

SHADOWDANCER

CLASE DE PRESTIGIO

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

Nivel 2 An effect that allows a reflex save for half damage now does no damage if you pass.

UNCANNY DODGE

Cannot be caught flat-footed, even by an invisible attacker.

IMPROVED UNCANNY DODGE

Nivel 5 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.

SLIPPERY MIND

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

IMPROVED EVASION

Nivel 10 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.

Nivel 3

ILLUSIONS PER DAY	Shadowdancer Level	Illusions today
<input type="text"/>	$= \dots \div 2$	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ILLUSION WILL SAVE DC

Shadowdancer Level

= $11 + (\dots \div 2) + \text{CAR}$

SUMMON SHADOW

Summon an undead shade, which shares your alignment.

SHADOW HIT POINTS

Shadowdancer hit points

Nivel 3

pg = $\dots \text{pg} \div 2$

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.

Nivel 4

ILLUSIONS PER DAY	Shadowdancer Level	Creatures summoned today
<input type="text"/>	$= (\dots \div 2) - 1$	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

SHADOW JUMP

Distance travelled today.

SHADOW POWER

Nivel 8 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.

Shadow power today
☐☐

ILLUSION WILL SAVE DC

Shadowdancer Level

= $15 + (\dots \div 2) + \text{CAR}$

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

