

# SHADOWDANCER

## PRESTIGEKLASSE

### SHADOWDANCER

Shadowdancer Level	Rogue Talents
1	<input type="checkbox"/> Meisterliches Verstecken
2	<input type="checkbox"/> Evasion Darkvision 60ft Uncanny dodge
3	<input type="checkbox"/> Shadow illusion Summon shadow <b>+1</b>
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 <b>+2</b>
7	<input type="checkbox"/> Slippery mind
8	<input type="checkbox"/> Shadow jump 160ft Shadow power
9	<input type="checkbox"/> - <b>+3</b>
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

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

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

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

#### 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.

Stufe **3** **ILLUSIONS PER DAY** Shadowdancer Level Illusions today

$$\boxed{\phantom{000}} = \boxed{\phantom{000}} \div 2$$

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**ILLUSION WILL SAVE DC** Shadowdancer Level

$$\boxed{\phantom{000}} = 11 + (\boxed{\phantom{000}} \div 2) + \text{CH}$$

### SUMMON SHADOW

Summon an undead shade, which shares your alignment.

#### SHADOW HIT POINTS

Stufe **3** Shadowdancer hit points

$$\boxed{\phantom{000}} \text{ TP} = \boxed{\phantom{000}} \text{ TP} \div 2$$

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.

Stufe **4** **ILLUSIONS PER DAY** Shadowdancer Level Creatures summoned today

$$\boxed{\phantom{000}} = (\boxed{\phantom{000}} \div 2) - 1$$

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

Stufe **8** **ILLUSION WILL SAVE DC** Shadowdancer Level Shadow power today

$$\boxed{\phantom{000}} = 15 + (\boxed{\phantom{000}} \div 2) + \text{CH}$$

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**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

