

No Shadow

Over time, Time Travel rituals (amongst others causes) can erode a Faction Member's shadow until it vanishes completely. This is a distinguishing mark that can identify an agent of the Faction. Note that someone taking this restriction also loses the [shadow](#) Move.

Effect: Active observation is needed to notice the lack of a shadow. The reaction can range from confusion to fear. Some primitive societies may view the person with no shadow as a demon. This will provide a -2 to all social interactions once noticed, unless the person or being is used to dealing with the Faction. Many Faction members are themselves superstitious of someone without a shadow, equating it to a lack of soul.

Grandfather note: For most folk this is permanent. For some there are solutions for getting another shadow which range from bonding with a relic that includes a shadow as a [shadow](#) to taking someone else's shadow.

[moves](#), [completion](#)

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