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Pathfinder shadow strike

Your weapon turns into solid darkness. When it hits home, dismiss it in a swirling orb shadow that engulfs your enemy's eyes. As part of this maneuver, you make a single melee attack. If it hits, you handle an extra 1d6 points of damage, and your opponent needs to save a successful Fortitude (DC 11+ your Wis modifier) or suffer a 20% miss chance of all melee and toggled attacks for 1 round. A successful rescue denies the mischance, but not the extra damage. This maneuver is a supernatural ability. Most crook prefer to stick to the shadows and are often at home in the darkness. However, there are a small pair who possess an unquenchable affinity for the endless night itself. As a result, this crook devised a way to turn this singular affinity into a powerful and deadly obsession. So the shadow is going to fade. Shadow fads draw on the stable essence of the Shadow Plane to improve their stealth and legerdmain while demanding their summons magic to their will to appeal to the service of powerful incorporational creatures similar to the dreaded shadows of undead. This shadow companion serves the shadow fading as an unrelenting ally, while adding infinite versatility and depth to its already vast array of expertise. Whether he disappears into the shadows and reappears yards away, empowering his blade with the ability to strike incorporating creatures, or hiding within the murky shape of his shadowed servant himself, the shadow fading is the master of darkness, turning and turning it to the greatest advantage. (Original concept by Elghinn Lightbringer) Primary Class: Rogue. Secondary Class: Subpoeonment. Alignment: Any. Hit Dice: d8. Bonus skills and ranks: The shade faded may choose three summon skills to add to his class skills in addition to the normal rogue class skills. The shadow fade gets a number of ranks at each level equal to 6+ Int modifier. Weapon and weapons skill: The shade fade is skilled with all simple weapons, plus the hand crossbow, rapier, juice, shortbow, and short sword. The shade fade is skilled with light armor, but not with shields. Sneak Attack (Ex): It's exactly like the rogue ability of the same name, except that the extra damage is 1d6 at 1st level, and rises by 1d6 at 3rd and every four levels thereafter, up to a maximum of 6d6 at 19th level. Rogue Talents: It's exactly like the rogue ability of the same name, except that the shade fades get a rogue talent at 2nd level and ever four levels after that. Shadow Fade (Sp): Starting at 2nd level, when the shadow fades are within 10 feet of an area of dull light (including his shadow companion), he can disappear from sight. This capability functions as incompatibility. The shadow fade can use this capability for number of rounds a day equal to its shadow fading level + its Cha modifier. These rounds don't have to be consecutive. This ability replaced Shadow Servant: At 4th level, a shadow fades the ability to summon a powerful outsider creature from the Plane of Shadows named a shadow official by its side. The shadow official forms a link with the shadow fading, which forever after summonsing an aspect of the same creature. A shadow official is similar to the Shadow described in the Bestiary. Unlike a normal shadow, this shadow's alignment matches that of the shadow fading, and the creature cannot create spit. This shadow serves as a servant for the shadow fading and can speak all his languages. If a shadow servant is destroyed (sent back to the Plane of Shadows), the shadow must fade to save a DC 15 Fortitude. If the savings throw fails, the shadow gets one temporary negative level until the next time the shadow official is summoned. A successful savings throw avoids this negative level. This temporary negative level has no time limit and can never become permanent. In addition, due to the shadow-servant's incorporating nature, it is unable to use magical items. The shadow official otherwise functions like a summoner's eidolon, except for changes described in this entry or after this. This ability replaces sneak attack 3d6, 5d6, 7d6, 9d6, and treadfinding. Ghost blade (Su): At 5th level, a shadowy fad's weapons are treated as the ghost touches special weapons capability. This capability does not function as another creature attempts to use the shadow fade's weapon. This ability replaces trap sense. Shadow Camouflage (Ex): At 8th level, when a shadow is blurred in an area of dull light (including his shadow-serve), he can use the Stealth skill to hide himself within that area of dull light. He can't hide in his own shadow, though. This ability replaces uncanny dodge. Maker's Call (Su): At 9th level, the shadow fades the subpoeon's maker's call ability, except that it applies to its shadow ally. This ability replaces improved uncanny dodge. Advanced Talents: At 10th level, the shade can fade an advanced rogue talent pick when he could pick a rogue talent, or when he picks the Extra Rogue Talent performance. The shadowy blurb adds the following rogue abilities to the list of advanced talents he can choose: Evasion, Uncanny Dodge, and Improved Uncanny Dodge. A shadowy blurb should choose Uncanny Dodge before selecting improved Uncanny Dodge. In the case of the Enhanced Evasion talent, the shadowy blurb should have Evasion to choose it. Shadow Step (Sp): At 11th level, the shadow fading can use