

Rogue Archetype: Shadow Dancer

Shadowdancers exist in the boundary between light and darkness, where they weave together the shadows to become half-seen artists of deception. Unbound by any specified morality or traditional code, shadowdancers encompass a wide variety of individuals who have seen the value of the dark.

Weapon and Armor Proficiency: Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword. Shadowdancers are proficient with light armor but not with shields.

This ability replaces the rogue standard weapon and armor proficiency.

Class Skills: The shadowdancer's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Perception (Wis), Perform (Cha), Sleight of Hand (Dex), and Stealth (Dex).

This ability replaces the standard rogue class skills.

Darkvision (Ex) At 2nd level, a shadowdancer gains darkvision out to a range of 60 feet. If she already has darkvision, the range increases by 30 feet.

This ability replaces trapfinding.

Shadow Illusion (Sp) When a shadowdancer reaches 3rd level, she can create visual illusions. This ability functions as silent image, using the shadowdancer's level as the caster level. A shadowdancer can use this ability once per day for every three shadowdancer levels she has attained. The DC for this ability is Charisma-based.

This ability replaces trapsense.

Shadow Affinity Beginning at 6th level, a shadowdancer improves her power over shadows. A shadowdancer may select one of the following shadow affinities in place of a rogue talent.

Dancing Shadows (Sp) As a move action, the shadowdancer draws upon the energy of the plane of Shadow to create miniature globs of shadows that act like dancing lights in all ways except as follows. Rather than each light illuminating as a torch, each wisp reduces the light level by one step within a 20 foot radius. Several wisps of dusk do not stack to reduce the light level of an area more than once. At 12th level, activating this ability is a swift action.

Hide in Plain Sight (Su) A shadowdancer can use the Stealth skill even while being observed. As long as she is within 10 feet of an area of dim light, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Shadowglide (Su) The shadowdancer never treats any terrain in dim or worse lighting conditions as difficult terrain. Additionally, when in dim or less lighting, the shadowdancer may move 10 feet whenever taking the 5-foot step action.

Summon Shadow (Su) A shadowdancer can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow receives a +4 bonus on Will saves made to halve the damage from positive channeled energy and the shadow cannot be turned or commanded. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. This shadow has a number of hit points equal to half the shadowdancer's total. The shadow uses the shadowdancer's base attack bonus and base save bonuses.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a DC 15 Fortitude save. If the saving throw fails, the shadowdancer gains one permanent negative level. A successful saving throw avoids this negative level. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

Shadow Call (Sp) A shadowdancer can create creatures and effects out of raw shadow. This ability functions as shadow conjuration, using the shadowdancer's level as the caster level. A shadowdancer can use this ability once per day at 8th level, plus one additional time per day for every four levels attained beyond 8th (2/day at 12th level, 3/day at 16th level, and 4/day at 20th level). Upon reaching 15th level, this ability functions as greater shadow conjuration. The DC for this ability is Charisma-based. The shadowdancer must be at least 8th level before selecting this affinity.

Advanced Shadow Affinity Beginning at 10th level, a shadowdancer gains even greater power over shadows. A shadowdancer may select one of the following advanced shadow affinities in place of an advanced rogue talent.

Hungry Darkness (Sp) The shadowdancer creates an area of intense blackness, filled with unseen, ravenous maws. This ability functions as hungry darkness, using the shadowdancer's level as the caster level. A shadowdancer can use this ability once per day at 14th level, plus one additional time per day for every four levels attained beyond 14th (2/day at 18th level). The DC for this ability is Charisma-based. The shadowdancer must be at least 14th level before selecting this affinity.

Shadowstrike (Su) As a standard action, the shadowdancer makes a melee attack while create an illusory double of his weapon. This double cloaks the shadowdancer's real attack. The shadowdancer's opponent is caught flat-footed against this strike, as the hidden attack from a new direction ruins his defenses.

Prerequisite: Greater Feint.

Shadow Specialization (Ex) When a shadowdancer casts shadow conjuration, shadow evocation, and similar illusion spells that have a listed fraction of the strength of real effects, he increases the percentage of damage caused by the spell's effect or summoned creatures by one-fifth (+20%) against creatures that make their saving throw against the effect, up to a maximum of 100% of the strength. For example, shadow evocation and shadow conjuration deal 40% normal damage on a successful save instead of 20%.

