

SHADOWDANCER

PRESTIGE CLASS

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

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.

SLIPPERY MIND

Level 3 One round after failing a magical effect, reroll to break free.

IMPROVED EVASION

Level 4 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.

Level 3 **ILLUSIONS PER DAY** Shadowdancer Level Illusions today

=

÷ 2

☐☐☐☐

ILLUSION WILL SAVE DC Shadowdancer Level

= 11 + (

÷ 2

) +

CHA

SUMMON SHADOW

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.

Level 4 **ILLUSIONS PER DAY** Shadowdancer Level Creatures summoned today

= (

÷ 2

) - 1

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SHADOW JUMP

Distance traveled today.

SHADOW POWER

Level 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.

ILLUSION WILL SAVE DC Shadowdancer Level

= 15 + (

÷ 2

) +

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