

# SHADOWDANCER

## CLASSE DE PRESTIGE

### SHADOWDANCER

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

#### 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

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

#### 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.

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

| ILLUSION WILL SAVE DC | Shadowdancer Level   |
|-----------------------|----------------------|
| <input type="text"/>  | <input type="text"/> |

### SUMMON SHADOW

Summon an undead shade, which shares your alignment.

| SHADOW HIT POINTS              | Shadowdancer hit points  |
|--------------------------------|--|
| Niveau <input type="text"/> pv | <input type="text"/> pv ÷ 2  |
| 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.

| Niveau | ILLUSIONS PER DAY    | Shadowdancer Level   | Creatures summoned today   |
|--------|----------------------|----------------------|--|
| 4      | <input type="text"/> | <input type="text"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

### SHADOW JUMP

Distance travelled today.

### SHADOW POWER

| Niveau | Shadow power today                                |
|--------|---|
| 8      | <input type="checkbox"/> <input type="checkbox"/> |

| ILLUSION WILL SAVE DC | Shadowdancer Level   |
|-----------------------|----------------------|
| <input type="text"/>  | <input type="text"/> |

10 Use shadow power twice a day.

### SHADOW MASTER

When in an area of dim light:

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

