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Bard of Shadows

A Bard of Shadows calls upon the darkness from the Plane of Shadow to do her bidding during a performance. She is a performer and walks a fine line between good and evil. This class is best suited for characters that use questionable methods to get a job done. They use the shadows to conceal or enhance their performance or have people question what they just saw in order to move around in plain sight. A Bard of Shadows can tap into the Plane of Shadow and usually deals in situations that call for a shadier way of doing things. Bard of Shadows are not well known and there are not many individuals who have such talents, but some are making a name for themselves.

Role: They use illusion and shadows to mesmerize and confound their audience.

Alignment: Any

Hit Dice: d8.

Starting Wealth: 3d6 x10 gold pieces.

They also start off with an Explorer's Kit or Entertainer's Kit.

The Bard's Kit is also available to her.

Three musical items.

Class Skills

The Bard of Shadows class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (All) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per level: 6 + Cha modifier.

Weapon and Armor Proficiency: A Bard of Shadows is proficient with all simple weapons, plus the hand crossbow, the rapier, sap, short sword, and whip. A Bard of Shadows is also proficient in light armor no shields. A Bard of Shadows can cast spells while wearing light or no armor without chance of spell failure. Bards of Shadow wearing medium or heavy armor will suffer arcane spell failure if the spell has a somatic component.

Spells

Bard of Shadows do not need to prepare their spells ahead of time. A Bard of Shadows gains bonus spells for high Charisma. She also has a set number of spells she can cast per day. A Bard of Shadows can swap out a single spell for a better one when she gains a level.

A Bard of Shadows must sing, dance or play their instrument to cast spells.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 20th level, you can increase one ability score of your choice by 2, or you can increase two ability scores by 1. As normal, you can't increase an ability score above 20 using this feature unless the Dungeon Master allows it.

Class Features

All of the following are class features of the Bard of Shadows.

Bonus Feat 1st level:

Shadow Talent

This feat allows a bard to tap into the Plane of Shadow and add the essence of darkness to her performance. Shadow Talent gives the bard a link to the Plane of Shadow and can call upon the darkness to enhance her performance, or other shady situations that allow her to blend into the background or out in plain sight.

Cantrip

Among the Stars

Among the Stars creates special effects during her performance motes of sparkling and twinkling lights. These small motes of light follow the Bard of Shadows during her performance. Among the Stars can be used during a performance to appear around her as she dances or plays an instrument or as a

distraction. The Bard of Shadows can cast the motes on another creature including herself whether sentient or not. The motes appear around the creature or item for the duration of its use.

Starting at 1st level you know 4 cantrips. If it causes damage it gains the shadow descriptor and does shadow damage.

Out of the Darkness

At 1st level A Bard of Shadows can create their musical item of choice right out of darkness. If her musical item is a violin then the darkness will form into a violin complete with a bow and strings for the performance. A Bard of Shadows can also change their musical item up to perform with a different one. It takes 3 rounds to produce a new musical for a performance. Dismissing the musical item is a swift action. Each musical item created out of darkness will appear black, smooth, and shiny. The sound quality for each item since it is still a musical item, relies on the performer to play it. This ability does not have limited uses.

Bonded Darkness

At 1st level a Bard of Shadows can call forth and attune a weapon created entirely of darkness to her hand. This blade is given substance and made solid entirely by the will of the bard. The blade can be stored in the bard's own shadow until needed and is only a swift action to summon the blade to her hand. Dispel it a free action. It can be any bladed weapon she is proficient with as long as the Bard of Shadows can wield it. The Bard of Shadows can add their charisma modifier to their attack. The Shadow Blade will be as shiny as obsidian and very sharp. It also gains the shadow descriptor and does shadow damage per level of the bard. The blade also does 1d8 psychic damage. (This goes up by another 1d8 every 5 levels. 2d8 at 5th level, 3d8 at 10th level, 4d8 at 15th, and 5d8 at 20th level. This ability can be used a number of times equal to the Bard of Shadows Charisma modifier.

One with the Darkness

Can blink as per the spell but from one area of shadow or darkness to another within range. This ability can be used a number of times equal to a Bard of Shadows Charisma modifier.

Song of Darkness

At 2nd level a Bard of Shadows can create armor from darkness granting the wearer 10 + Cha modifier + Dex modifier. The Bard of Shadows can cause the armor to appear as if its writhing around her body. The armor can go over any type of clothing or light armor. If the light armor worn by a Bard of Shadows is equal to or greater than the shadow armor then that armor and modifiers can be used for combat. This ability can be used 1x per a 12hour duration. Once created the armor will last for 12 hours or until dispelled.

Sneak Attack

Starting at 3rd level the Bard of Shadows gains sneak attack.

Shadow Spikes

At 4th level a Bard of Shadows can create Shadow Spikes that can erupt from the ground impaling victims or cause the spikes to burst forth from her body. For every 4th level gained another spike can be created (8th, 12th, 16th, 20th.) for a total of five spikes at twentieth level. Each spike does 1d6 points of damage. Each spike also has 10 hit points and can be destroyed. This ability can be used a number of times equal to a Bard of Shadows Charisma modifier.

