

Shadowthorne Prestige Class

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The shadowthorne are the elven blooded experts of reconnaissance, stealth, search & rescue, and disposal (the ugly task of assassination) should they be called upon to fulfill that last roll. The shadowthorne have for centuries been the eyes, and ears for those with elven blood. They quietly observe everything, gathering information which they report back to their superiors who then tell them what to do, and when to act. Shadowthorne are only spoken of in hushed tones, and in darkened corners, for they are feared for their efficiency in relaying information back to their masters, and in carrying out their masters orders.

Hit Die: 1d6

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

Skill Points at Each Level: 4 + Int modifier

Requirements:

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

Race: Elven Blood

Sneak Attack: +3d6

Class Features: Evasion

Feats: Weapon Focus (Longsword or Bow), Precise Shot, and Far Shot

Shadowthorne Progression:

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Sudden Strike
2	+2	+0	+3	+0	Ranged Sneak +30 ft, <i>Invisibility</i> 1/day
3	+3	+1	+3	+1	Improved Racial Weapon Bond
4	+4	+1	+4	+1	-
5	+5	+1	+4	+1	Ranged Sneak +60 ft, <i>Nondetection</i> 1/day
6	+6	+2	+5	+2	Ghost in the Wind (+3)
7	+7	+2	+5	+2	Improved Evasion
8	+8	+2	+6	+2	Ranged Sneak +90 ft, <i>Invisibility</i> 2/day
9	+9	+3	+6	+3	Ghost in the Wind (+6)
10	+10	+3	+7	+3	Critical Strike, <i>Nondetection</i> 2/day

Sudden Strike: Character gains a +2 bonus to initiative. This bonus stacks with the bonus that is gained from the Improved Initiative feat.

Ranged Sneak: The range at which the extra damage from a sneak attack can be applied is increased by 30 feet at level 2. The range is further increased by another 30 feet at levels 5 and 8.

Improved Racial Weapon Bond: The character's attack bonus with a Longsword and Bows increases by +1.

Critical Strike: The character's critical threat range when using a Longsword or a Bow increased by 1. Thus a Composite Long Bow would be 19-20, and not 20. This bonus is applied before factoring in the Improved Critical feat.

Ghost in the Wind: The shadowthorne adds the ghost in the wind modifier to their hide and move silently checks.

Invisibility (Sp): Gains the ability to cast *invisibility* 1/day at level 2, and a second use of *invisibility* at Level 8. *Invisibility* is cast as a sorcerer of a level equal to the shadowthorne's character level.

Nondetection (Sp): Gains the ability to cast *nondetection* 1/day at level 5, and a second use of *nondetection* at Level 8. *Nondetection* is cast as a sorcerer of a level equal to the shadowthorne's character level.

Epic Shadowthorne

Epic Shadowthorne Progression:

Level	Special
11	Ranged Sneak +120 ft
12	Ghost in the Wind (+9)
13	Bonus Feat
14	Ranged Sneak +150 ft, <i>Invisibility</i> 3/day
15	Ghost in the Wind (+12), <i>Nondetection</i> 3/day
16	Bonus Feat
17	Ranged Sneak +180 ft
18	Ghost in the Wind (+15)
19	Bonus Feat
20	Ranged Sneak +210 ft, <i>Nondetection</i> 4/day, <i>Invisibility</i> 4/day

Ranged Sneak: The epic shadowthorne's ranged sneak ability increases by 30 feet for every 3 levels after 8th (11th, 14th, 17th, 20th, and so on).

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

Invisibility (Sp): The epic shadowthorne gains an addition use of *invisibility* at every sixth level after 8th (14th, 20th, 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 dains a bonus feat (selected from the list of epic shadowthorne feats) every three levels after 10th.

Epic Shadowthorne Bonus Feat List: x