

OLD SCHOOL RULES



IRK

SHADOWDANCER

The Shadowdancer

Shadowdancers exist in the boundary between light and darkness, where they weave together the shadows to become half-seen artists of deception.

Shadowdancers are a sub-class of Rogue (see PC12 – Rogue) whose focus on stealth transcends the normal limits of reality and enters the magical.

Requirements: Dexterity 9+,

Races Allowed: Any

Prime Requisite: Dexterity

Alignment: Any non Lawful

Weapons Allowed: Broad Sword, Club, Dagger, Dart, Knife, Hand Crossbow, Long Sword, Sap, Scimitar, Short Sword, Sling

Armor Allowed/Shields Allowed: Chain, Elfin Chain, Leather, Studded Leather/None

To Hit/Saves: Cleric/Rogue (or Cleric)

Class Abilities:

As with its parent class, the rogue, the shadowdancer is able to use light melee weapons (4 lbs or less) to great effect, substituting his dexterity missile bonus in place of his strength score, for both to hit and damage.

Also as with the rogue, the shadowdancer has a limited ability to use magical wands and scrolls.

The shadowdancer has the ability to backstab as per a thief. In addition, the shadowdancer gains a bonus to his armor class equal to this backstab multiplier, while fighting in anything but bright sunlight.

The shadowdancer has the ability to use his hide in shadows ability even while directly being observed, as long as there are shadows within 10'

At 2nd level, the shadowdancer gains the ability to evade magical and other attacks. Such attacks that allow a saving throw for half-damage, instead cause no damage to the rogue on a successful save. At 10th level, this improves so that the shadowdancer only takes half-damage even on a failed saving throw.

At 3rd level, the shadowdancer gains the ability to see in low light as if it were daylight.

At 5th level, the shadowdancer can fight in the dark

equally as well as in the light and suffers no penalty, nor from fighting invisible opponents

At 7th level, the shadowdancer gains the ability to jump between shadows, similar to the *dimension door* spell, for a maximum distance of 10' per level.

This may be used as many times per day as he wishes, for a total amount of 20' per level.

The shadowdancer may not go through walls or shut windows, but can go through small cracks or a barred window.

At 9th level, the shadowdancer's night vision improves so he can see beyond the normal spectrum and into the ultraviolet .

Also at 9th level, the shadowdancer begins to be able to cast illusionist spells. This requires a spellbook, but the shadowdancer may tattoo the text of a 1st level spell onto one of his limbs. This may only be done with 1st level spells. The caster spell level is 1st at 9th level and increases by one every additional level.

Lastly, at 9th level, the shadowdancer gains his own shadow as a follower

This shadow is not undead (and has the same alignment as the shadowdancer) nor any of the other abilities of the monster of the same name. Instead it has the same attack roll, stats, skills, and saves as the shadowdancer. Damage is based on what the shadowdancer wields, but no magical bonuses, though rumors of shadow weapons exist.

The shadow cannot talk, but communicates with the shadowdancer through telepathy, and if the shadowdancer knows it, may communicate through sign language or the like.

The shadow may leave the presence of the character (leaving him with no shadow) up to a distance of 1 mile per level of the shadowdancer.

If the character's shadow is destroyed, the shadowdancer must make a system shock roll or lose a shadowdancer level. In any event, it reforms 30 days later.

