

Shadowthorne Prestige Class

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The elven race has been known to value life, to be aloof, and to share a happiness that has been unsurpassed through the ages. The elves achieve this through various means, but under all the glitter there lies a layer of ash. The elven livelihood is achieved because a faction of elves dare thread the twilight path. They dare to walk the paths of shadow, stealth, and death. These elves are known as the Shadowthorne, and they report only to the Oathallyn, who rumors state reports directly to Corellon Larethian himself.

Hit Die: 1d6

Class Skills: The shadowthorne's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis), Tumble (Dex), Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier

Requirements: To qualify to become a shadowthorne, a character must fulfill all the following criteria.

Race: Elven Blood

Skills: Diplomacy 6 ranks, Gather Information 6 ranks, Hide 8 ranks, Move Silently 8 ranks

Feats: Combat Reflexes, Endurance, Weapon Focus (in a Ranged Weapon)

Class Features: Evasion, Sneak Attack +3d6

Special: *The weapon chosen for the weapon focus feat becomes the shadowthorne's signature weapon. Also, the character must be chosen by an existing Shadowthorne who then sponsors them into the training grounds of the class.*

Shadowthorne Progression:

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Quick Draw
2	+2	+0	+3	+3	Ranged Sneak (+10 ft), <i>Invisibility</i> 1/day
3	+3	+1	+3	+3	Sudden Strike
4	+4	+1	+4	+4	Whispers on the Wind (+5)
5	+5	+1	+4	+4	Ranged Sneak (+20 ft), <i>Nondetection</i> 1/day
6	+6	+2	+5	+5	Ghost in the Wind (+5)
7	+7	+2	+5	+5	Improved Evasion, <i>Invisibility</i> 2/day
8	+8	+2	+6	+6	Ranged Sneak (+30 ft), Whispers on the Wind (+10)
9	+9	+3	+6	+6	Ghost in the Wind (+10)
10	+10	+3	+7	+7	Critical Strike, <i>Nondetection</i> 2/day

Class Features:

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

Weapons and Armor Proficiency: Shadowthorne gain no proficiency with any weapon or armor.

Quick Draw: At first level the character gains Quick Draw as a bonus feat.

Ranged Sneak (Ex): The range at which the extra damage from a ranged sneak attack can be applied is increased by 10 feet at level 2. The range is further increased by another 10 feet at both levels 5 and 8.

Sudden Strike (Ex): A shadowthorne grows more skilled at striking without warning; as such at third level the character gains a +2 bonus to initiative and a +2 bonus to bluff skill checks made to feint in combat. These bonuses stack with bonuses gained from other sources such as the Improved Initiative or Skill Focus feats.

Whispers on the Wind (Ex): The shadowthorne gains a +5 insight bonus to their Diplomacy and Gather Information checks at 4th level, this bonus increases to +10 at 8th level. This bonus stacks with bonuses gained from other sources such as the skill focus feat.

Nondetection (Sp): Gains the ability to cast nondetection 1/day at level 5, and a second use of nondetection at Level 10. Nondetection is cast as a sorcerer of a level equal to the shadowthorne's character level.

Ghost in the Wind (Ex): The shadowthorne gains a +5 insight bonus to their Hide and Move Silently checks at 6th level, this bonus increases to +10 at 9th level. This bonus stacks with bonuses gained from other sources such as the skill focus feat.

Improved Evasion (Ex): At seventh level the shadowthorne gains Improved Evasion as a class feature. This ability works like evasion, except that while the shadowthorne still takes no damage on a successful Reflex saving throw

against attacks henceforth they only take half damage on a failed save. A helpless shadowthorne does not gain the benefit of improved evasion.

Invisibility (Sp): Gains the ability to cast invisibility 1/day at level 2, and a second use of invisibility at Level 7. Invisibility is cast as a sorcerer of a level equal to the shadowthorne's character level.

Critical Strike (Ex): A shadowthorne's skill at delivering crippling blows with their signature weapon grows stronger. The character gains Improved Critical as a bonus feat.

Epic Shadowthorne

Epic Shadowthorne Progression:

Level	Special
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11	Ranged Sneak (+40 ft)
12	Ghost in the Wind (+15), Whispers on the Wind (+15)
13	Bonus Feat, <i>Invisibility</i> 3/day
14	Ranged Sneak (+50 ft)
15	Ghost in the Wind (+20), <i>Nondetection</i> 3/day
16	Bonus Feat, Whispers on the Wind (+20)
17	Ranged Sneak (+60 ft)
18	Ghost in the Wind (+25)
19	Bonus Feat, <i>Invisibility</i> 3/day
20	Ranged Sneak (+70 ft), <i>Nondetection</i> 3/day, Whispers on the Wind (+25)

Ranged Sneak (Ex): The epic shadowthorne's ranged sneak ability continues to improve by 10 feet for every 3 levels after 8th (11th, 14th, 17th, 20th, and so on).

Ghost in the Wind (Ex): The epic shadowthorne's ghost in the wind modifier increases by +5 for every 3 levels after 9th (12th, 15th, 18th, and so on).

Whispers on the Wind (Ex): The epic shadowthorne's whispers on the wind modifier increases by +5 for every 4 levels after 8th (12th, 16th, 20th, and so on).

Invisibility (Sp): The epic shadowthorne gains an addition use of invisibility at every sixth level after 7th (13th, 19th, and so on).

Nondetection (Sp): The epic shadowthorne gains an addition use of nondetection at every fifth level after 10th (15th, 20th, and so on).

Bonus Feats: The epic shadowthorne gains a bonus feat (selected from the list of epic shadowthorne feats) every three levels after 10th (13th, 16th, 19th, and so on).

Epic Shadowthorne Bonus Feats: *to be determined.*