

College of the Infinite Edge

"You consider yourself a master? Let me demonstrate to you just how great the gap between your skill and mine is."

The College of the Infinite Edge teaches its students that all manner of martial schools and techniques are but one part of the whole. Only by understanding the fundamentals of martial arts can one begin to grasp the essence of their opponent's fighting style. Understand that, and it becomes simple to see more clearly. To predict what an enemy would do before they would do it.

Media Inspirations: Etou Kanami (Toji no Miko), Ryougi Shiki (Kara no Kyoukai), Rean Schwarzer (Trails of Cold Steel), Dracule Mihawk (One Piece), Sasuke Uchiha (Naruto), and Himura Kenshin (Rurouni Kenshin).

Sister Subclass

The Infinite Edge is a sister subclass to the Shadow. It changes some of the base rules and features of the Shadow in order to leverage its unique advantages. In this way, it is not an average subclass, but fundamentally changes the role a Shadow fulfills on the battlefield.

Basics

Starting Characteristics: You start with an Agility of 2 and a Reason of 2, and you can choose one of the following arrays for your other characteristic scores:

- 2, -1, -1
- 1, 1, -1
- 1, 0, 0

Weak Potency: Reason - 2

Average Potency: Reason - 1

Strong Potency: Reason

Starting Stamina at 1st Level: 18

Stamina Gained at 2nd and Higher Levels: 6

Recoveries: 8

Skills: You gain the Hide and Sneak skills (see Skills in Chapter 9: Tests). Then choose any five skills from Criminal Underworld or the skills of the exploration, interpersonal, or intrigue skill groups. (Quick Build: Criminal Underworld, Hide, Lie, Pick Lock, Pick Pocket, Sabotage, Sneak.)

Insight in Combat

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain insight equal to your Victories. At the start of each of your turns during combat, you gain 1d3 insight.

Additionally, the first time each combat round that you deal damage to an enemy marked for death (see the Marked For Death ability below), you gain 1 insight.

Whenever you use a heroic ability that makes use of a power roll, that ability costs 1 fewer insight if you have an edge or double edge on it. If the ability has multiple targets, the cost is reduced even if the ability gains an edge or has a double edge against only one target.

You lose any remaining insight at the end of the encounter.

1st Level College Features

Your shadow college grants you the Instant Memorization and Marked for Death features.

Eye for Details

Upon seizing a technique once in the battlefield, you quickly grasp the theories behind it as well as the one who uses it. While you are present in a Negotiation, if you have fought the NPC before, you gain an edge while making an Uncover Motivations test.

Marked For Death

You have the following ability.

Marked For Death

Let us see whose techniques are greater.

Ranged

Manuever

▴ Ranged 10

◎ One enemy

Effect: The target is marked for death by you until the end of the encounter, until you are dying, or until you use this ability again. You can willingly end your mark on a creature (no action required). When a creature marked by you is reduced to 0 Stamina, you can use a free triggered action to mark a new target within distance. While a creature marked by you is within your line of effect, you gain an edge on power rolls made against that creature. Additionally, whenever you use an ability to deal rolled damage to a creature marked by you, you can spend 1 insight to gain one of the following benefits as a free triggered action.

- The ability deals extra damage equal to your Reason score.
- If the target has **P** < Average, they are frightened (EoT).
- You can shift up to a number of squares equal to your Reason score.

You can't gain more than one benefit from the same trigger.

College Triggered Action

Ready Your Steel

A true test of skill is nothing without a proper challenge.

Weapon, Melee

Triggered Action

▴ Melee 1

◎ One enemy

Trigger: The target makes a strike against you, and achieves a Tier 2 or 3 result.

Effect: You take half damage. If the target had a bane on their power roll, they receive a bane. If they already had a double bane, you gain a surge.

2nd Level College Feature

Your shadow college grants you the Powers of Observation feature.

Powers of Observation

The more you focus on an enemy's techniques, the larger the flaws of their stance appear. Whenever a creature marked for death by you fails a saving throw, you may make a free strike on them as a free triggered action by spending 1 insight if you are within range.

2nd Level Infinite Edge Ability

Choose one of the following abilities.

Is That All? (5 Insight)

Sometimes a little coercion is necessary to make a duel interesting.

Weapon, Melee, Strike

Main Action

▴Melee 1

◎ One enemy

Power Roll + **A**gility

≤11 5 + **A** damage; **P**<Weak Frightened (save ends)

12-16 9 + **A** damage; **P**<Average Frightened (save ends)

17+ 12 + **A** damage; **P**<Strong Frightened (save ends)

Effect: If the target is made winded by this ability, they gain Damage Weakness equal to your Reason score (save ends) but the director gains 3 Malice.

