

Nightshade

The Nightshade can do things that other masters of stealth, such as the Infiltrator, can only dream of. She is the paragon of the unseen, flitting from shadow to shadow. She leaves no traces of her passage, and can act perfectly even in the deepest depths of darkness. Of all the Shadow Chasers, a Nightshade is probably the least trusted, as many Chasers believe she has 'crossed the line' and draws too much of her power from Shadow.

Select this prestige class if you want your character to be able to disappear into the depths of the Shadow. The fastest path into this prestige class is from the Fast hero basic class and the Infiltrator advanced class, though other paths are possible. Progress in the Nightshade class cannot run concurrently with other classes (see below).

REQUIREMENTS

To qualify to become a Nightshade, a character must fulfil the following criteria.

Skills: Hide 10 ranks, Escape Artist 10 ranks, Move Silently 10 ranks, Sleight of Hand 10 Ranks

Feats: Blind-Fight, Nimble, Stealthy

Special: Once a character has begun taking levels in the Nightshade prestige class, she must follow the path of the Nightshade without interruption. If she takes levels in another class before reaching 5th level in this class, she may take no further levels in this class.

Class Information

The following information pertains to the Nightshade prestige class.

Hit die

The Nightshade gains 1d6 hit points per level. The character's Constitution modifier applies.

Action points

The Nightshade gains a number of action points equal to 7+ one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Nightshade's class skills (and the key ability for each skill) are: Bluff (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Knowledge (arcane lore, current events, popular culture, streetwise) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Sleight of Hand (Dex), Spot (Wis), Speak Language (none), Tumble (Dex)

Skill Points at Each Level: 5 + Int modifier.

Table: The Nightshade

<u>Class Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1st	+0	+0	+2	+0	Low-light vision, shadow	+1	+0
2nd	+1	+0	+3	+0	Fast sneak, shadow strike	+2	+0
3rd	+1	+1	+3	+1	Darkvision, hide in plain sight	+2	+0
4th	+2	+1	+4	+1	Always hidden	+3	+0
5th	+2	+1	+4	+1	True shadow	+4	+1

Class Features

All of the following are features of the Nightshade prestige class.

Low-light Vision

A Nightshade can see twice as far as normal in poor lighting conditions. She can still distinguish colours, even in dim lighting.

Shadow

A Nightshade cloaks herself in the force of Shadow, and as a result, is part of Shadow. She detects as a creature of Shadow for all purposes, but effects such as the Occultist's Banish ability simply place her in an extraplanar space for 6 rounds, less one round for each level in this prestige class, during which she cannot take any actions, and after which she reappears in her original position.

Fast Sneak

At 2nd level, a Nightshade can move at normal speed while using Move Silently and Hide without suffering a penalty to those skills. If she chooses to run while using these skills, the penalty is reduced from -20 to -10.

Shadow Strike

At 2nd level, a Nightshade can more effectively attack an unprepared opponent. Upon making a successful melee attack of opportunity or melee attack against a flatfooted opponent, the Nightshade deals additional damage equal to 1d6 + Nightshade Level.

Darkvision

At 3rd level, the Nightshade can see in total darkness with a 60 foot range. Darkvision is black-and-white only, but is otherwise like normal light.

Hide in Plain Sight

At 3rd level, the Nightshade can use the Hide skill even while being observed, due to the force of Shadow. As long as she is within 10 feet of some sort of shadow, she can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow. Hide in plain sight is a supernatural ability.

Always Hidden

At 4th level, a Nightshade is assumed to always be 'taking 10' on Hide and Move Silently checks unless they choose to consciously use the skills, in which case she rolls as normal. Unless the Nightshade wishes to be seen or heard, Spot and Listen checks must be made to detect her presence.

True Shadow

At 5th level, a Nightshade is able to manifest the power of Shadow to her own ends. Whenever the Nightshade spends 1 action point to improve the result of a skill check made using certain skills (see below), the Nightshade gets to add an add 1d6 to the result. So, if a 3rd level Fast Hero/5th level Infiltrator /5th level Nightshade, for example, normally rolls 3d6 when she spends one action point when making the appropriate skill check she now rolls 4d6.

The skills that True Shadow applies to are Bluff, Disguise, Escape Artist, Hide, Move Silently and Sleight of Hand.