

Legend of the Five Rings

Champions of the Emerald Empire

This Document Proclaims That

has suffered

Shadow Corruption

You have been marked by the Living Darkness, and its power now festers within you, corrupting you from within. However, so long as you do not succumb to its power, you will have access to extraordinary abilities.

The powers you can use correspond to the number of Shadow Points you have. Each time you use one of your powers, you must make a Simple Void roll at the appropriate TN. If you fail the roll, you gain an additional Shadow Point. If you ever reach a total of 5 (five) Shadow Points, the Living Darkness consumes and destroys you.

[] One Shadow Point: You may add two kept dice to any action involving stealth. TN 10.

[] Two Shadow Points: You may move into a shadow and emerge instantly from any other shadow within (100 ft X your Shadow Points) a number of times per day equal to your number of Shadow Points. TN 15.

[] Three Shadow Points: You always take half damage from normal weapons, but double damage from crystal weapons. You may pass through solid walls a number of times per day equal to your number of Shadow Points. TN 15.

[] Four Shadow Points: You may warp your own flesh to perfectly mimic any person you have seen. This can only be detected with a Perception roll against a TN of your Intelligence X 5. TN 20.



Judge Signature

RPGA Number

Proclamation of (dis)Honor from *A Foreign Legacy*