

SHADOWDANCER

PRESTIGEKLASSE

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

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.

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

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

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ILLUSION WILL SAVE DC Shadowdancer Level

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

SUMMON SHADOW

Summon an undead shade, which shares your alignment.

SHADOW HIT POINTS

Stufe **3** Shadowdancer hit points

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

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.

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

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

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

Stufe **8** **ILLUSION WILL SAVE DC** Shadowdancer Level Shadow power today

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

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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

