**Nightblade**

An infiltrator who exceeds at moving and attacking without anyone knowing he is there.

This is a 4 level prestige class meant for any Melee class, though Rogues benefit the most.

**Characteristics**

This class will grant abilities that assist you in dark areas and in hiding from enemies.

**Requirements**

**Feats**: Stealthy

**Base** Attack Bonus: +3

**Class Information**

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| **Level** | **Special** |
| **1** | Shadowmeld |
| **2** | Nightshield |
| **3** | Greater Ultravision |
| **4** | Shadowstep, Shadowmeld 2 |

**Spells**: This class does not grant you any additional Caster Levels to existing Spellcasting classes.

**Base Attack and Saves**: As Rogue

**Class Skills**: As Rogue

**Hit Die**: d6

**Class Features**

**Sneak Attack [Ex]:** You gain the Sneak Attack class feature as a rogue. If you already have Sneak Attack, you can add you’re Nightblade levels to your Rogue levels to determine your bonus.

**Shadowmeld [Su]:** At 1st level, you become one with the shadows. When in a shadowy area, you gain the effects of *Invisibility* as long as you do not move. At 4th level, you can move at quarter speed while maintaining this effect.

**Nightshield [Su]:** At 2nd level, you are able to resist spells easier. As a Swift action, you gain a bonus to Saves against Spells equal to your Nightblade level. This effect lasts 1 round, and can be used a number of times per day equal to your Nightblade level.

**Greater Ultravision [Su]:** At 3rd level, your eyes can pierce the void itself. You can see perfectly in total darkness, even that created by the *Deeper Darkness* spell. You still suffer any miss chances from being blinded.

**Shadowstep [Su]:** At 4th level, you can attack at a moment’s notice. You gain the ability to *Dimension Door*, as the spell, up to 30 feet as a Swift action 4 times per day.