

Tenebrous Adept

BAB: Full

HD: d8

Saves: Good Fort

Skills: The tenebrous adept's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (Arcana/Architecture & Engineering/the Planes) (Int), Profession (Wis), Spellcraft (Int), Swim (Str), Use Magic Device (Cha).

Skill Points: 6+Int

Level	Special
1	Shadowcraft (Full-round)
2	Darkvision
3	Skill Focus (Craft)
4	Intuitive Will, Mettle
5	Shadowcraft (Standard), Craft Magic Arms & Armor
6	Shadowcraft (Enhanced)
7	Shadowsight
8	
9	Overshadow Item
10	Shadowcraft (Move, Light Armor)
11	
12	Shadowcraft (Medium Armor), Imbue Item
13	
14	Shadowcraft (Heavy Armor)
15	Shadowcraft (Swift)
16	Imbue Shadowcraft
17	
18	
19	
20	Shadowcraft (Immediate)

Weapon and Armor Proficiency: Tenebrous adepts are proficient with all simple weapons and all martial weapons. Tenebrous adepts are proficient with light armor and light shields.

Shadowcraft (Su): Tenebrous adepts are experts in manipulating shadows to their wills and the physical forms they require. However, this has some limitations: the item she crafts can not have moving or flexible parts (she can not craft a spiked chain, flail, crossbow, cabinet, lock, et cetera), the item can not be expendable (she can not craft ink, food, alchemist's fire, et cetera), and the item is considered constructed of normal material for it's type. Aside from these restrictions, she may craft nearly any simple tool, weapon, or item she knows of. She may also craft any light shield or buckler, as well.

At first level, she may craft one item once per day. For every tenebrous adept level she has, she may use shadowcraft one additional time per day. At 3rd level, she may craft two items, and every sixth level afterwards she gains an additional item to craft (three at 9th, four at 15th). Items crafted by a tenebrous adept last one hour per tenebrous adept level if they remain in her possession or 1d4 rounds if they do not remain in her possession. A tenebrous adept may dismiss any item she has crafted before the duration is

finished as a free action.

To craft an item using shadowcraft, she reaches into any sufficient supply of shadow with the item in mind. She must succeed on a craft check of the appropriate sort against a set DC (see table: Shadowcraft DCs). At 1st level, shadowcrafting is a full-round action. At 5th level and every fifth level afterwards, it becomes more natural and faster for a shadowcrafter: at 5th it becomes a standard action, at 10th it is a move action, at 15th level it is a swift action, and at 20th level she may reactively craft items as an immediate action. Shadowcrafting provokes an attack of opportunity, and a tenebrous adept must succeed on a concentration check equal to 15 + the Craft DC. She may attempt to craft defensively, but a defensive craft is a full-round action and requires a Concentration check (DC 15 + 1/2 Craft DC)

At 6th level, a tenebrous adept gains the ability to craft magical items with enhancement bonuses. She may add her tenebrous adept level - 5 as an enhancement bonus to an item. Any item crafted in this manner cannot have an enhancement bonus exceeding +5 and only items crafted by the same shadowcraft use may be enhanced. She may spread her maximum enhancement bonus across multiple items (creating a +1 sword and a +1 buckler at 7th level, for example). Enhanced items are considered masterwork and have the requisite modified DC applied to the item (this is included in the Craft DC on the table for Enhancement Bonus). Any item that couldn't normally be enhanced (such as masterwork tools) cannot be enhanced by this function of shadowcraft.

A tenebrous adept masters crafting armor from the shadows around her at 10th level. She may form any light armor against a craft check (armorsmithing) DC of 20. This armor may be enhanced as a weapon is. At 12th level she may craft medium armor (DC 25) and heavy shields (DC 20) and at 14th she may craft heavy and exotic armors (DC 30) and tower and exotic shields (DC 25). The tenebrous adept must have the required feats to use these armors and shields or she suffers the standard penalties for non-proficiency. She may add spikes to these items, however they count as separate items for both her item capacity and enhancement bonuses. Armors crafted in this fashion have their armor check penalty reduced by 1 (to a minimum of 0), their maximum dexterity bonus increased by 1, and their arcane spell chance reduced by 10% (to a minimum of 0%). A tenebrous adept cannot craft armor over an existing set of armor. She may craft armor for an ally instead of herself, but it fades in 1d4 rounds.

