the maximum sanity heal per day, but you may not raise someone's sanity over 100.**
- **5:** You may use the combat ability: Resist Light, twice per combat
- **6:** You may use the Market Forces ability: The flow of money is yours to command; once per day, you may generate one Money for yourself in the macroeconomy.
- **7:** You may spend 1 charge to supply any number of Capitalist charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day:** Metal, Metal, 4 and Light, Light, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g, have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Capitalist wants you to focus on making a profit; more of a profit than anyone else around. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Make a deal that benefits you

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Give something away without getting something in return

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"— in either direction— you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Diplomat

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You have a Shadow of the Diplomat. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Diplomat Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Diplomat charges.
- **2:** You may use the Broker Deal ability: Once per day, you may transfer up to 10 points of sanity between willing parties (not including yourself). **This does not count towards the san heal limit per day; however, you may not raise sanity over 100.**
- **3:** You may use the combat ability: Metal, Metal, 3
- **4:** You may use the Fates of Nations ability: Once per day, you may transfer up to 5 Morale or Workforce between countries (or anyone else who has them). Note: this can only be used on PC factions, and with the consent of representatives of that faction.
- **5:** You may use the combat ability: Resist Earth, twice per combat
- **6:** You may use the Productivity ability: Three times per day, you may (with the consent of the resource owner) transform a unit of macro-economic resources (Money, Morale, or Workforce) into any other macro-economic resource.
- **7:** You may spend 1 charge to supply any number of Diplomat charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day:** Metal, Metal, 4 and Earth, Earth, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g, have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Diplomat would like you to act as a negotiator and mediator. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Broker a deal.

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Break an agreement

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"— in either direction— you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+



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## Warrior

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You have a Shadow of the Warrior. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Warrior Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Warrior charges.
- **2:** You may use the Deadly Strike ability: Once per day, you may inflict an additional 10 sanity damage when playing victory abilities on a defeated opponent.
- **3:** You may use the combat ability: Metal, Metal, 3
- **4:** You may use the Stay in the Fight ability: In one combat per day, you may **either** increase your Endurance by 2 points; or, if you are part of building a device that adds political Clout to a country, you may add +1 Clout to the amount gained.
- **5:** You may use the combat ability: Resist Air, twice per combat
- **6:** You may use the Rally for Assault ability: Once per day, you may **either** double the san damage that a Weakness will do; or, if you are part of building a device that adds to a region's hostility to shadows, add +1 to that region's hostility. (Note: This ability can only be use once per device being built, although it can be used multiple times in a region if multiple devices are built in that region.)
- **7:** You may spend 1 charge to supply any number of Warrior charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day:** Metal, Metal, 5 and Air, Air, 5. [Note: This is more effective than most Arcana's combat abilities.]
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g, have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Warrior wants you to seek out honorable battles, fight them, and preferably win them. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Start a confrontation or fight (This can be social or metaphorical, as well as physical.)

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Decline a fight

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Priest

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You have a Shadow of the Priest. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

## 1 Abilities

Your Priest Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Priest charges.
- **2:** You may use the Lead Service ability: Once per day, you may lead a religious service, meditation, or other group spiritual activity. The activity restores a total amount of sanity equal to twice the number of participants, distributed as you like among the participants. (There is no time requirement; roleplay accordingly. No individual can heal more than 15 total sanity per day and their sanity cannot go above 100.)
- **3:** You may use the combat ability: Water, Water, 3
- **4:** You may use the Find Spiritual Path ability: Once per day, you may spend two minutes talking to someone about their (or your, if using the ability on yourself) spiritual direction. The target may then redistribute one of their Shadow points, changing their Shadow Levels.
- **5:** You may use the combat ability: Resist Wood, twice per combat
- **6:** You may use the Strength Through Faith ability: once per day, you may add a point of Morale to any country (or other macroeconomic power that has at least one Morale; some individuals and most groups may also have Morale) you choose.
- **7:** You may spend 1 charge to supply any number of Priest charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day:** Water, Water, 4 and Wood, Wood, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g. have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