Prerequisites: Shadow call or shadow power.

Shadow Jump (Su) A shadowdancer gains dimension door as a spell-like ability. The limitation is that the magical transport must begin and end in an area with at least some dim light. A shadowdancer can jump up to a total of 40 feet each day in this way; this may be a single jump of 40 feet or four jumps of 10 feet each. Every three levels higher than 10th, the distance a shadowdancer can jump each day doubles (80 feet at 13th, 160 feet at 16th, and 320 feet at 19th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Shadow Power (Sp) A shadowdancer can use raw shadow to damage her foes. This ability functions as shadow evocation, using the shadowdancer's level as the caster level. A shadowdancer can use this ability once per day at 11th level, plus one additional time per day for every four levels attained beyond 10th (2/day at 14th level, and 3/day at 18th level). The DC for this ability is Charisma-based.

Shadow Master (Su) At 20th level, whenever a shadowdancer is in an area of dim light, she gains DR 10/— and a +2 luck bonus on all saving throws. In addition, whenever she successfully scores a critical hit against a foe who is in an area of dim light, that foe is blinded for 1d6 rounds.

This ability replaces master strike.

Advanced Talents: The following advanced rogue talents complement the shadowdancer archetype: defensive roll, improved evasion, and slippery mind.

Rogue Archetype: Assassin

A mercenary undertaking his task with cold, professional detachment, the assassin is equally adept at espionage, bounty hunting, and terrorism. At his core, an assassin is an artisan, and his medium is death. Trained in a variety of killing techniques, assassins are among the most feared classes.

While nearly any class is capable of becoming an assassin, rogues suit the part more than any other, from both an ability viewpoint and an ideological one. Though they make excellent allies during combat, assassins excel

in more clandestine situations, and the best assassins are the ones the victims never knew existed.

Requirements

Alignment: Any non-good.

Weapon and Armor Proficiency Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

This ability replaces the rogue standard rogue weapon and armor proficiency.

Class Skills The assassin's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

This ability replaces the standard rogue class skills.

Poison Use Assassins are trained in the use of poison and cannot accidentally poison themselves when applying poison to a blade (see Poison).

This ability replaces trapfinding.

Toxicology At 3rd level, the assassin gains a +1 saving throw bonus against poisons and a +1 bonus to craft(alchemy) checks to create poisons. These bonuses rise to +2 when the assassin reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

This ability replaces trapsense.

Death Attack At 6th level, an assassin gains the Assassinate ninja master trick.

This ability replaces the rogue talent gained at 6th level.

Assassination Techniques At 10th level, an assassin begins training in highly developed killing techniques. An assassin can select one of the following assassination techniques in place of a rogue talent.

True Death (Su) Anyone slain by an assassin's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using raise dead or similar magic must make a caster level check with a DC equal to 15 + the assassin's level or the spell fails and the material component is wasted. Casting remove curse the round before attempting to bring the creature back from the dead negates this chance. The DC of the remove curse is 10 + the assassin's level.

Quiet Death (Ex) Whenever an assassin kills a creature using his death attack during a surprise round, he can also make a Stealth check, opposed by Perception checks of those in the vicinity to prevent them from identifying him as the assailant. If successful, those nearby might not even notice that the target is dead for a few moments, allowing the assassin to avoid detection.

Hide in Plain Sight (Su) An assassin can use the Stealth skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Swift Death (Ex) Once per day, an assassin can make a death attack against a foe without studying the foe beforehand. He must still sneak attack his foe using a melee weapon that deals damage.

Angel of Death (Su) At 20th level, the assassin becomes a master of death when dealing sneak attack damage. When the assassin makes a successful death attack, he can cause the target's body to crumble to dust. This prevents raise dead and resurrection (although true resurrection works as normal). The assassin must declare the use of this ability before the attack is made. If the attack misses or the target successfully saves against the death attack, this ability has no effect.

This ability replaces master strike.

Rogue Talents: The following ninja tricks complement and are available to the assassin archetype as rogue talents:

Hidden Weapons.

