

Hoplite Fighter(f)/Sorceress(s)/Shadowdancer(=)

Skills: Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Intimidate, Knowledge (Arcana, Dungeoneering, Engineering), Perception, Perform, Profession, Ride, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, & Use Magic Device

Level	Attack	Fort	Ref	Will	1	2	3	4	5	6	7*	Special	*includes CHA bonus	
1	f1	+1	+2	+0	+0	®	®	®	®	®	®	WAP, Feats (Hoplite Shield, Toughness, Dodge)		
2	s1	+1	+2	+0	+2	4	®	®	®	®	®	Spells/Cantrips, Bloodline Power (claws), Feats (Eschew Materials, Arcane Armor)		
3	s2	+2	+2	+0	+3	5	®	®	®	®	®	Feat (Combat Reflexes)		
4	s3	+2	+3	+1	+3	6	®	®	®	®	®	+1 CON, Bloodline Power (Resist Fire), Bloodline Spell (<i>mage armor</i>)		
5	s4	+3	+3	+1	+4	7	4	®	®	®	®	Feat (Mobility)		
6	=1	+3	+3	+2	+4	6	3	®	®	®	®	Hide in Plain Sight		
7	=2	+4	+4	+2	+4	6	3	®	®	®	®	Darkvision, Evasion, Uncanny Dodge, Feat (Spring Attack)		
8	s5	+4	+4	+2	+4	7	5	®	®	®	®	+1 STR, Bloodline Spell (<i>resist energy</i>)		
9	s6	+5	+5	+3	+5	7	6	4	®	®	®	Feat (Leadership)		
10	=3	+6/1	+5	+4	+5	7	6	4	®	®	®	Rogue Talent (weapon training) , Shadow Illusion, Summon Shadow		
11	=4	+7/+2	+5	+4	+5	7	6	4	®	®	®	Shadow Call, Shadow Jump (40ft.), Feat (Weapon Focus[ray])		
12	s7	+7/+2	+5	+4	+5	7	7	5	®	®	®	+1 INT, Bloodline Feat (Improved Initiative), Bloodline Spell (<i>fly</i>)		
13	s8	+8/+3	+5	+4	+6	7	7	6	4	®	®	Feat (_____)		
14	s9	+8/+3	+6	+5	+6	7	7	7	5	®	®	Bloodline Power (Breath Weapon), Bloodline Spell (<i>fear</i>)		
15	s10	+9/+4	+6	+5	+7	7	7	7	6	4	®	Feat (_____)		
16	s11	+9/+4	+6	+5	+7	7	7	7	7	5	®	+1 CHA, Bloodline Spell (<i>spell resistance</i>)		
17	s12 +10/+5	+7	+6	+8		7	7	7	7	6	4	®	Feat (_____)	
18	s13 +10/+5	+7	+6	+8		7	7	7	7	7	5	®	Bloodline Feat (Blind Fight), Bloodline Spell (<i>form of the dragon</i>)	
19	s14 +11/+6/+1	+7	+6	+9		7	7	7	7	7	6	4	Feat (_____)	
20	s15 +11/+6/+1	+8	+7	+9		7	7	7	7	7	7	5	+1 WIS, Bloodline Power (Wings)	

Weapon & Armor Proficiency: All simple weapons, all martial and all natural weapons. Hand crossbow; all armour and shields (except tower shields).

Cantrips: Can cast 0-level spells as per listed under Spells Known Table. Cast like any other spell, but not expended after cast.

Claws (Su): At 1st level, can grow claws as a free action and treated as natural weapons (allowing two claw attacks as a full attack action using full BAB. Each does 1d4+Str mod dam. At 8th level, considering magical for overcoming DR. At 12th level, damage increased to 1d6. At 16th level, claws do additional 1d6 fire dam. Can use claws for 3 + CHA mod rounds/day (7/day). These rounds don't have to be consecutive.

Dragon Resistance (Ex): At 4th level you gain Fire Resist 5 and +1 natural armour bonus. At 14th level the resistance increases to +10 and the natural armour bonus to +2. At 20th level your natural armour bonus is +4.

Hide in Plain Sight (Su): Can make Stealth checks to Hide while being observed as long as within 10 ft. of dim light without needing something to actually hide behind. Cannot use own shadow.

Darkvision (Ex): 60ft.

Evasion (Ex): Any effect that allows for ½ damage with Ref save is instead zero damage with successful save.

Uncanny Dodge (Ex): Cannot be caught flat-footed, even to invisible creatures. Still loses Dex bonus to AC when immobilized or when an opponent succeed in a feint versus the character.

Rogue Talent: Weapon Training = Weapon Focus (bardiche) as a bonus feat.

Shadow Illusion (Sp): At 10th level the character can make illusions as per *silent image* using shadowdancer level for caster level. Can use once per day for every 2 shadowdancer levels attained. The DC is CHA-based for this ability.

Summon Shadow (Su): At 10th level, the character can summon a shadow, an undead shade. Unlike normal shadow, alignment matches character and it cannot spawn. Shadow has +4 vs. Will to ½ positive energy dam. It cannot be turned nor commanded. This being is the character's companion and can communicate with them. The shadows h.p. = ½ the character's uses their BAB and saves. In all other ways the shadow is identical to one in Bestiary (p. 245). If shadow is destroyed or dismissed, character makes DC 15 Fort save. Failure = 1 permanent neg level. A destroyed or dismissed shadow cannot be replaced for 30 days.

Shadow Call (Sp): At 11th level can create creatures/effects out of raw shadow. This functions as per *shadow conjuration* using shadowdancer class levels for caster level. This can be used 1/day. DC for ability is CHA-based.

Shadow Jump (Su): 11th level the character can travel between shadows as per *dimension door*. Transport must begin/end in area with at least some dim light. Can do a total of 40 ft./day (this can be one 40 ft jump or four 10 ft. jumps).

Breath Weapon (Su): 14th level gains a fire-based breath weapon that does 1d6 dam. DC for Ref save is 10+1/2 sorceress level+CHA mod. Success = ½ dam. This can be used 1/day.

Wings (Su): 20th level leathery dragon wings grow from your back as a std. action giving a fly speed 60 ft. with avg. maneuverability. These can be dismissed as a free action.