## 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Priest wants you to be a religious or spiritual leader. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Provide emotional or spiritual support to someone

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Publicly violate a tenet of your religion, spiritual code, or code of ethics

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Martyr

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You have a Shadow of the Martyr. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Martyr Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Martyr charges.
- **2:** You may use the Bearer of Burdens ability: Once per day, if someone else takes sanity damage, you may choose to take it in their stead. You take the full damage; they take none. Note: this ability can drop you below 0 Sanity. (For example, if you are at sanity 5, you can still accept a sanity hit that would take you to -20, although this probably kills you.)
- **3:** You may use the combat ability: Water, Water, 3
- **4:** You may use the For The Cause ability: Once per day, when you lose in combat, gain 3 charges.
- **5:** You may use the combat ability: Resist Metal, twice per combat
- **6:** You may use the You Destroy Yourself ability: **Once during game**, you may duplicate any sanity damage done to you and reflect it back on its origin. You still take the damage in full, but so do they. You may not use this ability on damage that was not initially targeted at you; notably, you cannot use this ability on damage redirected with your level two ability.
- **7:** You may spend 1 charge to supply any number of Martyr charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day**: Water, Water, 4 and Metal, Metal, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g, have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Martyr wants you to be passionate about something, and be persecuted for your passion. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Have someone give you a hard time for your beliefs or goals. (Note: They can be aware that this is beneficial to you.)

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Compromise the principles that you value, or back down from something that you care about.

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"— in either direction— you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Penitent

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You have a Shadow of the Penitent. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Penitent Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Penitent charges.
- **2:** You may use the Payment in Blood ability: Once per day, you can lower your Endurance by 2 for the next 24 hours, and restore 15 sanity. (Note: this is the full sanity restoration amount for you for the day.)
- **3:** You may use the combat ability: Water, Water, 3
- **4:** You may use the Justice is Done ability: Once per day, when you lose in combat, gain 3 charges.
- **5:** You may use the combat ability: Resist Light, twice per combat
- **6:** You may use the Strength in Atonement ability: While you have this ability, keep track of the total amount of sanity you lose; gain 1 atonement point per point of sanity damage you take. Spend 5 atonement points to gain a charge or RTI. Spend 10 to gain an Experience.
- **7:** You may spend 1 charge to supply any number of Penitent charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day**: Water, Water, 4 and Light, Light, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g. have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Penitent wants you to always be aware of your sins and mistakes, and spend time and effort atoning for them. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Publicly confess to things you've done wrong. (Note: These must be true, or you will not get credit; you can't meaningfully repent for fictional actions, although you certainly can for things you haven't done but should have.)

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Refuse to take responsibility for your actions

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+



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## Ruler

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You have a Shadow of the Ruler. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

## 1 Abilities

Your Ruler Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Ruler charges.
- **2:** You may use the Follow Me ability: You receive one free charge while in a shadowrun if you are the leader. (Note: leaders must be chosen at the start of the shadowrun.) The charge is only usable within the shadowrun. Multiple copies of this ability produce multiple charges per shadowrun.
- **3:** You may use the combat ability: Fire, Fire, 3
- **4:** You may use the Coordination ability: Once per day, you may transfer up to 5 Morale or Workforce points between countries (or anyone else who has them), as long as both parties agree. Note: this can only be used on PC factions.
- **5:** You may use the combat ability: Resist Water, twice per combat
- **6:** You may use the Inspire Loyalty ability: Once per day, you may create a new point of Workforce for any PC faction that has at least one Workforce already.
- **7:** You may spend 1 charge to supply any number of Ruler charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day:** Fire, Fire, 4 and Water, Water, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g. have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

## 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Ruler wants you to be a leader, guiding your followers to achieve greatness. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Give instructions that others follow, publicly

