SHADOWDANCER

PRESTIGEKLASSE

*	SH	ADOWDANCER	. *
Shadowdar Level	ncer		Rogue Talents
1		Meisterliches Verstec	ken
2		Evasion Darkvision 60ft Uncanny dodge	
3		Shadow illusion Summon shadow	+1
4		Shadow call Shadow jump 40ft	
5		Defensive roll Improved uncanny do	dge
6		Shadow jump 80ft	+2
7		Slippery mind	
8		Shadow jump 160ft Shadow power	
9		-	+3
10		Improved evasion Shadow jump 320ft Shadow master	_ (

HIDE IN PLAIN SIGHT

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

EVASION

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

2 UNCANNY DODGE

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

IMPROVED UNCANNY DODGE

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 Stufe

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

Stufe

Stufe

IMPROVED EVASION

An effect that allows a reflex save for half 10 damage now does half damage if you fail.

SHADOW ILLUSION

Shadowdancer

Illusions

Shadow

power

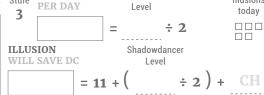
today

Create illusions filling four 10ft cubes per level.

ILLUSIONS

Stufe

Stufe



SUMMON SHADOW

Summon an undead shade, which shares your alignment

SHADOW HIT POINTS	Shadowdancer hit points			
TP	=	TP	•	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.



SHADOW JUMP

Distance travelled today.

SHADOW POWER

Once a day, use a shadowy imitation of a Sorcerer Stufe 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 Shadowdancer

WILL SAVE DC

Level

= 15 +

10 Use shadow power twice a day.

SHADOW MASTER

When in an area of dim light:

Stufe • Damage reduction 10/-

10 · +2 bonus on all saving throws

• On a successful critical hit, target is blinded for 1d6 rds