

# SHADOWDANCER

## PRESTIGE CLASS

### 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 <b>+1</b>             |
| 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 <b>+2</b>                             |
| 7                  | <input type="checkbox"/> Slippery mind  |
| 8                  | <input type="checkbox"/> Shadow jump 160ft<br>Shadow power                      |
| 9                  | <input type="checkbox"/> - <b>+3</b>  |
| 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

Уровень 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

Уровень 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

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

#### IMPROVED EVASION

Уровень 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.

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

3  =  ÷ 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

Уровень  hp =  hp ÷ 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.

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

4  = (  ÷ 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.

Уровень 8 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:

Уровень • Damage reduction 10/—

10 • +2 bonus on all saving throws

• On a successful critical hit, target is blinded for 1d6 rds