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Follow someone else's orders, publicly

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"— in either direction— you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Leader

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You have a Shadow of the Leader. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

## 1 Abilities

Your Leader Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Leader charges.
- **2:** You may use the Follow Me ability: You receive one free charge while in a shadowrun if you are the leader. (Note: leaders must be chosen at the start of the shadowrun.) The charge is only usable within the shadowrun. Multiple copies of this ability produce multiple charges per shadowrun.
- **3:** You may use the combat ability: Fire, Fire, 3
- **4:** You may use the Coordination ability: Once per day, you may transfer up to 5 Morale or Workforce points between countries (or anyone else who has them), as long as both parties agree. Note: this can only be used on PC countries.
- **5:** You may use the combat ability: Resist Water, twice per combat
- **6:** You may use the Inspire Loyalty ability: Once per day, you may create a new point of Workforce for any PC faction that has at least one Workforce already.
- **7:** You may spend 1 charge to supply any number of Leader charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day:** Fire, Fire, 4 and Water, Water, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g. have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

## 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Leader wants you to rally those around you to your causes. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Give instructions that others follow, publicly

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Follow someone else's orders, publicly

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Follower

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You have a Shadow of the Follower. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Follower Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Follower charges.
- **2:** You may use the Support the Leader ability: Twice per day, you can provide a free charge to a shadowrun leader (usable in that shadowrun only). You must not be the leader to use this ability.
- **3:** You may use the combat ability: Fire, Fire, 3
- **4:** You may use the Material Support ability: You can create 2 mundane RTIs of your choice.
- **5:** You may use the combat ability: Resist Wood, twice per combat
- **6:** You may use the Enhanced Morale ability: Once per day, you may create 1 Moraleor Workforcefor a single person, group, or country who already has at least 1.
- **7:** You may spend 1 charge to supply any number of Follower charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day**: Fire, Fire, 4 and Wood, Wood, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g, have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Publicly obey orders or follow someone else's leadership

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

### Publicly disobey orders or refuse to follow someone

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Believer

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You have a Shadow of the Believer. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Believer Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Believer charges.
- **2:** You may use the Support the Leader ability: Twice per day, you can provide a free charge to a shadowrun leader (usable in that shadowrun only). You must not be the leader to use this ability.
- **3:** You may use the combat ability: Fire, Fire, 3
- **4:** You may use the Material Support ability: You can create 2 mundane RTIs of your choice.
- **5:** You may use the combat ability: Resist Wood, twice per combat
- **6:** You may use the Enhanced Morale ability: Once per day, you may create 1 Moraleor Workforcefor a single person, group, or country who already has at least 1.
- **7:** You may spend 1 charge to supply any number of Believer charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day**: Fire, Fire, 4 and Wood, Wood, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g, have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Believer wants you to loyally follow the causes you care about, and advocate them to others. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Publicly express your loyalty to your cause(s)

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Publicly violate the principles of your causes, or take any action against them

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+



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## Rebel

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You have a Shadow of the Rebel. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Rebel Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Rebel charges.
- **2:** You may use the Avoid Consequences ability: Once per day, you can select a harmful node in a shadowrun; your group takes no effect from that node while you remain in the shadowrun.
- **3:** You may use the combat ability: Fire, Fire, 3
- **4:** You may use the Out of Bounds ability: Once per day, you can spend a charge to cross out one path (a single arrow) in a shadowrun. **This may not remove the only path between the entrance and any reward node.** You do **not** need the shadowrun owner's permission to do this. Tell the GMs when you use this, in case we need to re-prod the shadowrun.
- **5:** You may use the combat ability: Resist Metal, twice per combat
- **6:** You may use the Sabotage ability: Once per day, you may destroy 1 Money, Morale, or Workforce in any country or belonging to any other entity. Drop a note to the GMs when you use this ability; the target of the ability will know that it has been destroyed, but not who destroyed it. If the target does not have the relevant resource: If you destroy Money and they do not have it, you will destroy Morale; if you destroy Morale and they do not have it, they will lose Workforce; if you destroy Workforce they don't have, nothing happens.
- **7:** You may spend 1 charge to supply any number of Rebel charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day:** Fire, Fire, 4 and Metal, Metal, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g. have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Rebel wants you to rebel against authority. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How

large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Encourage other people to not follow leaders

