

SHADOWDANCER

PRESTIGE CLASS

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

Level 1 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

Level 2 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.

Level 7 SLIPPERY MIND

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

Level 10 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.

Level	ILLUSIONS PER DAY	Shadowdancer Level	Illusions today
3	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ILLUSION WILL SAVE DC	Shadowdancer Level
<input type="text"/>	<input type="text"/>

SUMMON SHADOW

Summon an undead shade, which shares your alignment.

SHADOW HIT POINTS

Level	hp	Shadowdancer hit points
3	<input type="text"/>	<input type="text"/>

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.

Level	ILLUSIONS PER DAY	Shadowdancer Level	Creatures summoned today
4	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

SHADOW JUMP

Distance travelled today.

SHADOW POWER

Level	Shadow power today
8	<input type="checkbox"/> <input type="checkbox"/>

ILLUSION WILL SAVE DC	Shadowdancer Level
<input type="text"/>	<input type="text"/>

10 Use shadow power twice a day.

SHADOW MASTER

When in an area of dim light:

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