Lastly at 13th level, the Shadowdancer may make two melee attacks per round

The First Edition Shadowdancer Advancement Table							
Illusionist Spell Levels							
Level	Experience Points Required	Hit Dice	Title	1	2	3	Special
1st	0	1d8	Shroudwalker	-	-	-	AC -2, Backstab x2, Hide in Plain Sight
2nd	2,000	2d8	Mantlerunner	-	-		Evasion
3rd	4,000	3d8	Cloakdancer	-			Nightvision
4th	8,000	4d8	Veilswayer	-			
5th	18,000	5d8	Gloomreveler	-			AC -3, Backstab x3, Blind Fighting
6th	35,000	6d8	Hazemincer	-			
7th	70,000	7d8	Duskstalker	-			Shadow Jump
8th	125,000	8d8	Umbralchaser	-			
9th	250,000	9d8	Shadowdancer	1			Ultravision, Shadow Follower
10th	500,000	9d8+2	Shadowdancer	1			AC -4, Backstab x4, Improved Evasion
11th	750,000	9d8+4	Shadowdancer	1	1		
12th	1,000,000	9d8+6	Shadowdancer	1	1		
13th	1,250,000	9d8+8	Shadowdancer	2	1	1	Flashing Blades
14th	1,500,000	9d8+10	Shadowdancer	2	1	1	
15th	1,750,000	9d8+12	Shadowdancer	2	2	1	AC -5, Backstab x5
16th	2,000,000	9d8+14	Shadowdancer	2	2	1	
16th	2,250,000	9d8+16	Shadowdancer	3	2	2	
18th	2,500,000	9d8+18	Shadowdancer	3	2	2	
19th	2,750,000	9d8+20	Shadowdancer	3	3	2	
20th	3,000,000	9d8+22	Shadowmaster	3	3	3	AC -6, Backstab x6

Each additional level past 20 is an additional 250,000 xp and provides an additional 2 hp and a rogue talent every odd level.

The First Edition Rogue Saving Throw Table (Or Use Cleric)					
Level	Death Magic, Paralyzation, Poison	Petrification, Polymorph	Rod, Staff, Wand	Breath	Spell
1-3	10	12	14	16	15
4-6	9	11	12	15	13
7-9	7	10	11	13	11
10-12	6	9	10	12	10
13-15	5	8	8	11	8
16-18	4	7	6	9	7
19+	2	3	4	7	5

The First Edition Shadowdancer Skills Table

Level	Prestidigitation	Open Locks	Traps	Stealth	Read Languages	Climb Walls	Use Magic Device
1st	30%	30%	30%	50%	5%	90%	5%
2nd	35%	35%	35%	55%	10%	91%	10%
3rd	40%	40%	40%	60%	15%	92%	15%
4th	45%	45%	45%	65%	20%	93%	20%
5th	50%	50%	50%	70%	25%	94%	25%
6th	55%	55%	55%	75%	30%	95%	30%
7th	60%	60%	60%	80%	35%	96%	35%
8th	65%	65%	65%	85%	40%	97%	40%
9th	70%	70%	70%	90%	45%	98%	45%
10th	75%	75%	75%	95%	50%	99%	50%
11th	80%	80%	80%	100%	55%	99.1%	55%
12th	85%	85%	85%	105%	60%	99.2%	60%
13th	90%	90%	90%	110%	65%	99.3%	65%
14th	95%	95%	95%	115%	70%	99.4%	70%
15th	100%	100%	100%	120%	75%	99.5%	75%
16th	105%	105%	105%	125%	80%	99.6%	80%
17th	110%	110%	110%	130%	85%	99.7%	85%
18th	115%	115%	115%	135%	90%	99.8%	90%
19th	120%	120%	120%	140%	95%	99.9%	95%
20th	125%	125%	125%	145%	100%	100%	99%

Prestidigitation includes picking pockets, escaping from bonds, and various sleight of hand tricks.

Traps includes locating and disarming traps as well as setting them. Optionally, also finds secret doors.

Stealth includes moving silently, hiding in shadows, and hearing noise, as well as disguise as per the assassin

Weapon Proficiencies: 2 at first level, 1 additional every 4 levels. -3 non-proficient penalty.

