

**Foster Shadowlord, Master of Night**

**Human, Ninja 8th / Assassin 4th / Shadowlord 8th (Chaotic Good)**  
**Str 12, Dex 24, Con 18, Int 14, Wis 18, Cha 12**

Hit Points (hp) **144** Initiative **+11** Grapple **+14** Damage Reduction  
 Speed (Foot) **60 ft.** Spell Fail **0%** Spell Resistance

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Weapons (primary)	Shadowstrike+3	<b>+20/+20/+15/+10</b>	<b>1d8+4</b>	19-20 (+1d8 Str)	Desc: Fires Negative Energy Bolts
Two-Weapons (off-hand)	Flaming whip+3	<b>+20/+20/+15/+10</b>	<b>2d8+4+Fire</b>	20 (x2)	Desc: Reach weapon 15'. Deals fire damage. Can be used for Trip attacks
Two-Weapons (primary)	Numchucks+1	<b>+16/+16/+11/+6</b>	<b>1d6+2</b>	20 (x2)	Desc: +10 bonus on disarms
Ranged	Composite Shortbow (+1 Str)+3	<b>+22/+22/+17/+12</b>	<b>1d6+4</b>	20 (x3)	Desc: Made for a strength ratings of +1
Two-Handed	Shadowstrike+3	<b>+22/+22/+17/+12</b>	<b>1d8+4</b>	19-20 (+1d8 Str)	Desc: Fires Negative Energy Bolts

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	<b>32</b>	25 / 32	None / None		+11	+19	+11

Skills	Abilities
Appraise 2	== Racial Traits: Human == One Extra Feat at First Level +4 skill points at 1st level & +1 at each new level
Balance 20	
Bluff 15	
Climb 10	== Class Features: Ninja 8th == Flurry of Blows (Ex) AC bonus (Ex): (unarmored & unencumbered): +5 Ki power (Su): (8 uses per day) • If 1 use still remains, you gain a +2 bonus on Will saves • Ghost step: Spend 1 ki to become ethereal for 1 round (Swift) • Ki dodge: Spend 1 ki for 20% concealment for 1 round (Swift) • Ghost strike: Spend 1 ki, your next attack deals 1d4 Str (Swift) Sudden strike (Ex): (+4d6 damage) • Only when target is denied Dex modifier (Even if it has none) Slow Fall (Ex): 40' Trapfinding (Ex) Great leap (Su): Always jumps as if running with the jump feat Bonus Feat: Track Speed climb (Ex): • Climbs at full move rate, but must end round on flat surface or fall
Concentration 5	
Decipher Script 3	
Diplomacy 10	
Disable Device 10	
Disguise 3+2	
Escape Artist 11	
Forgery 3	
Gather Information 10	
Handle Animal -	
Heal 4	
Hide 20	
Intimidate 20	== Class Features: Assassin 4th == Sneak Attack: +2d6 Dmg Death Attack: DC 16 Poison Use +2 Save versus Poisons Improved Uncanny Dodge (Ex)
Jump 30	
Listen 15	
Move Silently 20	
Open Lock 10	
Ride 7	== Class Features: Shadowlord 8th == Hide in Plain Sight (Su) Darkvision (Ex): 60 ft. Evasion (Ex): Take no damage on successful Reflex save Improved Uncanny Dodge (Ex) Shadow command: Morph all available shadows (200') Soulshadow: Your shadow becomes a Greater Shadow • If Destroyed or Dismissed: Fort DC 15 (-1 level Shadowlord) Shadow Jump (Su): 80 ft. per day Defensive Roll (Ex): 1x per Day Shadow Touch (Su): +1 Strength damage, Touch attack Rebuke Undead (Su)(PHB p159): • 4x per day < OOOO > • Turning Check: 1d20+1 • Total HD Turned per Attempt: 2d6+3 • Destroy Undead up to: 1 HD
Search 10	
Sense Motive 15	
Sleight of Hand 15	
Speak Language 3	
Spellcraft -	
Spot 15	
Survival 9+2	
Swim 5	
Tumble 20	
Use Magic Device -	
Use Rope 10	
	== Conditional Skill Bonuses == +2 on Disguise to act in character [Bluff] +2 on Survival when following tracks [Search]



