

SHADOWDANCER

CLASSE DI PRESTIGIO

SHADOWDANCER

| Ombra Danzante Livello | Rogue Talents |
|---------------------------|---|
| 1 | <input type="checkbox"/> Nascondersi in piena vista |
| 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

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.

Livello **3** **ILLUSIONS PER DAY** Ombra Danzante Livello Illusions today

$$\boxed{} = \boxed{} \div 2$$

☐☐☐☐

ILLUSION WILL SAVE DC Ombra Danzante Livello

$$\boxed{} = 11 + (\boxed{} \div 2) + \text{CAR}$$

SUMMON SHADOW

Summon an undead shade, which shares your alignment.

SHADOW HIT POINTS Shadowdancer hit points

Livello **3**

$$\boxed{} \text{ pf} = \boxed{} \text{ pf} \div 2$$

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.

Livello **4** **ILLUSIONS PER DAY** Ombra Danzante Livello Creatures summoned today

$$\boxed{} = (\boxed{} \div 2) - 1$$

☐☐☐

SHADOW JUMP

Distance travelled today.

SHADOW POWER

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

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

ILLUSION WILL SAVE DC Ombra Danzante Livello

$$\boxed{} = 15 + (\boxed{} \div 2) + \text{CAR}$$

10 Use shadow power twice a day.

SHADOW MASTER

When in an area of dim light:

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

