

Arcane Shadow Invented by Doc1time

Arcane Shadow's are similar to Rogues using stealth, but also like Sorcerers in casting arcane magic. Most Arcane Shadow's become professional assassins for hire, or as spies for kings or lords, or mercenaries for hire, some become street performer using their ability to control shadows. Many become rogues and steal for living.

Adventures:

Arcane Shadow's adventure for any number of reasons, they were hired for a job, looking for treasure, or just enjoy traveling. Many though travel in search for the few guilds that exist to earn experience to become part of the guild.

Characteristics:

Arcane Shadow's are serious when working. They take jobs or quests or missions very seriously and will go to almost any length to complete one. Arcane Shadow's get their name from being well known to move at night when shadows are most common and when it's easier to hide and not be seen. They don't care much for head to head battle, but would much rather fight from a distance, use magic, or sneak attack.

Religion:

Arcane Shadow's don't worship any particular deity. Those that do usually worship their racial deity, but some worship others like: Boccob, god of Magic, Olidammara, god of Rogues, or Wee Jas, the goddess of Magic.

Background:

Arcane Shadow's are usually self taught, a few have a mentor until they feel ready to go on their own. Most Arcane Shadow's are as well informed and as educated (if not better than) most scholarly Wizards or bookish Priests. An Arcane Shadow is well rounded and trained in several areas, but is not quite as skilled or as adapt at several of the areas or abilities as other classes normally associated with those abilities or skills. The Arcane Shadow is skilled in Sneak Attack just like a Rogue, but not at the same level of damage as a Rogue, or as strong at casting the number of arcane spells like a Sorcerer or Wizard can.

Few Arcane Shadow's, join the different guilds that exist, mostly because it's so hard to find guilds that they really fit into.

Upon meeting a fellow Arcane Shadow, they usually greet each other cordially, because it happens so rarely.

Races:

Are as the same as rogues: Humans, Elves, Half-elves, Gnomes, and Halflings are well suited for their agility. Dwarfs and Half-orcs or other bulky bodied races usually don't have quite the agility, but some do.

Other Classes:

Arcane Shadow's love working most with Rangers and Rogues because of their stealth skills. They enjoy working with Bards, Sorcerers, and Wizards almost as much because of their arcane magic. They appreciate the power and protection of Barbarians, Fighters, and Monks. They understand the devotion of a Clerics, Druids, and Paladins to their church, deity, and faith.

Abilities:

Dexterity is a high priority of Arcane Shadow to enhance their Armor Class. Wisdom and Intelligence are also good because Wisdom affects the number of, and DC of the spells they cast. Intelligence allows for more skill points.

Alignment: Any Non-Lawful.

Hit Dice: d6

Class Skills

The Arcane Shadow's class skills (and the key Ability for each skill) are: Balance (Dex), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Dex), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge [Any] (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex).

Skill Points: 1st level: (6 + Int modifier) x4

Each additional level: 6 + Int modifier.

Class Features

All the following are class features of the Arcane Shadow class.

Weapon and Armor: Arcane Shadow's are familiar with the following weapon proficiencies: all ranged weapons, club, dagger (any), light mace, hand axe, kama, kukri, long sword, nunchaku, quarterstaff, rapier, sap, scimitar, short sword, spear, and throwing axe.

Arcane Shadow's are familiar with light armor only, and no shields.

Spells: An Arcane Shadow has the ability to cast arcane spells similar to the ability of a Sorcerer. He can cast any spell he knows without preparing it ahead of time (unlike Clerics and Wizards). To **learn or cast a spell** an Arcane Shadow must have a Wisdom score equal to at least 10 + the spell level.

The **saving throw against** an Arcane Shadow's spell is 10 + the spell level + the Arcane Shadow's Wisdom modifier. Like other spell casters, an Arcane Shadow can only cast a certain number of spells of each level per day, but due to the Arcane Shadow's other non-magical training and education, he has lower spell casting abilities than most Sorcerers or Wizards (see Table 1).

In addition the Arcane Shadow receives bonus spells per day for a high Wisdom score (see *Core Rule Book I*).

An Arcane Shadow's selection of spell is very limited (see Table 2). Just like spells per day the number of spells known by the Arcane Shadow, is affected by the Arcane Shadow's Wisdom modifier.

Due to the diversity of their training, an Arcane Shadow loses access to two arcane schools that he cannot cast from (except for scrolls, staffs, wands and other magical devices).

Arcane Focus (Sp): An Arcane Shadow has a special item in their possession that they use to focus their arcane abilities for spell casting. An Arcane Shadow must have the focus on them and within reach to use the Arcane Focus. This allows the Arcane Shadow to cast his spells that require Focus or Material components to use or substitute his focus item for the required components. If the spell does not require Focus or Material components for the spell, the Arcane Shadow may substitute the focus object as any one of the required components.

The Arcane Focus Object must cost at least 500gp, have been magically worked with by the Arcane Shadow for at least 30 days, and hold some personal importance to the Arcane Shadow.

If the Arcane Focus Item ever becomes destroyed, lost, or stolen, the Arcane Shadow gains a 30% spell failure to his spell casting abilities (including magical items) until he is able to either retrieve the item or creates a new focus item.

Sneak Attack (Ex): This is the same ability as listed in the *Core Rule Book I* with the exception that instead of a D6 for damage, the Arcane Shadow's ability is that of D4 damage.

Evasion (Ex): Same as listed in the *Core Rule Book I*.