**Languages**  
 Common, Dragon, Abyssal

**Money**  
 20000 gp

**Feats**

Great Fortitude +2 bonus on Fortitude saves  
 Dodge +1 dodge bonus to AC against selected target  
 Improved Initiative +4 bonus on Initiative checks  
 Two-Weapon Fighting Reduce two-weapon fighting penalty by 2  
 Improved Two-Wpn Fighting Gain a second off-hand attack at -5 penalty  
 Greater Two-Wpn Fighting Gain a third off-hand attack at -10 penalty  
 Two-Weapon Defense Off-hand weapon grants +1 shield bonus to AC  
 Weapon Finesse Use Dex modifier instead of Str modifier on attack rolls  
 Epic Reputation +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform

**Equipment**  
 Shadowstrike, Numchucks, Acid flask, Alchemist's fire, Oil, Caltrops, Backpack  
 Small Steel Mirror, Everburning torch, Waterskin, Sawblade Shuriken, Dragonchain, Composite Shortbow (+1 Str), Flaming whip

**Magic Items**  
 Bracers of Armor +3, Amulet of Natural Armor +3  
 Ring of Protection +2  
 Master of Night: Exude Darkness (40') CL 20  
 Gauntlets of Dexterity (+4 Dex), Headband of Wisdom (+2 Wis), Ring of Health (+3 CON), Cloak of Charisma +4, Tome of Understanding (+2 Wis)  
 Boots of Striding and Springing: +10' move, +5 Jump  
 Shadowstrike: Alchemical, Hideaway, Blindsighted (30'), Morphing, Ghost, Control Undead (1/day)  
 Spy Glasses: 240' anytime vision, Simon's Eye: See into astral & ethereal planes  
 Quiver of Ehlonna, Hewards Handy Haversack  
 Flying Carpet (100 lbs, 40', avg), Rust Bag of Tricks (wolverine, wolf, boar, black bear)

**Spellpower**  
 Ninja  
 Assassin

Potions: Everything Potion (10), Poison (1d8 Str or Con DC 20, 10)  
 Scrolls: Fireball/Lightning bolt/Cone of Cold (18d6 DC 20, 2 each)

**SPELL PLANNER for  
Assassin**

<b>EFFECTIVE LEVEL</b>	4	=	4	
	Total		Base	Adj.

<b>Spells per Day:</b>	4	2
<b>SPELL LEVEL:</b>	0	1st 2nd 3rd 4th 5th 6th 7th 8th 9th
<b>Spells Known:</b>	4	3
<b>Difficulty Class:</b>	12	13 14

**LEGEND** oster Shadowlord, Master of Night  
 \*: See text, **crt**: Creature, **chk**: check, **conc**: Concentration, **dis**: Discharged, **disb**: Disbelief, **(D)**dismissible, **HD**: Hit Die, **HP**: Hit Points, **hr**: Hour, **max**: Maximum, **min**: Minute, **neg**: Negate, **obj**: Object, **part**: Partial, **rad**: Radius, **rd**: Round, **(S)**hapeable, **temp**: Temporary, **vs**: Versus, **wpn**: Weapon

<b>Range</b>	Close: 35'
	Medium: 140'
	Long: 560'

**SCHOOLS:** Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		<b>Shadow Dancer</b>										
		Silent Image	I	VSF	1 action	Long		Conc.	Will disb [DC12]	No	Creates minor illusion of your design	p.279
		<b>Assassin</b>										
		<b>Level 1:</b>										
<input type="checkbox"/>	1	True Strike	D	VF	1 action	Personal	You	see text			Adds +20 bonus to your next attack roll	p.296
<input type="checkbox"/>	1	Feather Fall	T	V	1 free action	Close	4 falling obj/crt inside 20'	Land or 4 rd	Will neg [DC13]	Yes	Objects and/or creatures fall at 60'/round	p.229
<input type="checkbox"/>	1	Detect Poison	D	VS	1 action	Close	One crt, object, 5 <sup>3</sup>	Instant	None	No	Detects poison in one creature or small object	p.219
<input type="checkbox"/>	1	Obscuring Mist	C	VS	1 action	20 ft.		4 min	None	No	Fog surrounds you	p.258
		<b>Level 2:</b>										
<input type="checkbox"/>	2	Alter Self	T	VS	1 action	Personal	You	40 min (D)			Assume form of a similar creature	p.197
<input type="checkbox"/>	2	Spider Climb	T	VSM	1 action	Touch	Creature touched	40 min	Will neg [DC14]	Yes	Grants ability to walk on walls and ceilings	p.283
<input type="checkbox"/>	2	Invisibility	I	VSM/DF	1 action	Touch	You or max. 400 lb.	4 min (D)	Will neg [DC14]	Yes	Subject is invisible for until it attacks	p.245