



THE SHADOW

In the twilight between light and darkness, the Shadow moves unseen, leaving no trace of their passage. Masters of stealth and survival, Shadows excel at infiltration, reconnaissance, and escape. Unlike their roguish cousins, Shadows forsake overt combat prowess and mechanical aptitude in favor of becoming one with their environment and turning their enemies' strength against them.

Role: Shadows excel at gathering intelligence, surviving in hostile territories, and providing unique tactical advantages to their allies. They are the ultimate scouts and survivalists, capable of operating deep behind enemy lines for extended periods.

Alignment: Any

Hit Die: d8

Starting Wealth: 4d6 × 10 gp (average 140 gp)

CLASS SKILLS

The Shadow's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks per Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the shadow.

Weapon and Armor Proficiency: Shadows are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields.

Ghost Step (Ex): At 1st level, a Shadow gains a +2 bonus on Stealth checks. This bonus increases to +4 at 5th level, +6 at 10th level, and +8 at 15th level.

Shadowcraft (Su): At 1st level, a Shadow can manipulate shadows to create small visual illusions within 10 feet. These illusions are silent and can't create smell. The Shadow can maintain one such illusion at a time, requiring concentration. Creatures that interact with the illusion can make a Will save (DC 10 + 1/2 Shadow level + Charisma modifier) to disbelieve it.

Evasion (Ex): At 2nd level, a Shadow gains evasion, identical to the rogue ability.

Misdirection (Ex): At 2nd level, a Shadow can use Bluff to feint in combat as a move action. When the Shadow successfully feints, the target is denied its Dexterity bonus to AC against the next attack made by an ally of the Shadow before the end of the Shadow's next turn.

Shadow Power: At 3rd level and every three levels thereafter, a Shadow gains a power from the list below:

1. **Shadow Blend:** The Shadow gains concealment in areas of dim light.
2. **Silent Step:** The Shadow can move up to their speed as part of a Stealth check without taking a penalty.
3. **Reactive Stealth:** Once per round, when targeted by an attack, the Shadow can attempt a Stealth check as an immediate action to gain total concealment against that attack.
4. **Shadow Sight:** The Shadow gains darkvision 60 feet. If they already have darkvision, its range increases by 30 feet.
5. **Opportune Parry and Riposte:** Once per round, when an opponent misses the Shadow with a melee attack, the Shadow can spend an immediate action to attempt a combat maneuver check to disarm or trip the attacker.
6. **Elusive:** The Shadow gains a +2 dodge bonus to AC against attacks of opportunity. This bonus increases to +4 at 12th level.
7. **Improved Feint:** When the Shadow successfully feints in combat, the target is denied its Dexterity bonus to AC against the Shadow's attacks until the end of the Shadow's next turn.
8. **Defensive Awareness:** The Shadow gains a +2 bonus on Perception checks to avoid being surprised and on initiative checks. This bonus increases to +4 at 12th level.

Uncanny Dodge (Ex): At 4th level, a Shadow gains uncanny dodge, identical to the rogue ability.

Defensive Expertise (Ex): At 4th level, a Shadow gains Combat Expertise as a bonus feat, even if they don't meet the prerequisites. When using Combat Expertise, the Shadow gains an additional +1 dodge bonus to AC for every -2 penalty on attack rolls.

TABLE 2-A: THE SHADOW

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Ghost step, shadowcraft
2nd	+1	+0	+0	+3	Evasion, misdirection
3rd	+2	+1	+1	+3	Shadow power
4th	+3	+1	+1	+4	Uncanny dodge, defensive expertise
5th	+3	+1	+1	+4	Counterattack
6th	+4	+2	+2	+5	Shadow power
7th	+5	+2	+2	+5	Superior positioning
8th	+6/+1	+2	+2	+6	Improved uncanny dodge, redirect attack
9th	+6/+1	+3	+3	+6	Shadow power
10th	+7/+2	+3	+3	+7	Advanced talents
11th	+8/+3	+3	+3	+7	Shadow sense
12th	+9/+4	+4	+4	+8	Shadow power
13th	+9/+4	+4	+4	+8	Shadow step
14th	+10/+5	+4	+4	+9	Environmental mastery
15th	+11/+6/+1	+5	+5	+9	Shadow power
16th	+12/+7/+2	+5	+5	+10	Reactive defense
17th	+12/+7/+2	+5	+5	+10	Elusive target
18th	+13/+8/+3	+6	+6	+11	Shadow power
19th	+14/+9/+4	+6	+6	+11	Superior redirect
20th	+15/+10/+5	+6	+6	+12	Shadow incarnate

Counterattack (Ex): At 5th level, when an opponent misses the Shadow with a melee attack, the Shadow can make an attack of opportunity against that opponent. This ability can be used a number of times per day equal to 3 + the Shadow's Dexterity modifier.