this ability to walk through the Shadow Plane and reappear as a standard action. The shadow fade can travel up to 30 feet per shade level per day in this fashion, either in a single round or broken up over several shady steps. This movement should be used in 5-foot inkrements and does not provoke a bout of opportunity. Travelling through the shadow plane is inaccredulous; when the fading arrives, he re-enters 1 square off target, as per the rules for thrown splash weapons (see the Nuclear RuleBook). If that were to put the shade fading into an occupied square, he arrives in the nearest safe place instead. When the shadow fade arrives, he is dressed in shadow and gets concealment as the fading game for 1 round. The shade blurb can bring other willing creatures with him, but you have to spend an equal amount of distance for every additional creature brought with him. They also re-enter target (scroll spot for each creature) and are dressed in shade for 1 round. This ability replaces rogue talent at 10th level. Greater Shadow Fade (Sp): At 12th level, a shadowy blur may become invisible (as greater invisibility, a gloss), and at the same time, an illusion double of itself (as large image, a figure) appears. This ability functions like the misleading game, using the shadow fade's level as the caster level. The shadow fading could use this ability for a number of rounds a day equal to its shadowy fading level + its Cha modifier. These rounds don't have to be consecutive. This ability replaces rogue talent at 12th level. Transposition (Su): At 13th level, the shadow fades the subpoeon's transposition ability, except that it applies to its shadow ally. This ability replaces rogue talent at 14th level. Hidden in Shadows (Ex): At 16th level, a shadow fade can use the Stealth skill even while observing. As long as he's within 10 feet of an area of dim light (including his shadowy servant), a shadow fade can hide himself from view in the open without anything suffering behind. He can't hide in his own shadow, though. This ability replaces rogue talent at 16th level. Add Forms (Su): At 17th level, the shadow fades the subpoeon's merger form ability, and becomes one with its shadow official. This ability replaces rogue talent at 18th level. Shadow Strike (Su): At 20th level, when a shadow is blurred into an area of dull light, he can transform himself into an incorporating, shadow-like shape. This form is similar to the shadow described in the Bestiary, but he can't create like a real shadow. While in this shade form, the shade fade retains all its races and archetypal capabilities, and gets DR 5/ - and a +4 Stealth bonus in dim light (-4 in bright light). If the shadow fade makes a successful attack while in this shadowy form (including a successful sneak attack), he trades 1d8 points of force damage to the target, in addition to any normal damage. The shadow fading can accept this shady form for a number of rounds a day equal to its shadowy fading level. These rounds don't have to be consecutive. This ability replaced Table: Shadow Fading Edit Share Shadow Strike is a force in Mass Effect 2 and a tech force in Mass Effect 3's multiplayer mode. Mass Effect 2 Edit | Religion[edit] Power Power | Edit Source] Rank 1 Restart Time: 9.00 Seconds Damage: 300.00 Points Incompetent Duration: 5.00 Seconds Rank 2 Recharge Time: 9.00 Seconds Damage: 350.00 Points Incompetent Duration: 6.0 Rank 3 Reboot Time: 9.00 seconds Damage: 400.00 points Incompetent Duration: 7.00 seconds Rank 4 Choose to develop the force in one of the following, Lethal Shadow Strike[edit] Increase the damage inflicted when the target assassination. Restart time: 9.00 seconds Damage: 550.0 points Incompetent Duration: 7.00 seconds Quick Shadow Strike [edit source] Reduces the cooling down by 80% if the target is killed by this force. Reboot time: 9.00 seconds Damage: 450.0 points Incompetent Duration: 7.00 seconds Player Notes[edit source] Using this force, Kasumi garment, appears behind her target and delivers a devastating sneak attack, then re-cloaks and returns to her previous spot where she uncloaks again. If the player manually throws shadow Strike to order Kasumi to use it, targeting work similar to any other power intrudes that there should be a clear, unobstructed view of the intended target at the moment of casting for Kasumi to follow the order or she will say she can't do it. Besides directly damaging the enemy, this power also has a distracting effect, as enemies will often turn to attack Kasumi when she appears in their midst and ignores their past targets. This is very useful against powerful units like Harbinger or Scions. The damage is effective against armor, shields and barriers; the incompetence only takes effect if the target is unprotected or if the strike's damage carers through to their health. Shadow Strike has a 2x damage multiplier against shields, armor and barriers. The power type Shadow Strike is actually split between fights and technology—it gets the bonus for reduced cooling off the technology upgrade, but the damage type is combat, so the damage technology upgrade has no effect. Even if it's a teleporting attack, Kasumi can't use Shadow Strike on enemies in areas unreachable by Shepard, or in places with especially torturous terrain. She'll tell you if she can't make a particular strike. Sometimes she'll clove as if the attack is going to work, but it then