

# SHADOWDANCER

## CLASSE DE PRESTIGIO

### SHADOWDANCER

| Shadowdancer Level | Talentos do Ladrão   |
|--------------------|--|
| 1                  | <input type="checkbox"/> Hide in plain sight   |
| 2                  | <input type="checkbox"/> Evasion<br>Darkvision <b>60ft</b><br>Uncanny dodge            |
| 3                  | <input type="checkbox"/> Shadow illusion<br>Summon shadow <b>+1</b>                    |
| 4                  | <input type="checkbox"/> Shadow call<br>Shadow jump <b>40ft</b>                        |
| 5                  | <input type="checkbox"/> Defensive roll<br>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><br>Shadow power                      |
| 9                  | <input type="checkbox"/> - <b>+3</b>   |
| 10                 | <input type="checkbox"/> Improved evasion<br>Shadow jump <b>320ft</b><br>Shadow master |

#### HIDE IN PLAIN SIGHT

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

#### EVASION

Nível 2 An effect that allows a reflex save for half damage now does no damage if you pass.

#### ESQUIVA SOBRENATURAL

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

#### IMPROVED UNCANNY DODGE

Nível 5 Cannot be flanked or sneak attacked, except by a Rogue 4 levels higher.

#### 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.

#### SLIPPERY MIND

Nível 7 One round after failing a magical effect, reroll to break free.

#### IMPROVED EVASION

Nível 10 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.

Nível 3

|                          |                            |   |
|--------------------------|----------------------------|---|
| <b>ILLUSIONS PER DAY</b> | Shadowdancer Level         | Illusions today   |
| <input type="text"/>     | = <input type="text"/> ÷ 2 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/><br><input type="checkbox"/> <input type="checkbox"/> |

**ILLUSION WILL SAVE DC**

Shadowdancer Level

= 11 + (  ÷ 2 ) + CAR

### Invocar Sombra

Summon an undead shade, which shares your alignment.

**SOMBRA** Shadowdancer  
**PONTOS DE VIDA** hit points

Nível 3

hp =  hp ÷ 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.

Nível 4

|                          |                                    |  |
|--------------------------|------------------------------------|--|
| <b>ILLUSIONS PER DAY</b> | Shadowdancer Level                 | Criaturas Invocadas Hoje   |
| <input type="text"/>     | = ( <input type="text"/> ÷ 2 ) - 1 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

### SHADOW JUMP

Distance travelled today.

### SHADOW POWER

Nível 8 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.

Shadow power today  
☐☐

**ILLUSION WILL SAVE DC**

Shadowdancer Level

= 15 + (  ÷ 2 ) + CAR

10 Use shadow power twice a day.

### SHADOW MASTER

When in an area of dim light:

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