Superior Positioning (Ex): At 7th level, the Shadow can take a 5-foot step as an immediate action in response to an opponent's missed attack. This movement doesn't provoke attacks of opportunity. This ability can be used a number of times per day equal to the Shadow's Dex. modifier (min. 1).

Improved Uncanny Dodge (Ex): At 8th level, a Shadow gains improved uncanny dodge, same as the rogue ability.

Redirect Attack (Ex): At 8th level, when an opponent misses the Shadow with a melee attack, the Shadow can attempt to redirect that attack to another creature adjacent to both the Shadow and the attacker. The attacker must make a new attack roll against the new target. The Shadow can use this ability a number of times per day equal to their Wisdom modifier (minimum 1).

Advanced Talents: At 10th level and every five levels thereafter, a Shadow can choose one of the following advanced talents:

1. **Shadow Twin:** The Shadow can create an illusory duplicate of themselves as a move action. This functions as mirror image, but creates only one image. The duplicate lasts for 1 round per Shadow level and doesn't disappear when struck.
2. **Improved Redirect:** When using the Redirect Attack ability, the Shadow can choose a target within 10 feet instead of only adjacent targets. This range increases to 15 feet at 15th level and 20 feet at 20th level.
3. **Reactive Strike:** Once per round, when an opponent provokes an attack of opportunity from the Shadow, the Shadow can forgo making the attack and instead attempt a combat maneuver check as a free action. If the combat maneuver check succeeds, the action that provoked the attack of opportunity

automatically fails. The Shadow must declare the use of this ability before the opponent's action is resolved.

4. **Umbral Form:** For a number of rounds per day equal to the Shadow's level, they can assume a shadowy form, gaining DR 10/magic and a +4 bonus on Stealth checks.

Shadow Sense (Su): At 11th level, the Shadow gains blindsense 30 feet, but only in areas of dim light or darkness.

Shadow Step (Su): At 13th level, the Shadow can teleport between areas of dim light or darkness within 60 feet as a move action. This ability can be used a number of times per day equal to the Shadow's Wis. modifier (min. 1).

Environmental Mastery (Ex): At 14th level, the Shadow can use their Stealth modifier in place of Survival for checks made to endure severe weather, avoid natural hazards, or subsist on food and water in the wild.

Reactive Defense (Ex): At 16th level, once per round when hit by an attack, the Shadow can spend an immediate action to gain a +4 dodge bonus to AC against that attack, potentially causing it to miss.

Elusive Target (Ex): At 17th level, the Shadow becomes incredibly difficult to pin down. They gain a 20% miss chance against all attacks. This miss chance increases to 25% at 19th level.

Superior Redirect (Ex): At 19th level, when the Shadow successfully uses their Redirect Attack ability, the redirected attack gains a +4 bonus on the attack roll and deals an additional 2d6 damage if it hits.

Shadow Incarnate (Su): At 20th level, the Shadow becomes a living embodiment of shadow. They gain the following benefits: Can use Shadow Step at will, permanent 50% miss chance in areas of dim light or darkness, can cast *shadow walk* once per day as a spell-like ability, and gains resistance 10 to negative energy damage.

SHADOW ARCHETYPES

When a character selects a class, he must choose to use the standard class features found or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. When an archetype includes multiple class features, a character must take all of them—often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options.

Presented below are a couple of shadow archetypes and alternate class features to help you in building your character.

Chameleon

Chameleons are Shadows who have mastered the art of blending seamlessly into any environment. They excel at adapting to their surroundings, becoming nearly impossible to detect in both urban and natural settings.

CLASS FEATURES

The following are class features of the chameleon.

Adaptive Camouflage (Ex): At 1st level, a chameleon gains a bonus on Stealth checks equal to 1/2 their chameleon level (minimum +1) when in an area that grants cover or concealment. This ability replaces ghost step.

Environmental Adaptation (Ex): At 2nd level, a chameleon gains a +1 bonus on saving throws against environmental effects and hazards (such as extreme temperatures, poisons, and diseases). This bonus increases by +1 for every four chameleon levels beyond 2nd. This ability replaces evasion.

Expert Mimicry (Ex): At 4th level, a chameleon can use the Disguise skill to mimic the appearance and mannerisms of the local populace after 1 hour of careful observation. They gain a +2 bonus on Disguise checks when using this ability. This bonus increases to +4 at 8th level and +6 at 12th level. Additionally, they can make a Disguise check to blend into a crowd as a standard action, gaining a +4 bonus on Stealth checks while in that crowd for 1 hour. This ability replaces uncanny dodge.