fails and she'll reappear. Shadow Strike will usually fail against targets being knocked down, suspended or air made by forces like biotics, so avoid using such capabilities against enemies you've targeted for Shadow Strike. If Kasumi says she can't make a Shadow Strike, you think she should be able to make, order her just a few times and it can go through. Kasumi will return to her original position after completing a Shadow Strike. However, she will no longer be bound by any placement or position order held. You must assign the assignment again to keep her behind cover after so strike; fortunately she will have such a as long as you issue it after her actual strike is complete – it is not necessary to wait until she fully returns. Kasumi gets temporary invalidity during Shadow Strike, which deters damage that would otherwise absolutely kill her when she appears next to a target. It can be used as a technique to keep Kasumi alive if she is close to death, as the insurmobility prevents the timer from being recharged on her shield, meaning she could be near death, perform a Shadow Strike and return again to her starting point at full health/shields. However, Kasumi may take longer than usual to carry out her actual attack after appearing next to her target, either because it moved, Kasumi was steered or distracted, or because the force just decided to be wonky. This can cause the invaluability to bear down and she can go down, sometimes in a very exposed position where reviving her would run high risk of getting her killed instantly again. Religion[edit] Mass Effect 3 edit source] Power Ranks[edit source] Arranged 1: Shadow Strike[edit source] Locker room and sneak behind your target to unleash a vicious sword attack. Receive damage bonuses from sword upgrades. Considered a melee attack. Restart speed: 8 sec Damage: 600 Rank 2: Restart Speed[edit | edit source] Increase restart speed by 25%. Reboot Speed: 6.40 sec Damage: 600 Rank 3: Damage | Religion[edit] Increase damage by 20%. Restart Speed: 6.40 sec Damage: 720 Rank 4: Damage/Damage Protection [modify source] Damage Increases damage by 30%. Restart Speed: 6.40 sec Damage: 900 Damage Protection Reduces all damage taken by 40% for 5 seconds after the off knob. Rank 5: Electrical Damage/Recharge Speed [edit source] Electrical Damage Hit your opponent with an electric attack that does 40% additional damage over 5 seconds. Explode this effect with other forces. Restart speed Increase restart speed by 35%. Reboot Speed: 5 sec Damage: 900 (Damage), 720 (Damage Protection) Rank 6: Damage/Shield Drain | Religion[edit] Damage Increases damage by 50%. Recharge speed: 6.40 sec (Electric Damage), 5 sec (Recharge Speed) Damage: 1200 (Damage), 1020 (Damage Protection) Shield Drain Strike Shields or barriers to drain their energy to refill your shields. Increase motion speed by 15% for 4 seconds after decloaking. Player Notes edit | edit source] Mechanics Shadow Strike functions very similarly to Kasumi's strength in Mass Effect 2: the player garment, reappears behind the target, and delivers a powerful melee attack. Unlike Kasumi's strength in Mass Effect 2, in Mass Effect 3 the player doesn't cloak again and return to their starting point. If the enemy is unaware of the N7 Shadow when Shadow Strike is enabled, the attack cannot be blocked and the user appears behind them; Otherwise, enemies will try to shoot and/or melee the shadow, will block the attack (eg. A guardian's shield). Shadow Strike benefits from melee damage bonuses of equipment and weapon mods as well as the melee damage evolutions of Shadow Strike, Tactical Garment, and Sword Mastery. Shadow strike can be used on any enemy that can be selected for the target; even stunted enemies or hard-to-reach places are therefore vulnerable to Shadow Strike. When used against specific enemies: Shadow Strike can be used on Phantoms and Geth Hunters even while they are invisible, as the crosshairs are aligned with their hitbox. From Patch 4, Shadow Strike does not work against Atlases. Strategies Shadow Strike is able to instantly kill most basic-level enemies. On Gold problems, a dual Shadow Strike of garment (Tactical Cloak's bonus power and expensive evolutions leave two strikes before breaking garment) is effectively against powerful enemies. With the proper evolutions and equipment, even Platinum Phantoms can be killed by a single dressed Shade Strike. Shadow Strike can be used to travel quickly across the battlefield, in order to escape danger and/or to reach a tactical position as it immediately transports the user to the target. Be very careful about Shadow Striking Ravagers because they are very likely to have a sour patch that you will stand right in the middle of, especially if they die. Unlike the Vanguard's Biotic Charge, Shadow Strike has the downside to not repleasing the user's shields. This can be offset by the following: The Shadow Strike Damage Protection and Shield Drain evolutions of the force. The Sword Mastering durability and shield recharge evolutions, which synergize with the force. The Tactical Garment Duration and Bonus Power evolutions, allowing the shade more time to choose a target while protected from enemy eyesight. Religion[edit] Single player: N/A Multiplayer: N7 Shadow Infiltrator Community content is available under CC-BY-SA unless otherwise noted. Noticed.

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