## **SHADOWDANCER**

PRESTIGE CLASS

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Shadowdar Level	ncer		Rogue Talents
1		Hide in plain sight	
2		Evasion Darkvision <b>60ft</b> Uncanny dodge	
3		Shadow illusion Summon shadow	+1
4		Shadow call Shadow jump <b>40ft</b>	
5		Defensive roll Improved uncanny do	odge
6		Shadow jump 80ft	+2
7		Slippery mind	
8		Shadow jump <b>160ft</b> Shadow power	
9		-	+3
10		Improved evasion Shadow jump <b>320ft</b> 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 Nível 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.

#### 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.

### Nível **SLIPPERY MIND**

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

## Nível IMPROVED EVASION

An effect that allows a reflex save for half damage now does half damage if you fail.

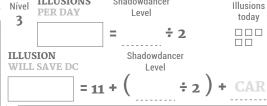
#### SHADOW ILLUSION

Shadowdancer

Create illusions filling four 10ft cubes per level.

ILLUSIONS

Nível



#### SUMMON SHADOW

Summon an undead shade, which shares your alignment

SHADOW HIT POINTS	Shadowdancer hit points			
hp	=	hp	•	

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.



#### SHADOW JUMP

Distance travelled today.

## SHADOW POWER

Shadow

power

today

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

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

# Shadowdancer WILL SAVE DC = 15 + ( ÷ 2 ) + CAR

10 Use shadow power twice a day.

#### SHADOW MASTER

When in an area of dim light:

Nível • Damage reduction 10/-

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