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Publicly obey orders

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Guardian

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You have a Shadow of the Guardian. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Guardian Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Guardian charges.
- **2:** You may use the I Will Protect You ability: Once per day, you may take sanity damage for someone else; you take the full amount of damage, and the person you protect takes none. This works on victory abilities played after combat; if used in this context, you **must** take the effects of all or none of the victory abilities being played, and may not split the sanity damage even if it is produced by different cards. This ability can drop you below 0 sanity (killing you, but saving your friend!).
- **3:** You may use the combat ability: Earth, Earth, 3
- **4:** You may use the Spare the Defeated ability: Once per day, you may use this instead of any other Victory Abilities after defeating someone in combat; this does no sanity damage.
- **5:** You may use the combat ability: Resist Air, twice per combat
- **6:** You may use the Fight Me Instead ability: **Once during game**, you may force a challenger to fight you instead of the person they challenged. The person who was originally challenged cannot be challenged by anyone else for five minutes.<sup>1</sup>
- **7:** You may spend 1 charge to supply any number of Guardian charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day**: Earth, Earth, 4 and Air, Air, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g, have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Guardian wants you to watch over and protect others (including, potentially, from themselves). It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

<sup>1</sup>“Run away!” with an optional “and get help!” is probably a good thing to say when you use this ability.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Stand up for or protect someone else (not just physically; social, emotional, and other less literal protections count too)

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Hurt someone you care about or have loyalty to

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Lover

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You have a Shadow of the Lover. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Lover Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Lover charges.
- **2:** You may use the Emotional Betrayal ability: Once per day, inflict an additional 10 sanity damage when playing a Weakness on a defeated opponent.
- **3:** You may use the combat ability: Earth, Earth, 3
- **4:** You may use the Charming Conversationalist ability: You have 1 additional Social Link point to spend per day.
- **5:** You may use the combat ability: Resist Fire, twice per combat
- **6:** You may use the Close Knowledge ability: Once per day, if you have a Social Link of 4 or higher with someone who is present and willing, you may use any single ability that person has as though you had it.<sup>1</sup> If the ability you borrow is a “Once per game” ability, you may not use Close Knowledge to ever borrow it a second time, even from a different person or with another copy of Close Knowledge.
- **7:** You may spend 1 charge to supply any number of Lover charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day**: Earth, Earth, 4 and Fire, Fire, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g, have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Lover wants you to have deep or exciting relationships with other people. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

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<sup>1</sup>Yes, you may want to plan ahead for this.

Have an intimate conversation (or experience) with someone

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Get into a public argument or fight with someone you care about

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"— in either direction— you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+

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## Drunk

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You have a Shadow of the Drunk. It provides you with abilities based on its level; it also encourages you to behave in ways that comply with its priorities.

### 1 Abilities

Your Drunk Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level. If you use a once per game ability, drop your Shadow Level, and then restore it, that ability has still been used; you do not get a fresh copy.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Drunk charges.
- **2:** You may use the Lowered Inhibitions ability: Once per day, you may share a drink with someone and let them change how one of their Shadow points is distributed. You may also use this ability on yourself.
- **3:** You may use the combat ability: Earth, Earth, 3
- **4:** You may use the Drunken Swing ability: Once per day, you may choose to use this ability as a victory ability upon winning in combat; this causes you to do no sanity damage.
- **5:** You may use the combat ability: Resist Water, twice per combat
- **6:** You may use the Pleasant Haze ability: **Once per game**, you may shrug off damage; take only half of the sanity hit you would otherwise have taken. Round damage down. When applied to post-combat damage, this halves the *total* damage from *all* victory abilities played after that combat, not the effects of a single ability or weakness. You cannot use more than one copy of this ability at a given time.
- **7:** You may spend 1 charge to supply any number of Drunk charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day**: Earth, Earth, 4 and Water, Water, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g. have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