Saved for Reference

Rogue Archetype: Shadow Dancer

Shadowdancers exist in the boundary between light and darkness, where they weave together the shadows to become half-seen artists of deception. Unbound by any specified morality or traditional code, shadowdancers encompass a wide variety of individuals who have seen the value of the dark.

Weapon and Armor Proficiency: *Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword. Shadowdancers are proficient with light armor but not with shields.*

This ability replaces the rogue standard weapon and armor proficiency.

Class Skills: *The shadowdancer's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Perception (Wis), Perform (Cha), Sleight of Hand (Dex), and Stealth (Dex).*

This ability replaces the standard rogue class skills.

Sneak Attack (Ex) *At 1st level, the shadowdancer gains sneak attack +1d6. This functions as the rogue ability of the same name, but the damage increases by 1d6 every 4 levels after 1st (5th, 9th, 13th, and 17th).*

Darkvision (Ex) *At 2nd level, a shadowdancer gains darkvision out to a range of 60 feet. If she already has darkvision, the range increases by 30 feet.*

This ability replaces trapfinding.

Shadow Illusion (Sp) *When a shadowdancer reaches 3rd level, she can create visual illusions. This ability functions as silent image, using the shadowdancer's level as the caster level. A shadowdancer can use this ability once per day for every three shadowdancer levels she has attained. The DC for this ability is Charisma-based.*

This ability replaces trapsense.

Shadow Affinity *Beginning at 5th level, a shadowdancer improves her power over shadows. A shadowdancer gains the following abilities at the stated level:*

Summon Shadow (Su) *At 5th level, a shadowdancer can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow receives a +4 bonus on Will saves made to halve the damage from positive channeled energy and the shadow cannot be turned or commanded. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. This shadow has a number of hit points equal to half the shadowdancer's total. The shadow uses the shadowdancer's base attack bonus and base save bonuses.*

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a DC 15 Fortitude save. If the saving throw fails, the shadowdancer gains one permanent negative level. A successful saving throw avoids this negative level. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

Shadow Call (Sp) *At 7th level, a shadowdancer can create creatures and effects out of raw shadow. This*

ability functions as shadow conjuration, using the shadowdancer's level as the caster level. A shadowdancer can use this ability once per day at 7th level, plus one additional time per day for every four levels attained beyond 7th (2/day at 11th level, 3/day at 15th level, and 4/day at 19th level). Upon reaching 15th level, this ability functions as greater shadow conjuration. The DC for this ability is Charisma-based.

Shadow Jump (Su) At 9th level, a shadowdancer gains dimension door as a spell-like ability. The limitation is that the magical transport must begin and end in an area with at least some dim light. A shadowdancer can jump up to a total of 40 feet each day in this way; this may be a single jump of 40 feet or four jumps of 10 feet each. Every three levels higher than 9th, the distance a shadowdancer can jump each day doubles (80 feet at 12th, 160 feet at 15th, and 320 feet at 18th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Shadow Power (Sp) At 11th level, a shadowdancer can use raw shadow to damage her foes. This ability functions as shadow evocation, using the shadowdancer's level as the caster level. A shadowdancer can use this ability once per day at 11th level, plus one additional time per day for every four levels attained beyond 7th (2/day at 15th level, and 3/day at 19th level). The DC for this ability is Charisma-based.

These abilities replace sneak attack (but see above).

Hide in Plain Sight (Su) At 6th level, a shadowdancer can use the Stealth skill even while being observed. As long as she is within 10 feet of an area of dim light, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

This ability replaces the rogue talent gained at 6th level.

Shadow Master (Su) At 20th level, whenever a shadowdancer is in an area of dim light, she gains DR 10/— and a +2 luck bonus on all saving throws. In addition, whenever she successfully scores a critical hit against a foe who is in an area of dim light, that foe is blinded for 1d6 rounds.

This ability replaces master strike.

Advanced Talents: The following advanced rogue talents complement the shadowdancer archetype: defensive roll, improved evasion, and slippery mind.

Possible Shadow Affinities (Notes)

Shadowglide (Su) The shadowdancer never treats any terrain in dim or worse lighting conditions as difficult terrain. Additionally, when in dim or less lighting, the shadowdancer may move 10 feet whenever taking the 5-foot step action.