

# Sombras Que Corta

The Shadows That Cut are the signature weapon of the Faction. When a Cousin is inducted they undergo the binding ritual which bonds a weapon to their shadow. The weapon cannot be lost except in circumstances where shadows cannot exist (i.e. Absolute light or absolute darkness). The shadow moves independently of the owner.

Because it is a shadow, it can exploit the smallest chinks in the armour of a victim, and so ignores any normal armour bonus. Forcefields and natural armours still protect. For example, using a shadow weapon against a Cyberman would be ineffective, but a Sontaran, who wears his armour, is vulnerable.

A Faction member may only have one Sombras Que Corta and it is usually theirs for life<sup>1)</sup>

Completion Points	Type	Description
1	Melee	Any standard hand to hand weapon, such as a sword, spear, knife, or axe can be bonded to your shadow.
2	Ranged	A ranged weapon is bonded to your shadow. These weapons never run out of ammunition.
2	Utility	You may opt to bind something other than a weapon to your shadow. Discuss with the Grandfather about what special effects these items might have. For example, Godfather Morlock has a pair of spectacles bound to his shadow that allow him to inspect the DNA of anyone he looks at.
3	Relic	Certain very rare items or relics may be bonded to the user. Only <b>chosen</b> may have a relic bonded.

All weapons do the standard damage for the weapon type with standard tags. In addition they have the **shadow** tag

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<sup>1)</sup>

Cousin Justine and Godfather Morlock being exceptions

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