Non Weapons Proficiencies: 2 at first level, 1 additional every 4 levels

Starting Money: 20-80 gp (2d4 x 10)

Skill Modifier Tables

	Pick Pockets	Open Locks	Traps	Move Silently	Hide in Shadows	Hear Noise	Read Languages	Climb Walls	Use Magic Devices*
Dex 16		+5%							+5%
Dex 17	+5%	+10%		+5%	+5%				+10%
Dex 18	+10%	+15%	+5%	+10%	+10%				+15%
Dex 19	+15%	+20%	+10%	+13%	+13%				+20%
Dex 20	+20%	+25%	+15%	+15%	+15%				+25%
Dex 21	+25%	+30%	+20%	+18%	+18%				+30%
Dex 22	+30%	+35%	+25%	+20%	+20%				+35%
Dex 23	+35%	+40%	+30%	+23%	+23%				+40%
Dex 24	+40%	+45%	+35%	+25%	+25%				+45%
Dex 25	+45%	+50%	+40%	+30%	+30%				+50%

* Modified by Intelligence, not Dexterity

	Pick Pockets	Open Locks	Traps	Move Silently	Hide in Shadows	Hear Noise	Read Languages	Climb Walls	Use Magic Devices
Elf	+5%	-5%		+5%	+10%	+5%			+5%
Dwarf		+10%	+15%				-5%	-10%	-15%
Half-Orc	-5%	+5%	+5%			+5%	-10%	+5%	-5%
Gnome		+5%	+10%	+5%	+5%	+10%		-15%	+10%
Halfling	+5%	+5%	+5%	+10%	+15%	+5%	-5%	-15%	-10%
Goblin	+5%		+10%					-10%	-10%
Orc	-5%				+5%	+5	-10%	+5%	-10%
Trixie	+5%	-5%	-5%	+5%	-5%	+10%		+15%	+10%
Fetchling	+5%				+20%	+5%			+5%
City Venusian		+5%			-5%		+5%		+5%
Cloud Venusian	-5%			-5%	-5%	+5%	+10%		+10%
Sea Venusian	-5%	+5%	+5%			+5%	-5%		
Swamp Venusian			+5%	+5%		+5%	-5%		-5%
Nagali	+5%	-5%	-5%	+10%	+15%	-5%	-5%	+5%	-5%
Red Martian		+5%	+10%	+5%	-5%		+5%	-10%	
Black Martian	-5%	+10%	+15%		+5%		+10%	-10%	+5%
White Maritan	+5%	-5%					+10%	-10%	+10%
Yellow Martian				+10%	+5%	+5%	-5%	-5%	
Green Martian	-10%	+5%	+10%	-5%	-15%	+10%	-10%	+10%	-10%

The Original Edition Shadowdancer Advancement Table

Illusionist Spell Levels							
Level	Experience Points Required	Hit Dice	Title	1	2	3	Special
1st	0	1d6	Shroudwalker	-	-	-	AC- 2, Backstab x2, Hide in Plain Sight
2nd	2,000	2d6	Mantlerunner	-	-		Evasion
3rd	4,000	3d6	Cloakdancer	-			Nightvision
4th	8,000	4d6	Veilswayer	-			
5th	16,000	5d6	Gloomrevealer	-			AC -3, Backstab x3, Blind Fighting
6th	32,000	6d6	Hazemincer	-			
7th	64,000	7d6	Duskstalker	-			Shadow Jump
8th	120,000	8d6	Umbralchaser	-			
9th	240,000	9d6	Shadowdancer	1			Ultravision, Shadow Follower
10th	360,000	10d6	Shadowdancer	1			AC -4, Backstab x4, Improved Evasion
11th	480,000	11d6	Shadowdancer	1	1		
12th	600,000	11d6+2	Shadowdancer	1	1		
13th	720,000	11d6+4	Shadowdancer	2	1	1	Flashing Blades
14th	840,000	11d6+6	Shadowdancer	2	1	1	
15th	960,000	11d6+8	Shadowdancer	2	2	1	AC -5, Backstab x5
16th	1,080,000	11d6+10	Shadowdancer	2	2	1	
16th	1,200,000	11d6+12	Shadowdancer	3	2	2	
18th	1,320,000	11d6+14	Shadowdancer	3	2	2	
19th	1,440,000	11d6+16	Shadowdancer	3	3	2	
20th	1,560,000	11d6+18	Shadowmaster	3	3	3	AC -6, Backstab x6

