

# Shadow Knight

**BAB:** Full

**HD:** d10

**Saves:** Good Fort & Will

**Skills:** The shadow knight's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Knowledge (arcane/the Planes) (Int), Move Silently (Dex), Profession (Wis), Spellcraft (Int).

**Skill Points:** 2+Int

Level	Special	Mysteries
1	Ebon Strike 1/day	-
2	Darkvision 30ft	-
3	Bonus Feat, Aura of Shadows	-
4	Mysteries (Apprentice), Dark Familiar	1
5	Ebon Strike 2/day, Sustaining Shadows (Immune to Poison/Disease)	1
6	Cold Strike, Cold Resistance 10	2
7		2
8	Aura of Darkness	3
9	Bonus Feat	3
10	Ebon Strike 3/day, Apprentice Mysteries Spell-like, Sustaining Shadows (Eat 1/Week)	4
11		4
12	Cold Resistance 20	5
13		5
14		6
15	Ebon Strike 4/day, Bonus Feat, Sustaining Shadows (Sleep 1hr/Night)	6
16		7
17		7
18	Cold Resistance 30	8
19	Timeless Body	8
20	Ebon Strike 5/day, Cold Immunity, Sustaining Shadows (No need to eat, breath, or sleep)	9

**Weapon and Armor Proficiency:** Shadow Knights are proficient with all simple and martial weapons as well as with light armor and shields (but not tower shields). Shadow Knights are also capable of casting mysteries as spells in light armor since their hand motions are less complex and intensive than those of other mystery casting classes. However, spell failure still applies to shields, medium, and heavy armor.

**Ebon Strike (Su):** Once per day, a shadow knight reaches into the Plane of Shadows and may attempt to ebon strike with one normal melee attack. He adds his Charisma bonus (if any) to his attack roll and deals 1 extra point of damage per shadow knight level. If the shadow knight accidentally strikes a creature that is associated with the plane of shadows, the strike has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the shadow knight may ebon strike one additional time per day, as indicated on Table: The Shadow Knight, to a maximum of five times per day at 20th level.

**Darkvision (Ex):** A shadow knight's body has a high concentration of shadowstuff and allows him to see in the

dark. He gains darkvision out to 30ft or if he already possessed darkvision it extends by 30ft.

**Bonus Feat:** A shadow knight gains a bonus feat at 3rd level and every sixth level after that. He may use this bonus feat for any shadow feat or fighter feat he qualifies for.

**Aura of Shadows (Su):** At 3rd level a shadow knight learns how to manipulate shadowstuff to create darkness around him. A number of times per day equal to 3 + his charisma modifier (minimum 1), he may generate shadowy illumination out to 5ft per two shadow knight levels (round down) as a move action. This darkness lasts for a number of rounds equal to 1 + his charisma modifier (minimum 1). This effect is centered on the shadow knight and follows him if he moves. He also gains immunity to fear effects as long he has at least one use of his Aura of Shadows ability left.

**Mysteries:** Shadow knights are shadow magic dabblers and gain the ability to cast a limited amount of mysteries per day at 4th level. He may cast one mystery as spells at 4th level and gains an additional mystery every second level afterwards. These mysteries are usable once per day. All mysteries must be drawn from Apprentice paths and follow all restrictions on normal mysteries. In order to cast a mystery, a shadow knight needs to have an charisma score equal to 10 + the mystery's level. The difficulty class for a mystery is 10 + the mystery's level + the shadow knight's charisma modifier. Until 4th level, a shadow knight has no caster level. After 4th level, his caster level is 1/2 his shadow knight level (round down).

At each level a shadow knight learns a new mystery, he may change out an old mystery for a new mystery as well. However, he can exchange out any mystery that would cause him to disqualify for a feat or higher level mystery.

At 10th level he may cast his mysteries as spell-like abilities. Mysteries still follow all normal restrictions for mysteries cast as spell-like abilities. These mysteries are usable twice per day.

**Dark Familiar:** At 4th level, a shadow knight gains the dark familiar feat even if he doesn't meet the requirements.

**Sustaining Shadows (Ex):** Shadows feed and nurture the shadow knight's body. At 5th level he gains immunity to all non-magical poisons and diseases. At 10th he only needs to eat one meal a week. At 15th level he requires only one hour of sleep per night (but still requires 8 hours rest to ready his mysteries). At 20th level he no longer needs to eat, sleep, or breath (but still requires 8 hours rest to ready his mysteries).

**Cold Strike (Su):** Beginning at 6th level the shadowstuff infused to a shadow knight's ebon strike becomes even more real. The damage dealt by an ebon strike is considered cold damage.

**Cold Resistance (Ex):** At 6th level a shadow knight no longer fears the cold. He gains immunity to the normal extremes of cold and gains cold resistance 10. For every six levels after 6th he gains another 10 points of cold resistance.

**Aura of Darkness (Su):** At 8th level, the shadow knight's aura of shadow's transform into aura of darkness. This follows the same rules as aura of shadows except he generates darkness out to 5ft for every fourth level he has in shadow knight (round down) and the effect lasts two rounds longer (3 + his charisma modifier instead of 1 + his charisma modifier).

**Timeless Body (Ex):** A shadow knight's body becomes flooded with shadowstuff and he no longer fears time itself. The shadow knight no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Bonuses still accrue, and the shadow knight still dies of old age when his time is up.

**Cold Immunity (Ex):** At 20th level, a shadow knight is immune to cold damage. He does not gain the cold subtype, however.