

**#1 WITH A BULLET POINT**  
**ONE IDEA. ONE PAGE. ONE DOLLAR**

# 7 SHADOW ASSASSIN FEATS

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

**#1 With A Bullet Point** is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



**THE HIGH CONCEPT:** Seven feats for use with the shadow assassins class (from *The Genius Guide to the Shadow Assassin*) or any other shadow-themed character (such as shadow dancers, ninjas with the shadow clone or shadow split talents, or even sorcerers of the shadow bloodline).

## BLACK BALM

You can wrap your wounds in cool, healing shadows.

**Prerequisites:** Heal 1 rank, any class feature that includes the word “shadow” in its name.

**Benefit:** When you are in an area of dim illumination or no illumination, you may make a Stealth check as a standard action to treat deadly wounds on yourself. This acts as the treat deadly wounds option of the Heal skill except for the time taken, and that it does not require uses from a healer’s kit.

## INTO THE DARKNESS

When you hide in shadows, you are nearly invisible.

**Prerequisites:** Shadow Stalker, Stealth 8 ranks, Wis 13, any class feature that includes the word “shadow” in its name.

**Benefit:** Whenever you are in an area of dim illumination or no illumination you may make Stealth checks to hide, even against creatures able to see you.

## SHADOW SENSE

You can feel the darkness around you.

**Prerequisites:** Blind-Fight, Improved Blind-Fight, Perception 10 ranks, any class feature that includes the word “shadow” in its name.

**Benefit:** When you are in an area with dim illumination or no illumination, you gain blindsense with a range of 15 feet. If you have 20 ranks of Perception, this increases to 30 feet.

## SHADOW STALKER

You are most at home in the dark places.

**Prerequisite:** Wis 13, any class feature that includes the word “shadow” in its name.

**Benefit:** You gain a +2 bonus on initiative checks and Perception, Stealth, and Survival skill checks when you are in areas of dim illumination or no illumination. You normally leave no trail and cannot be tracked when moving through areas of dim or no illumination (though you may leave a trail if you so chooses). The bonuses gained from this feat do not stack with those from the favored terrain class feature.

## THROUGH THE CRACKS

You can slip into anyplace a shadow lies.

**Prerequisite:** Dex 13, Escape Artist 4 ranks, any class feature that includes the word “shadow” in its name.

**Benefit:** When in an area with dim illumination or no illumination, you can make an Escape Artist check to enter a tight space as a full-round action and gain a +5 bonus to do so. If you have 8 or more ranks of Escape Artist this ability allows you can enter a tight space half the width of your head. If you have 16 or more ranks of Escape Artist this ability allows you can enter a tight space one-quarter the width of your head.

**Normal:** Making an Escape Artist check to enter a tight space takes at least a minute, and you cannot enter an area smaller than your head.

## UMBRAL VENOM

You can imbue poisons with the power of shadow.

**Prerequisite:** Poison use class feature, any class feature that includes the word “shadow” in its name.

**Benefit:** It takes you an hour of meditation to imbue a single dose of poison with supernatural shadows, and you may only have a single dose of poison imbued with shadow at a time. When a target is struck by your umbral poison, in addition to the poison’s normal effect each failed saving throw causes the target’s vision to cloud – forcing it to treat light conditions as if they were one step less illuminated (to a maximum of darkness). Creatures with darkvision treat areas within 60 feet of them as being normally illuminated (and thus after failing one save, treat such areas as being dimly illuminated). The effects of the poison last 1d4 hours, and can be reversed by effects that work against either poison or blindness.

## UNSEEN TERROR

You know how to make your attacks from concealment unnerving.

**Prerequisite:** Stealth as class skill, any class feature that includes the word “shadow” in its name.

**Benefit:** When you successfully attack a creature that cannot see you, you may make an Intimidate check to demoralize that creature as a swift action.

# WE ERR ON THE SIDE OF AWESOME!



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