

Ebon Stalker

BAB: 3/4

HD: d6

Saves: Good Ref & Will

Skills: The ebon stalker's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points: 6+Int

Level	Special	Shadow Jump
1	Sneak Attack +1d6, Track, Pass Without Trace 1/day	0ft
2	Evasion, Darkvision +10ft, Embrace the Shadows	0ft
3	Sneak Attack +2d6	0ft
4	Uncanny Dodge	20ft
5	Sneak Attack +3d6, Pass Without Trace 2/day	20ft
6	Darkvision +20ft, Shadow Sight	20ft
7	Sneak Attack +4d6	20ft
8	Improved Uncanny Dodge	40ft
9	Sneak Attack +5d6	40ft
10	Pass Without Trace 3/day, Darkvision +30ft	40ft
11	Sneak Attack +6d6	40ft
12	Hide In Plain Sight	60ft
13	Sneak Attack +7d6	60ft
14	Darkvision +40ft	60ft
15	Sneak Attack +8d6, Pass Without Trace 4/day	60ft
16		80ft
17	Sneak Attack +9d6	80ft
18	Darkvision +60ft	80ft
19	Sneak Attack +10d6	80ft
20	Pass Without Trace 5/day	100ft

Weapon and Armor Proficiency: Ebon stalkers are proficient with all simple weapons, kukri, sap, short sword, hand crossbow, light crossbow, shortbow, and longbow. Ebon stalkers are proficient with light armor, but not with shields.

Sneak Attack (Ex): If an ebon stalker can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The ebon stalker's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the ebon stalker flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two ebon stalker levels thereafter. Should the ebon stalker score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, an ebon stalker can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

An ebon stalker can sneak attack only living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The ebon stalker must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An ebon stalker cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Track: An ebon stalker gains the track feat.

Pass Without Trace (Sp): An ebon stalker may cast Pass Without Trace as a druid of her level once per day. At fifth level and every five levels afterwards, she gains an extra use of this ability. An ebon stalker may choose to affect other creatures with this ability.

Evasion (Ex): At 2nd level and higher, an ebon stalker can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the ebon stalker is wearing light armor or no armor. A helpless ebon stalker does not gain the benefit of evasion.

Darkvision (Ex): Shadowstuff begins infusing into the ebon stalker's body and allows her to see in darkness. At 2nd level, she gains darkvision out to 10ft or out to an additional 10ft if she already possessed it. At 6th level and every four levels afterwards, her darkvision's range increases by 10ft.

Embrace the Shadows (Ex): Beginning at 2nd level, an ebon stalker gains a bonus equal to 1/2 her ebon stalker level (round down) on hide, move silently, listen, spot, and survival checks made to track.

Shadow Jump (Su): At 4th level, an ebon stalker gains the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. An ebon stalker can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every four levels higher than 4th, the distance an ebon stalker can jump each day increases by twenty feet (40 feet at 8th, 60 feet at 12th, 80 feet at 16th, and 100 feet at 20th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

In addition, an ebon stalker qualifies for Shadow feats.

Uncanny Dodge (Ex): Starting at 4th level, an ebon stalker can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If an ebon stalker already has uncanny dodge from a different class she automatically gains improved uncanny dodge instead.

Shadow Sight (Su): At 6th level, more shadowstuff infuses into the ebon stalker's body and allows her to see in magical darkness as well. This ability is automatically activated in shadowy or darker illumination but can be suppressed at will.

Improved Uncanny Dodge (Ex): An ebon stalker of 8th level or higher can no longer be flanked.

This defense denies an ebon stalker the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target has ebon stalker level does.

If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Hide in Plain Sight (Su): An ebon stalker of at least 12th level can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, an ebon stalker can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.