### 2 Code of Conduct

Your Shadow wants you to behave in ways that align with its priorities. The Drunk wants you to concentrate on your own pleasures and happiness, and not think about responsibilities or the long term. It will provide you with additional Charges per day if you cooperate with it, and cost you small amounts of Sanity if you do not. How large an impact it can have will depend on

how powerful the Shadow is.

The Shadow will provide you with an additional charge up to N times a day (see below) when you do the following:

Get publicly drunk or otherwise publicly avoid responsibilities

The Shadow will reduce your Sanity by 3 up to N times a day (see below) when you do the following:

Take full responsibility for something you've done wrong

It is up to you to determine whether you think your behavior matches the Shadow's desires; be reasonable when interpreting, and be as generous with the negative effect as the positive. And yes, if you look back and realize "Hey, wait, X should have counted"– in either direction– you can get the effect when you realize it, as long as it is the same day. Your Shadow is just as slow to catch on as you are.

N is:

- 0, if your Shadow Level is 0 or 1
- 1, if your Shadow Level is 2-5
- 2, if your Shadow Level is 6-9
- 3, if your Shadow Level is 10+



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## Barrier

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You have a Shadow of the Barrier. It provides you with abilities based on its level.

### 1 Abilities

Your Barrier Shadow provides the following abilities based on its Shadow Level. (See the Shadows greensheet for how Shadow Levels can change.) **You have access to all abilities at your current level and below:** if you have a Level 3 Shadow, you get the Level 3 ability, the Level 2 ability, and the Level 1 ability. If your Shadow Level decreases, you lose access to any abilities above your current Shadow Level.

If you have multiple Shadows, you may find that abilities overlap. (Note: please read carefully, some vary slightly; for example, a given element may be different.) If you have multiple copies of an ability that provides a certain number of uses, the number of uses do stack. So two distinct abilities allowing you to do X once per day would allow you to do X twice per day; two abilities allowing you to do X twice per combat would allow you to do X four times per combat.

- **0:** Nothing
- **1:** You may spend charges as Barrier charges.
- **2:** You may use the Blocked Path ability: Once per day, you may spend a charge and cross off a single link (arrow) between nodes in a shadowrun. **This ability may not block the last path between the entrance node and any node.** Tell the GMs when you use this ability, in case we need to replace the shadowrun.
- **3:** You may use the combat ability: Twice per combat, resist any element except Strike
- **4:** You may use the Tough ability: For one combat per day, your Endurance is increased by 2.
- **5:** You may use the combat ability: Resist Strike, twice per combat
- **6:** You may use the Instant Wall ability: **Once per game**, you may halt a combat between two other people. This ends the fight immediately, with no loss on either side and no victory abilities played. The combatants cannot fight anyone again for five minutes. (For the next five minutes call 'immune' if you are challenged to combat and you cannot challenge anyone to combat).
- **7:** You may spend 1 charge to supply any number of Barrier charges for a single challenge
- **8:** You may use the following combat abilities in **one combat per day:** Strike, Strike, 4.
- **At each level for levels 9+:** Your Endurance is increased by 1. You additionally may gain one additional use of any ability listed above, chosen when you first reach a given level. **The first time you reach a given level, lose 5 sanity.**

A note on high level abilities: Shadow Levels 9+ are all identical. You get the same effects for each level, and they do stack just as normal Shadow Level abilities do; however, at each level you may choose whether you want to, e.g, have an additional copy of your Level 4 ability, your Level 6 ability, or your Level 8 ability.

The Barrier does not have a code of conduct.

