

# SHADOWDANCER

## PRESTIGE CLASS

### SHADOWDANCER

Shadowdancer Level	Rogue Talents
1	<input type="checkbox"/> Hide in plain sight
2	<input type="checkbox"/> Evasion Darkvision <b>60ft</b> Uncanny dodge
3	<input type="checkbox"/> Shadow illusion Summon shadow <b>+1</b>
4	<input type="checkbox"/> Shadow call Shadow jump <b>40ft</b>
5	<input type="checkbox"/> Defensive roll Improved uncanny dodge
6	<input type="checkbox"/> Shadow jump <b>80ft</b> <b>+2</b>
7	<input type="checkbox"/> Slippery mind
8	<input type="checkbox"/> Shadow jump <b>160ft</b> Shadow power
9	<input type="checkbox"/> - <b>+3</b>
10	<input type="checkbox"/> Improved evasion Shadow jump <b>320ft.</b> Shadow master

#### HIDE IN PLAIN SIGHT

Within 10ft of any area of dim light, hide even without something to hide behind.

#### EVASION

Level 1 An effect that allows a reflex save for half damage now does no damage if you pass.

#### 2 UNCANNY DODGE

Cannot be caught flat-footed, even by an invisible attacker.

#### IMPROVED UNCANNY DODGE

Level 2 Cannot be flanked or sneak attacked, except by a Rogue 4 levels higher.

#### 5 DEFENSIVE ROLL

Once a day, reduce a lethal hit. Make a reflex save (DC = the damage dealt) to only take half damage. Evasion does not apply.

#### Level 7 SLIPPERY MIND

One round after failing a magical effect, reroll to break free.

#### Level 10 IMPROVED EVASION

An effect that allows a reflex save for half damage now does half damage if you fail.

### SHADOW ILLUSION

Create illusions filling four 10ft cubes per level.

ILLUSIONS PER DAY	Shadowdancer Level	Illusions today
3	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ILLUSION WILL SAVE DC	Shadowdancer Level
<input type="text"/>	$= 11 + \left( \frac{\text{Level}}{2} \right) + \text{CHA}$

### SUMMON SHADOW

Summon an undead shade, which shares your alignment.

#### SHADOW HIT POINTS

Level	hp	Shadowdancer hit points
3	<input type="text"/>	$= \text{hp} \div 2$

Shadow gains +4 to Will saves against channel positive energy. Shadow cannot be turned or commanded.

If the shadow is destroyed or dismissed, it cannot be replaced for 30 days; and you must pass a DC 15 Fortitude save or take a negative level.

### SHADOW CALL

Imitate any sorcerer or wizard conjuration spell up to 3rd level, but summoned creatures only have 20% strength, 20% hit points, and deal 20% damage.

ILLUSIONS PER DAY	Shadowdancer Level	Creatures summoned today
4	<input type="text"/>	$= \left( \frac{\text{Level}}{2} \right) - 1$ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### SHADOW JUMP

Distance traveled today.

### SHADOW POWER

Level	Shadow power today
8	<input type="checkbox"/> <input type="checkbox"/>

Once a day, use a shadowy imitation of a Sorcerer or Wizard spell up to 4th level to attack your foes. If target passes a Will save to disbelieve, then only deal 20% and events are 20% as likely.

ILLUSION WILL SAVE DC	Shadowdancer Level
<input type="text"/>	$= 15 + \left( \frac{\text{Level}}{2} \right) + \text{CHA}$

10 Use shadow power twice a day.

### SHADOW MASTER

When in an area of dim light:

Level	
10	• Damage reduction 10/— • +2 bonus on all saving throws • On a successful critical hit, target is blinded for 1d6 rds