Original Edition Rogue Saving Throw Table (Or use Magic-User)

Level	Death Magic, Paralyzation, Poison	Petrification, Polymorph	Rod, Staff, Wand	Breath	Spell
1-3	10	12	14	16	15
4-6	9	11	12	15	13
7-9	7	10	11	13	11
10-12	6	9	10	12	10
13-15	5	8	8	11	7
16-18	4	7	6	9	7
19+	2	3	4	7	5

The Original Edition Shadowdancer Skills Table

Level	Prestidigitation	Open Locks	Traps	Stealth	Read Languages	Climb Walls	Use Magic Device
1st	30%	30%	30%	50%	5%	90%	5%
2nd	35%	35%	35%	55%	10%	91%	10%
3rd	40%	40%	40%	60%	15%	92%	15%
4th	45%	45%	45%	65%	20%	93%	20%
5th	50%	50%	50%	70%	25%	94%	25%
6th	55%	55%	55%	75%	30%	95%	30%
7th	60%	60%	60%	80%	35%	96%	35%
8th	65%	65%	65%	85%	40%	97%	40%
9th	70%	70%	70%	90%	45%	98%	45%
10th	75%	75%	75%	95%	50%	99%	50%
11th	80%	80%	80%	100%	55%	99.1%	55%
12th	85%	85%	85%	105%	60%	99.2%	60%
13th	90%	90%	90%	110%	65%	99.3%	65%
14th	95%	95%	95%	115%	70%	99.4%	70%
15th	100%	100%	100%	120%	75%	99.5%	75%
16th	105%	105%	105%	125%	80%	99.6%	80%
17th	110%	110%	110%	130%	85%	99.7%	85%
18th	115%	115%	115%	135%	90%	99.8%	90%
19th	120%	120%	120%	140%	95%	99.9%	95%
20th	125%	125%	125%	145%	100%	100%	99%

Shadowdancers benefit from high dexterity as fighters do (i.e. improved armor class).

Note: If using the OE retro-clone that uses a single saving throw, it starts at 14 at 1st level and decreases by 1 per level until reaching 3.

Fetchlings

The cover girl is a "fetchling", an offshoot of humanity that has lived long enough on the plane of shadow to evolve into a slightly different species.

Physically they look like somewhat lithe and lanky humans, but with all color drained from them. Their skin ranges from white to coal black with shades of grey between. Their hair is typically white, though is often dyed (usually black) and their eyes have no pupils, but a solid mass of white or yellow (very rarely blue-green).

They gain a +1 to dexterity (max 19) and -1 to wisdom. Their aging follows that of humans.

They may be fighters, rangers, rogues (and of course shadowdancers), magic-users or illusionists. Clerics are rare.

Although of human stock, they may multi-class as fighter/magic-user, fighter/illusionist, ranger/illusionist, rogue/illusionist. (If you use level limits, use half-elf)

Among my classes, they may also be summoners, beguilers, witch hunters, tomb robbers, warlocks, kineticists

Notes:

The shadowdancer was introduced in 3rd edition as a "prestige" class for thieves, somewhat like the acrobat was for the thief in 1st edition.

I was a big fan of 3rd edition for a few years before the weight of the game finally crushed me (initially we played it like 1e/2e and it wasn't so bad), but I liked many of the ideas. The prestige class (and the split before it) not so much, but I had a fighter-rogue-wizard-shadowdancer character that I was fond of. So when I started getting back into old school editions, one of the first things I did was come up with a backport of the shadowdancer, or more specifically, that character.

This is actually not the first attempt at this, John Stater had one in the companion to his OSR Game

Credits:

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Based on the Shadowdancer prestige class from 3rd Edition.

The Fetchling is from the 3.75 edition of the game

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