A shadowcrafter cannot craft items out of special materials (such as adamantine, cold iron, et cetera).

Table: Shadowcraft DCs.

Item	Craft Type	Craft DC
Simple Tool	Blacksmithing, woodworking, etc.	10
Masterwork Tool	Blacksmithing, woodworking, etc.	15
Simple Weapon	Weaponsmithing	10
Martial Weapon	Weaponsmithing	15
Exotic Weapon	Weaponsmithing	20
Light shield, buckler	Armorsmithing	15
Heavy shield	Armorsmithing	20
Tower shield, exotic shield	Armorsmithing	25
Light Armor	Armorsmithing	20
Medium Armor	Armorsmithing	25
Heavy Armor, Exotic Armor	Armorsmithing	30
Armor Spikes	Weaponcrafting	15
Masterwork	See above	+10
Enhancement Bonus	See above	+10 + 2 x bonus

Darkvision (Ex): At 2nd level, a tenebrous adept gains darkvision out to 60ft.

Skill Focus (Craft): At 3rd level, a tenebrous adept gain the Skill Focus (Craft) feat as a bonus feat. Unlike the normal Skill Focus (Craft) feat, it applies to all craft checks.

Intuitive Will (Ex): Tenebrous adepts are quick to thought and quicker to protect their thoughts. At 4th level a tenebrous adept adds her Intelligence modifier to her will saves instead of Wisdom.

Mettle (Su): At 4th level, her intense training in the forge and in molding shadows allows a tenebrous adept to shrug off attacks that would shake her physical or mental resolve. She gains the mettle special ability.

Craft Magic Arms And Armor: At 5th level, tenebrous adepts gain Craft Magic Arms And Armor as a bonus feat, even if she doesn't met the requirements. Her caster level is equal to her tenebrous adept level plus any relevant caster levels she has. However, she still needs to meet any other prerequisites for the item's creation. This stipulation might mean requiring the assistance of another character to complete the item.

In addition, you may craft weapons with the Shadow Striking enhancement without being on the Plane of Shadows.

Shadowsight (Su): After melding shadows to her will for so long, a tenebrous adept gains the ability to see in magical darkness out to her darkvision range. She gains this ability at 7th level.

Overshadow Item (Su): Tenebrous adepts are studious and patient, willing to wait for their for their results. At 9th level, she may Take 10 on her Use Magic Device checks.

Imbue Item (Su): Tenebrous adepts possess whispers of magic and mystery. At 12th level, she may attempt to imbue an item once per day. She calls forth the shadows she manipulates to infuse an item with their powers even if she can not cast the required mystery or spell (though, she must have the required item creation feat). She may make a Spellcraft check (DC 15 + Mystery level for a mystery, DC 20 + Spell level for an arcane spell, DC 25 + Spell level for a divine spell) in place of a spell or mystery she doesn't know or can't cast.

If the check succeeds, the tenebrous adept creates the item just as if she had cast the required mystery or spell. If she fails the check, the attempt is wasted for the day and her progressed is stymied. She expends no gold or XP for a wasted attempt and must wait until the next day until she can try again.

Imbue Shadowcraft (Su): At 16th level, a tenebrous adept may attempt to imbue one of her shadowcraft items. She expends her shadowcraft use as a normal, and in addition she makes a spellcraft check of the relevant DC to expend her Imbue Item. If the spellcraft check fails, the item does not gain any additional enhancement from the Imbue Item, although it may still have an enhancement bonus if the tenebrous adept succeeds on her craft check (an Imbued Item must always have at least a +1 enhancement bonus). Imbuing a shadowcraft item is always a full-round action that provokes attacks of opportunities. If a tenebrous adept takes damage while imbuing a shadowcraft item, she must succeed on a Concentration check (DC = 15 + Craft DC + Spellcraft DC) in order to properly form the item. She may only imbue one item at a time.