STAR LOG.EM-002

SHADOWDANCER

STARFINDER COMPATIBLE

Everyman Gaming

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SHADOWDANCER

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES
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Hello, and thank you for purchasing *Star Log.EM002: Shadowdancer*! One of the great things about the new archetypes system introduced for *Starfinder* is its modular nature. It allows designers to create options that are easily applicable to multiple classes, rather than needing to design multiple options that need to deal with the intricacies of every class. However, when the designer of this product first read about *Starfinder's* archetypes, it occurred to him that they were better suited to mirroring 3.5's old prestige class mechanic simply because of their ability to place a coat of themed paint on every character who takes the archetype.

With this in mind, the shadowdancer became an obvious choice for updating to *Starfinder*. Why? Because the concept of the shadowdancer fits so well with virtually all future settings, perhaps even more so then it does in fantasy ones. Shadowdancers are the ultimate spies, able to dart effortlessly through darkness in order to break into places they ought not to be. While it's cool to rob a bank or whatever using your shadow jump in a fantasy setting, in a futuristic setting, shadowdancers evoke spy versus spy themes as they silently flit about, breaking into the heavily-guarded compounds. Perhaps we're the only ones who think this, but shadowy infiltration just feels right in the far-flung future, and we certainly hope that you'll agree with us by making plenty of shadowdancer characters for your *Starfinder* game!

SHADOWDANCER

Even in the far-flung future, civilized folk rightfully fear the dark and the creatures that prowl within it, comforting themselves with neon or electric lights when darkness falls. Yet those have always exist who embrace, rather than fear, the night. These are the shadowdancers, folk who exist in the boundary between light and darkness. Within the twilight, shadowdancers become half-seen artists of stealth and deception, unbound by worldly fetters.

ALTERNATE CLASS FEATURES

The shadowdancer grants alternate class features at 2nd, 6th, and 9th levels. Additionally, a shadowdancer can choose to gain alternate class features at 12th and 18th level.

SHADOWED SNEAK (EX); 2ND LEVEL

You gain Sleight of Hand and Stealth as a class skill. For each of these skills that is already a class skill for you (or becomes a class skill) from a source other than this archetype, once per day you can choose to roll a check with that skill twice and take the best result.

You also gain darkvision with a range of 60 feet. If you have darkvision from a source other than this archetype, this ability increases the range of your existing darkvision by 30 feet instead.

HIDE IN SHADOWS (SU); 6TH LEVEL

As long as you are within 10 feet of an area of dim light, you can use Stealth to hide as if you had cover or concealment without actually having anything to hide beyond. You can't use hide in shadows to hide from a creature that can see normally in the dim light or darkness that you are using to hide in. For example, you can't use an area of dim light to hide from a creature with darkvision or low-light vision. You can, however, use dim light or darkness to hide from creatures even if you have low-light vision or darkvision.

SHADOW JUMP (SU); 9TH LEVEL

You can travel between shadows as if using a *dimension door* spell. When using this ability, you must begin and end your teleportation within an area of dim light. Each day, you can teleport up to 400 feet in this manner, plus an additional 40 feet per level you possess. You do not need to use all this distance in a single jump, but you do have to expend it in increments of 40 feet, even if a jump is less than that. You can bring along other willing creatures with you when you shadow jump, but you must expend an equal amount of distance for each creature brought.

You also gain Dimensional Agility as a bonus feat, ignoring its prerequisites. Your shadow jump benefits from Dimensional Agility and feats that list Dimensional Agility as a prerequisite as if you were the target of a *dimension door* spell. At 12th level and 18th level, you can choose to gain any feat that lists Dimensional Agility as an alternate class feature from this archetype. This decision is made upon reaching the indicated level and once chosen, it cannot be changed.

SHADOWDANCER FEATS

The following feats are available to any character who meets their prerequisites.

CLOAK OF SHADOWS

You can wrap yourself in shadows.

Prerequisites: Shadowed sneak class feature, character level 5th.

Benefit: Once per day, you can alter the illumination level within 20 feet of you to dim light as a standard action, increasing the illumination in areas of darkness and reducing the illumination in areas of normal and bright light. This effect lasts for a number of rounds equal to your level. This is a supernatural ability.

If an area of illumination within this affected area that have been adjusted by magic, this ability fails unless you succeed on a Will save (DC 10 + 1/2 the caster's level + the caster's spellcasting ability score modifier). If you succeed, the magical effect is suppressed for a number of rounds equal to your level and the effects of this ability prevails.

DIMENSIONAL AGILITY

You aren't phased by extradimensional travel.

Prerequisite: Character level 11th.

Benefit: Whenever you are the target of a *dimension door* spell, you can act normally after casting the spell or travelling with another creature that cast the spell. In addition, you gain a +4 bonus to your AC against attacks of opportunity that you provoke from casting a spell with the teleportation descriptor. If you also the Mobility feat, these bonuses stack, but the bonus from this feat is reduced to +2 (for a total bonus of +6).

DIMENSIONAL ASSAULT (COMBAT)

You utilize teleportation magic as part of your combat tactics.

Prerequisites: Dimensional Agility, ability to cast dimension door, character level 12th.

Benefit: When you cast *dimension door* as a spell or spell-like ability, you may cast it as a full action as a special charge. When doing so, you teleport up to twice your speed and make the attack normally allowed on a charge with the usual bonuses and penalties for charging.

DIMENSIONAL DERVISH (COMBAT)

You savage opponents while teleporting around the battlefield.

Prerequisites: Dimensional Agility, Dimensional Assault, ability to cast *dimension door*, character level 14th.

Benefit: When you use Dimensional Assault, you can teleport up to your speed and make a full attack instead of a special charge. During this full attack, you may divide the distance teleported into increments you use before your first attack, between each attack, and after your last attack. You must teleport at least 5 feet each time you teleport.

Special: If you have a class feature that allows you to make a single attack that deals additional damage if you meet certain

requirements (such as an operative's trick attack), you can use that ability when you use Dimensional Assault in place of a full attack or a special charge. Any movement that you would normally make as part of such class features counts as teleportation, and you can divide the distance teleported into increments to use before or after each attack made as part of this full action, as described by this feat's benefit

DIMENSIONAL SAVANT (COMBAT)

You flash into and out of reality so quickly that it is impossible to see precisely where you are.

Prerequisites: Dimensional Agility, Dimensional Assault, ability to cast *dimension door*, character level 14th.

Benefit: While using the Dimensional Assault feat, you provide flanking from all squares you attack from. Flanking starts from the moment you make an attack until the start of your next turn. You can effectively flank with yourself and with multiple allies when using this feat.

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