SHADOWDANCER

PRESTIGE CLASS

``	SH	ADOWDANCER	. *
Shadowdar Level	ncer		Rogue Talents
1		Hide in plain sight	
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 Level 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.

Level SLIPPERY MIND

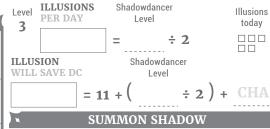
7 One round after failing a magical effect, reroll to break free.

Level 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.



Summon an undead shade, which shares your alignment

SHADOW HIT POINTS	Shadowdancer hit points			
hp	=	hp	•	2

Level

3 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 traveled today.

Shadow

power

today

SHADOW POWER

Once a day, use a shadowy imitation of a Sorcerer Level or Wizard spell up to 4th level to attack your foes.

8 If target passes a Will save to disbelieve, then only deal 20% and events are 20% as likely.

ILLUSION Shadowdancer
WILL SAVE DC Level

L SAVE DC Level = 15 + (÷ 2) +

10 Use shadow power twice a day.

SHADOW MASTER

When in an area of dim light:

Level • Damage reduction 10/-

10 · +2 bonus on all saving throws

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