

Shadow Dancer

Prerequisite: Any teleportation at-will or encounter power, training in Stealth

You embrace the darkness as a means of perfecting the teleportation ability that quickly becomes your trademark in combat. When you strike like living shadow, you leave your foes to wonder where you might appear next.

SHADOW DANCER PATH FEATURES

Dancer's Action (11th level): When you spend an action point to make an attack, you can teleport up to 5 squares as a free action before or after the attack.

Dancer's Ambush (11th level): Whenever you teleport during your turn, you gain combat advantage for the next attack roll you make before the end of your turn.

Shadowy Tendrils (11th level): You gain the shadowy tendrils power.

Shadow Stalk (12th level): You gain the shadow stalk power.

Lingering Shadows (16th level): If you are hidden from a creature at the start of its turn, you are invisible to that creature until the end of its turn.

Trail of Shadows (20th level): You gain the trail of shadows power.

Shadowy Tendrils

Shadow Dancer Attack 11

As you teleport, a shadowy afterimage manifests as tendrils that reach out to your foes.

Encounter ♦ **Shadow, Teleportation**

Standard Action **Personal**

Effect: You teleport up to 5 squares, then make a basic attack. You teleport one target hit by the attack up to 3 squares, and it is dazed until the end of your next turn.

Shadow Stalk

Shadow Dancer Utility 12

You attune yourself to your foe's shadow, then step through it at a moment's notice.

Encounter ♦ **Shadow, Teleportation**

Minor Action **Close burst 5**

Target: One creature in the burst

Effect: Until the end of your next turn, you can teleport to any square adjacent to the target as a move action. If you are already adjacent to the target, you can teleport up to 3 squares as a minor action.

Trail of Shadows

Shadow Dancer Attack 20

You streak through your foes as a blur of shadow, leaving a field of bitter darkness behind you that freezes your foes to the marrow.

Daily ♦ **Cold, Shadow, Zone**

Move Action **Personal**

Effect: You shift up to your speed. The squares you enter during this movement become a zone that lasts until the end of the encounter. Any enemy in the zone or adjacent to it when it is created takes 15 cold damage. The zone is totally obscured to your enemies. Any enemy that ends its turn in the zone or adjacent to it takes 10 cold damage, and that enemy is slowed (save ends).