# **SHADOWDANCER**

**PRESTIGEKLASSE** 

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Shadowdar Level	ncer		Rogue Talents
1		Meisterliches Verstec	ken
2		Evasion Darkvision <b>60ft</b> Uncanny dodge	
3		Shadow illusion Summon shadow	+1
4		Shadow call Shadow jump <b>40ft</b>	
5		Defensive roll Improved uncanny do	odge
6		Shadow jump 80ft	+2
7		Slippery mind	
8		Shadow jump <b>160ft</b> Shadow power	
9		-	+3
10		Improved evasion Shadow jump <b>320ft</b> 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. Stufe

#### 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

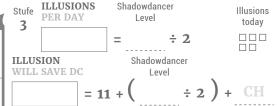
One round after failing a magical effect, reroll to break free.

#### IMPROVED EVASION Stufe

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

#### SHADOW ILLUSION

Create illusions filling four 10ft cubes per level.



## **SUMMON SHADOW**

Summon an undead shade, which shares your alignment

SHADOW HIT POINTS	Shadowdancer hit points		
TP	=	TP	•

Stufe

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.

Shadow power today If target passes a will save to disbelieve, then only deal 20% and events are 20% as likely

#### ILLUSION Shadowdancer WILL SAVE DC Level

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