**The Shadow Dancer**- All Saves are based off of any key mental ability modifer. [10+1/2CL+KAM]

Credit to Djtooth

1st- **Hide in Plain SightSU**- The Shadow Dancer is a myth to those who haven't encountered one and a mirage to those who have. A Shadow Dancer can hide without cover or concealment as long as he is not in melee range of any hostile foes. The first attack the Shadow Dancer makes out of hiding causes the target to suffer a 30% miss chance on all attacks for one round on a failed will save, if the target has dark-vision they are immune to this effect.

2nd- **Shadow IllusionSP**- The Shadow Dancer relies on tricks of light to distract their foes. The Shadow Dancer can cast Silent Image once per encounter as a spell-like ability. The Shadow Dancer also gains dark-vision.

3rd- **Elusive DarknessEX**- The ShadowDancer is always aware of an ambush from the darkness. The ShadowDancer can see normally through magical darkness and Choose either Fleet of Foot or Eyes of Night, this choice is permanent.

3a. **Fleet of Foot**- Evasion: Once per [Encounter], if you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage.

3b. **Eyes of Night** - Uncanny dodge- Immunity to [Flat-Footed].

4th- **Living ShadowsSU**- The Shadow Dancer is able to conjure a shade to strike their enemies from their own shadows. Whenever attacking a Shadow Dancer can forgo an attack to make a melee attack on any opponent in [close] range. This attack deals [Negative] damage instead of physical and deals 1d6 Str damage in addition to its other effects (a successful Fortitude save halfs the [Negative] and negates the Str damage). This attack cannot be used with any Combat Maneuvers. A Shadow Dancer may only use this ability once per round. This is a [Negative] effect.

5th- **Shadow JumpSP**- A Shadow dancer uses shadows to cover great distances in an instant. At will as a Standard Action you can use the Dimension Door Spell. You cannot use this spell to take somebody with you.

6th- **PhantomEX**- Hitting a Shadow Dancer is like boxing with shadows. A Shadow Dancer can now stealth as a swift action instead of a move action , and Elusive darkness become expanded.

6a. **Fleet of Foot**- Improved evasion: This ability works like Evasion, except that you only take half damage on a failed save.

6b. **Eyes of night**- +3 AC and +3 reflex saves these bonuses are lost if the Shadow Dancer is [Stunned], [Paralyzed], [Staggered], [Cowering], [Flat-footed], [Slowed], [Blind], or [Entangled].

7th- **Endless NightmareSU**- The Presence of a Shadow Dancer marks the end of ones life, and is very unsatisfying for the spectators. Once per encounter as a standard action the Shadow Dancer can cover all the area within [close] range with magical darkness. Everything within the darkness is treated as having [total concealment], and everything within the darkness treats everything as having [total concealment]. All light, magical and mundane is suppressed by the darkness. While within Endless Nightmare the Shadow Dancer can use Shadow Jump as a move action. The Shadow Dancer can recenter the Endless Nightmare as a swift action. Any opponent attempting to leave the Endless Nightmare must make a will-save, on a failed save they are trapped inside of the Endless Nightmare until it expires or they are removed from its area. Trapped enemies cannot leave the area, and cannot be moved outside of the area until it expires or is relocated out of their space.