Urban Stealth (Ex): At 8th level, when using Stealth in an urban environment where the chameleon has spent at least 1 hour familiarizing themselves, they can move up to their full speed while using Stealth without penalty. This ability replaces improved uncanny dodge.

Wilderness Ghost

Wilderness Ghosts are Shadows who have honed their skills to survive and thrive in the harshest natural environments. They become one with nature, capable of enduring extreme conditions and moving unseen through any terrain.

CLASS SKILLS

A wilderness ghost adds Knowledge (nature) to their list of class skills. This replaces Knowledge (local) as a class skill.

CLASS FEATURES

The following are class features of the wilderness ghost.

Nature's Embrace (Ex): At 1st level, a wilderness ghost gains a +2 bonus on Stealth and Survival checks in natural environments. This bonus increases to +4 at 5th level, +6 at 10th level, and +8 at 15th level. This ability modifies ghost step.

Trackless Step (Ex): At 2nd level, a wilderness ghost gains the trackless step ability, identical to the druid class feature. This ability replaces misdirection.

Wilderness Endurance (Ex): At 4th level, a wilderness ghost gains a +4 bonus on Fortitude saves against environmental hazards (such as severe weather, avalanches, and quicksand). Additionally, they can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. This ability replaces defensive expertise.

Swift Camouflage (Ex): At 7th level, a wilderness ghost can create simple camouflage from the surrounding natural environment as a move action. This grants them a +4 circumstance bonus on Stealth checks in that specific terrain for 1 hour. This ability replaces superior positioning.

Terrain Stride (Ex): At 11th level, a wilderness ghost can move through any sort of natural difficult terrain at their normal speed while taking no damage from rough terrain. This ability functions like the druid's woodland stride ability, but applies to all natural terrains. This ability replaces shadow sense.

NEW FEATS

The following feats are available to a shadow character who meets the prerequisites.

ADAPTIVE SURVIVOR

Prerequisites: Shadow level 5th, Survival 5 ranks

Benefit: Choose one type of terrain from the ranger's favored terrain list. You gain a +2 bonus on Stealth checks in the chosen terrain. Once per day, you can change your chosen terrain by spending 1 hour acclimating to a new environment.

Special: You can select this feat multiple times. Its effects stack, granting an additional +2 bonus in the chosen terrain, up to a maximum of +6. Alternatively, you can choose a new terrain type each time.

SHADOW'S REFUGE

Prerequisites:
Shadow level 3rd,
Stealth 3 ranks, Survival
3 ranks

Benefit: Once per day, you can use Stealth to create a hiding spot for yourself as a full-round action, even in areas with no cover or concealment. You gain a +5 circumstance bonus on your Stealth check to hide in this spot. The hiding spot lasts for 1 hour per Shadow level or until you leave it.

Other creatures can use your hiding spot, but they don't gain the circumstance bonus.

Special: If you have the shadowcraft class feature, you can use it to enhance your hiding spot, increasing the circumstance bonus by your Charisma modifier.

SHADOW'S RESPITE

Prerequisites: Shadow class, character level 7th

Benefit: Once per day, when reduced to 0 or fewer hit points, you can immediately use your Shadow Step ability (if available) as an immediate action before falling unconscious. If you don't have Shadow Step, you instead gain concealment for 1 round.

SHADOWY EVASION

Prerequisites: Shadow class, Evasion class feature.

Benefit: When you successfully use your Evasion ability to avoid damage, you can immediately attempt a Stealth check to hide, even if you don't have cover or concealment.

UMBRAL RECALL

Prerequisites: Shadow class, Shadowcraft class feature, character level 8th

Benefit: You can store information within shadowy constructs. Once per day, you can spend 10 minutes creating a shadow construct that contains information you've learned (up to 1 page of text or 5 minutes of speech). You can recall this information perfectly at any time by spending a

standard action to interact with the construct. The construct lasts for 24 hours or until you create a new one. Only you can see and interact with this construct, and it follows you, always staying within 5 feet of your position.

UMBRAL STRIKES

Prerequisites:
Shadow class,
Shadowcraft class
feature

Benefit: You can infuse your weapons with shadow energy. As a swift action, you can give your weapon the ghost touch special ability for 1 round. You can use this ability a number of times per day equal to your Wisdom modifier (minimum 1).

UNSEEN STRIKE

Your stealth training allows you to strike more effectively from hiding.

Prerequisites: Shadow level 5th, Stealth 5 ranks

Benefit: When you attack a target who is unaware of your presence, you gain a +2 circumstance bonus on your attack roll. If the attack hits, you also deal an additional 1d6 precision damage. You can use this ability a number of times per day equal to your Dexterity modifier (minimum 1).