Your Techniques Are Rudimentary. (5 Insight)

Seen it once, seen it all.

Weapon, Melee, Ranged

Manuever

▴Melee 1 or Ranged 10

◎ One enemy

Effect: The target becomes Weakened (save ends). While they are Weakened this way, all damage the target deals is reduced by your Reason score and you gain a surge at the start of your turn while you are within range of the target.

5th Level College Feature

Your shadow college grants you the Cut Them Down! feature.

Cut Them Down!

You have an eye for details, being able to discern an action before it is done. Whenever an enemy starts their turn within melee distance, if they have stamina equal to or less than twice your Agility score, you may instantly reduce them to 0 Stamina.

6th Level Feature

Replace Umbral Shadow with the following feature.

The Root of All

Your mastery over every facet of martial techniques gives you the ability to apply one to all, and thus all becomes one. As a manuever, you manifest this mastery to defeat your mark at all costs. Until the end of the encounter or you become dying, you gain the following benefits:

- You gain 1 surge at the start of each of your turns.
- You gain 10 temporary stamina at the start of each of your turns.

- Whenever you use a signature ability or make a free strike, you can negate a bane on the power roll or gain an edge.
- Creatures who are not marked for death gain an edge on strikes against you.
- You take a bane on Presence tests made to interact with other creatures.

6th Level Infinite Edge Ability

Choose one of the following abilities.

This Is The End. (9 Insight)

One cut, and all is severed. Such is the nature of the blade.

Weapon, Melee, Strike

Main Action

▮Melee 1

◎ One enemy

Power Roll + A gility

≤11 7 + A damage; M < Weak Bleeding (save ends)

12-16 11 + A damage; M < Average Bleeding (save ends)

17+ 16 + A damage; M < Strong Bleeding (save ends)

Effect: If the target is reduced to 0 stamina by this ability, you grant four surges split between yourself and one ally within range. You may then shift a number of squares up to your speed.

Sever All That Stand (9 Insight)

Channeling superior techniques into a single blade all but ensures victory.

Weapon

Manuever

▮3 Aura

◎ Self

Effect: Until the end of the encounter or you are dying, at the start and end of each turn, if an enemy is within the aura they are marked for death.

Mark Effect: When you deal damage to the enemy with a melee strike, you may spend 2 insight to have the target take double damage from your strikes (EoT).

8th Level College Feature

Your shadow college grants you the Enlightened Eye feature.

Enlightened Eye

Using your understanding of all martial techniques, you can instantly ascertain a flawless stroke - cutting through all illusions. Whenever you would make a power roll with a double edge, you gain 2 surges which can only be spent on that ability.

9th Level Feature

Replace Gloom Squad with the following feature.

Fast as Thought, Swift as Sound

Your eyes see every movement in a combatant, allowing you to know what will happen before it happens. When you are the first hero to act in a round, or when you take your turn via Hesitation is Weakness, your speed is doubled and you deal additional damage equal to twice your Reason score.

9th Level Infinite Edge Ability

Choose one of the following abilities.

Transcendent Art - Void (11 Insight)
Focusing all of the senses on a singular moment can reveal the future.

Weapon, Strike, Melee, Ranged

◀Melee 1 or Ranged 10

Effect: You may give the target Damage Immunity 5 before you see the result of your power roll. If you do, you gain 5 Insight if your target is reduced to 0 stamina by this strike.

Power Roll + Agility

≤11 13 + A damage; You and target teleport 3

12-16 18 + A damage; You and target teleport 5

17+ 25 + A damage; You and target teleport 7

Main Action

◎ One enemy

Transcendent Art - Heaven (11 Insight)
Shattering weapons is all too simple in the hands of a true master.

Weapon

◀Self

Effect: Until the end of the encounter or you become dying, you have damage immunity 5 and all strikes you use are P<Average Frightened (save ends). If a strike already inflicts Frightened, the potency is increased by 1. If the target is already Frightened, the strike ignores temporary stamina and deals extra damage equal to triple your Reason score.

Manuever

◎ Self

10th Level Feature

Replace Improved Umbral Form with the following feature.

Divine Foresight

You have uttermost control over your focus, and can instantly become aware of your opponents without losing sight of the greater picture. While in this state via the Root of All feature, you can end it at any time (no action required) and have concealment from all enemies, as your supernatural reflexes allow you to subconsciously reflect attacks. Additionally, enemies not marked for death no longer have an edge on strikes against you.

While in this state, you can spend 1 minute focusing on a creature of your choice. At the end of that minute, you know what this creature will say, think, and do for the next 24 hours. You also instantly know their martial techniques, if they have any, and can effortlessly replicate them to a much more refined extent than the target could ever hope for.