



## BACKGROUND

Orphaned at a young age, Jack Boniface spent much of his life wondering what his family legacy might have been, but his eventual research uncovered a web of lies and crimes, that his parents were not the people he thought they were. Disgusted by the past he uncovered, he threw his amulet—a family heirloom and the only thing that tied him to his long-gone family—into a lake. But Jack discovered too late the true depth of his legacy, and that the amulet—a voodoo gris-gris intended to hide him from the loa—was the only thing saving him from it.

Visible now to the spirits, Jack inherited his family's true legacy: the Shadow Loa. The ancient spirit took possession of the young museum curator's body, granting him great mystic power but tying him to an ancient obligation to protect the world of the living from the Deadside, the dark world where departed souls linger and monsters dwell. For generations, Jack's ancestors had carried out this responsibility, the role of the Shadowman.

# SHADOWMAN

Dox and Alyssa, the last of the Abettors, a mystic order that helped guide and protect the Shadowman for generations, helped Jack to understand his legacy. Together they overcome the plans of the necromancer Master Darque and his demonic agent, Mister Twist. Still, Jack struggled with his history and responsibilities, falling victim to Darque's sorcerous bindings for a time, and coming into conflict with his former allies. He eventually confronted the embodiment of the Deadside itself, looking to tear down the barriers between her and the living world. Shadowman exorcized the Deadside from her human host body, restoring the balance between the worlds, and became a mentor and friend to Persephone, the now-freed host, given an independent existence of her own.

## POWERS & ABILITIES

Shadowman's bond to the Shadow Loa grants him increased strength, agility, and tenacity, as well as the ability to see in the dark, manipulate shadows, and recover from even fatal wounds. His close bond with the loa also grants him the ability to tap into the necromantic powers of the Deadside, including the ability to create portals, command spirits, and animate the dead. Shadowman can summon and wield a mystic shadow scythe of pure darkness able to affect even normally untouchable supernatural creatures.

Shadowman doesn't generally like using his Necromancy power, except to summon darkness or close Deadside portals, and he's more likely to deal with the undead using his scythe than trying to command, much less raise, them. Still, he has the potential and can also use Extra Effort for Power Stunts based on his ability to tap into the necromantic power of the Deadside. His Rank Benefit reflects that the role of Shadowman still carries some weight in the Deadside, particularly among the loa and other spirits.

## PERSONALITY

Jack Boniface is a reluctant hero, chosen by fate to wield his powers, and feeling responsibility to use them to help others and protect the world. He has come to terms with his bond with the Shadow Loa and works in partnership with it, rather than fighting their connection. His desire to know his father Josiah and understand why he left when Jack was so young led him to make some poor decisions he now regrets, but he has sought to make up for it, and to be a good friend, ally, and mentor to the people he works with now.

# SHADOWMAN

## ABILITIES

STRENGTH	6	FIGHTING	12
STAMINA	6	INTELLECT	2
AGILITY	6	AWARENESS	4
DEXTERITY	3	PRESENCE	0

## POWERS

**SHADOW LOA:** The Shadow Loa bonded to him gives Shadowman Enhanced Agility 4, Fighting 6, Stamina 4, and Strength 4, along with the Immortality 1, Protection 2, and Regeneration 5 (–5 Lethal Recovery Time) Effects. He has Senses 4 (Dark Vision and See Spirits).

**SHADOW SCYTHE:** Shadowman can summon a mystic scythe that is a Strength-based Damage 2 Effect with Affects Insubstantial, Multiattack, and an additional 2 meter Reach.

**NECROMANCY:** Tapping into the power of the Deadside, Shadowman can cast various spells, doing any of the following as a Standard Action:

- **ANIMATE ZOMBIES:** Turn up to a total of sixteen corpses into zombies (see **Minions** in the *Valiant Hero's Handbook*) under Shadowman's command.
- **COMMAND THE DEAD:** Impose a Mind Control Effect on undead creatures within 8 meters able to see and hear Shadowman. It affects undead normally Immune to Will Effects—they resist with a bonus equal to their Power Level—but it does not affect the living at all.
- **DEADSIDE PORTAL:** Open a portal between the Deadside and the Living world like the Dimensional Travel Effect with the Portal Modifier of Teleport.
- **SUMMON SHADOW:** Cloak an area out to 32 meters (Distance Rank 2) in darkness, a Visual Obscure 2 Effect. His own Dark Vision is unaffected by it.

## ADVANTAGES

ALL-OUT ATTACK	FALLEN INSPIRATION
ASSESSMENT	FASCINATE: INTIMIDATION
BENEFIT: FEARLESS	FAVORED FOE: UNDEAD
BENEFIT: RANK IN THE DEADSIDE	LEADERSHIP
CONNECTED	MENACING ATTACK
DEFENSIVE ATTACK	POWER ATTACK
	TAKEDOWN

## SKILLS

EXPERTISE: HISTORY 8 (+10)	PERCEPTION 5 (+9)
INSIGHT 6 (+10)	PERSUASION 4 (+4)
INTIMIDATION 8 (+8)	STEALTH 2 (+8)
OCCULT 8 (+10)	

## OFFENSE

INITIATIVE +6	
COMMAND THE DEAD	BURST AREA, WILL CHECK, DC 20
SHADOW SCYTHE	CLOSE, DAMAGE 8, AFFECTS INCORPOREAL
UNARMED	CLOSE, DAMAGE 6

## DEFENSE

DODGE	10	FORTITUDE	11
PARRY	12	TOUGHNESS	8
WILL	9		

## COMPLICATIONS

**MOTIVATION - RESPONSIBILITY:** Jack Boniface does good when and where he can, but he wouldn't choose to fight supernatural monsters were it not his legacy and responsibility to do so.

**ISOLATED:** Jack had a difficult time dealing with people even before bonding with the Shadow Loa and now feels cut off from the normal world.

**POSSESSED:** Shadowman is host to an ancient Loa who grants him great power, but also changes him and requires his service against threats from the Deadside.