Uncanny Dodge (Ex): Same ability as listed in the *Core Rule Book I*. May Be taken several times.

Summon Familiar (Sp): Same ability as listed in the *Core Rule Book I*.

Canny Defense (Ex): The Arcane Shadow having trained to hit others for maximum damage, has learned how not to get hit themselves and may add their Wisdom bonus to their Dexterity bonus to modify Armor Class. An Arcane Shadow loses this ability if they wear anything heavier than Studded Leather armor. An Arcane Shadow's best defense is their ability to rely on their own abilities for avoiding being hit.

Poison Use (Ex): Same ability as listed in the *Core Rule Book II*.

Fast Sneak (Ex): When using Move Silently and/or Hide, the Arcane Shadow can move at her normal speed without suffering a penalty to those skills.

Hide in Plain Sight (Su): The Arcane Shadow can use the Hide skill even when being observed. As long as they are within 10' of some sort of shadow, they can hide themselves from view without anything to actually hide behind. They cannot, however, hide in their own shadows. This is the same ability as listed in the *Core Rule Book II*.

Always Sneaky (Ex): The Arcane Shadow is always taking 10 on Move Silently and Hide, unless the Arcane Shadow wants to be seen or heard. Make opposed Spot and Listen checks to detect the Arcane Shadow's presence.

Improved Evasion (Ex): Same ability as listed in the *Core Rule Book I*.

Poison Master (Ex): Arcane Shadow's are trained in the making and use of poison and never risk accidentally poisoning themselves when handling poison, and gain a +4 to Healing, Profession (Alchemy) and (Herbalist) skills, when dealing with poisons and poison antidotes.

Table 1: Arcane Shadow Abilities

Class Level	Base Attack bonus	Saves			Special	0	1	2	3	4	5	6	7	8	9
		Fort	Ref	Will											
1 st	0	0	+1	+1	Sneak Attack 1D4, Arcane Focus	1	0	-	-	-	-	-	-	-	-
2 nd	+1	0	+1	+1	Evasion	2	1	-	-	-	-	-	-	-	-
3 rd	+2	0	+2	+2	Sneak Attack 2D4	2	1	0	-	-	-	-	-	-	-
4 th	+3	+1	+2	+2	Uncanny Dodge	3	2	1	-	-	-	-	-	-	-
5 th	+3	+1	+3	+3	Sneak Attack 3D4	3	2	1	0	-	-	-	-	-	-
6 th	+4	+1	+3	+3	Summon Familiar	3	3	2	1	-	-	-	-	-	-
7 th	+5	+2	+4	+4	Sneak Attack 4D4	4	3	2	1	0	-	-	-	-	-
8 th	+6/+1	+2	+4	+4	Canny Defense	4	3	3	2	1	-	-	-	-	-
9 th	+6/+1	+2	+5	+5	Sneak Attack 5D4	4	4	3	2	1	0	-	-	-	-
10 th	+7/+2	+3	+5	+5	Poison Use	4	4	3	3	2	1	-	-	-	-
11 th	+8/+3	+3	+6	+6	Sneak Attack 6D4	5	4	4	3	2	1	0	-	-	-
12 th	+9/+4	+3	+6	+6	Fast Sneak	5	4	4	3	3	2	1	-	-	-
13 th	+9/+4	+4	+7	+7	Sneak Attack 7D4	5	5	4	4	3	2	1	0	-	-
14 th	+10/+5	+4	+7	+7	Improved Evasion	5	5	4	4	3	3	2	1	-	-
15 th	+11/+6/+1	+4	+8	+8	Sneak Attack 8D4	5	5	5	4	4	3	2	1	0	-
16 th	+12/+7/+2	+5	+8	+8	Improved Uncanny Dodge	6	5	5	4	4	3	3	2	1	-
17 th	+12/+7/+2	+5	+9	+9	Sneak Attack 9D4	6	5	5	5	4	4	3	2	1	0
18 th	+13/+8/+3	+5	+9	+9	Always Sneaky	6	6	5	5	4	4	3	3	2	1
19 th	+14/+9/+4	+6	+10	+10	Sneak Attack 10D4	6	6	5	5	5	4	4	3	2	1
20 th	+15/+10/+5	+6	+10	+10	Poison Master	6	6	6	5	5	4	4	3	3	2

Table 2: Arcane Shadow Known Spells

Level	0	1	2	3	4	5	6	7	8	9
1	1	0	-	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-	-	-
3	2	1	0	-	-	-	-	-	-	-
4	3	2	1	-	-	-	-	-	-	-
5	3	2	1	0	-	-	-	-	-	-
6	3	3	2	1	-	-	-	-	-	-
7	4	3	2	1	0	-	-	-	-	-
8	4	3	3	2	1	-	-	-	-	-
9	4	4	3	2	1	0	-	-	-	-
10	4	4	3	3	2	1	-	-	-	-
11	5	4	4	3	2	1	0	-	-	-
12	5	4	4	3	3	2	1	-	-	-
13	5	5	4	4	3	2	1	0	-	-
14	5	5	4	4	3	3	2	1	-	-
15	5	5	5	4	4	3	2	1	0	-
16	6	5	5	4	4	3	3	2	1	-
17	6	5	5	5	4	4	3	2	1	0
18	6	6	5	5	4	4	3	3	2	1
19	6	6	5	5	5	4	4	3	2	1
20	6	6	6	5	5	4	4	3	3	2