Mesmerizing Performance

At 4th level a Bard of Shadows can create a mesmerizing performance. This performance can implant a suggestion into the thoughts of the audience. The mesmerizing performance can be continued on the Bard of Shadow's turn. For every 4 levels another suggestion can be implanted into the audience's thoughts. The suggestions can be implanted all at once or on individuals or even groupings of people in the audience. At 8th, 12th, 16th, and 20th level for a total of five suggestions. This ability can be used a number of times equal to a Bard of Shadows Charisma modifier.

Shadow Music

At 5th level A Bard of Shadows calls upon the shadows to create illusionary visual aids during her performance directly from the shadows of the audience. The audience gains a Will Save at -2 since they are in the process of watching the performance to disbelieve the shadow creations being called up. Failure means they believe what they see. This ability can be used a number of times equal to a Bard of Shadows Charisma modifier.

Shadow Strike

At 5th level a Bard of Shadows can cause her weapons or an ally's weapons to become surrounded in writhing shadows that do 1d8+2 points of damage. The damage goes up for every six levels; 2d8 + 2 at 11th, 3d8 +2 at 17th. This ability can be used a number of times equal to a Bard of Shadows Charisma modifier.

Invisibility

At 5th level a Bard of Shadows can use Invisibility a number of times equal to her Charisma modifier.

One with the Shadows

At 6th level a Bard of Shadows causes the shadows to knit together any wound and heal it. Roll 1d8 + 1 per level of the Bard of Shadows. This can be used to cure blindness, confusion, dazed and dazzled creatures, deafness, disease, exhaustion, fatigue, feeblemindedness, insanity, nausea, poison, sick, and stun. It does not restore negative levels or drained ability score points. This ability can be used a number of times equal to the Bard of Shadows Charisma modifier.

Shadow Mantle

At 6th level a Bard of Shadows can pull someone's shadow and assume that persona as a disguise. This counts as an action. Dismissing the Shadow Mantle is a bonus action. You are that person and have their personality, memories, alignment, and mannerisms. Another creature can attempt a Wisdom check to see through the disguise. You gain a +3 to your check. You can use this feature again after a short rest.

Shadow Puppet

At 6th level a Bard of Shadows can force a creature to dance with a DC spell save. This ability can be used a number of times equal to the Bard of Shadows Charisma modifier.

Animate shadow

At 9th level a Bard of Shadows can make a shadow come alive. The shadow comes to life and will immediately attack the person the shadow was animated from. The victim of an animate shadow must make a will save -2 penalty to overcome

the animated shadow. This ability can be used a number of times equal to a Bard of Shadows Charisma modifier.

Entropic Song

At 10th level While the Bard of Shadows is performing the audience takes a -2 to their will saves. The song calms the audience down and listens intently on everything the Bard of Shadows says and does. The longer the Bard of Shadows continues the performance the more engrossed in the song they become and the calmer and happier the audience is to the point that when the Bard of Shadows ends the performance the audience will have no idea what happened at all and the memory of the Bard will have faded from their minds altogether.

Dance of Jealousy

At 10th level a Bard of Shadows can begin a performance that causes the audience's emotions to become heightened and frenzied to the point of jealous rage. The audience takes -2 to their will saves and ability scores as everyone in the audience tries to outdo the other to get the Bard of Shadows attention. The performance causes confusion, mass distraction, mayhem, and the possibility of someone or several people dying.

Nightmare Performance

At 11 level a Bard of Shadows can cause their performance to pull out a creature's fears. Any creature within 30' of you that can hear must make a Wisdom saving throw against your spell DC. On a failed saving throw the creature(s) is enthralled for the next 6 hours. The performance causes the creature(s) darkest fears to surface and find themselves in a situation that causes the creature(s) to confront that fear or fall into a catatonic state for the next 6 hours. During this catatonic state the creature(s) is unable to do anything.

Shadow Double

At 13th level a Bard of Shadows can create a shadow double of herself by using someone else's shadow or her own. The created shadow double appears just like the Bard of Shadows with subtle differences. Her clothes and skin are a darker shade than they are. The Shadow Double mimics the Bard of Shadows moves, fighting style and spells. It can also fight as if it were its own person. The Shadow

Double can be told what to do and it will do it. This ability can be used a number of times equal to a Bard of Shadows Charisma modifier.

Shadow Implosion

At 19th level a Bard of Shadows can pull from the shadows she's currently in or gather them from other areas building up the energy into the form of an attack. The Bard of Shadows must remain still and concentrate on gathering the shadows for 3 full rounds. The bard of shadows can center the point of detonation on herself or someone else causing an implosion of writhing shadows from the center point and out in a 30' radius. All creatures within the area of effect must make a reflex save with a -2 penalty or be knocked out for 1d6 rounds. This ability can be used a number of times equal to a Bard of Shadows Charisma modifier.

Table 1 Bard of Shadows

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special				
1	+0	+0	+2	+2	Cantrips, Out of the Darkness, Bonded Darkness, Bonus Feat: Shadow Talent				
2	+1	+0	+3	+3	Song of Darkness				
3	+2	+1	+3	+3	Sneak Attack				
4	+3	+1	+4	+4	Shadow Spikes, Mesmerizing Performance, Ability Score				
5	+3	+1	+4	+4	Invisibility, Shadow Music, Shadow Strike				
6	+4	+2	+5	+5	One with the Shadows, Shadow Mantle, Shadow Puppet				
7	+5	+2	+5	+5					
8	+6/+1	+2	+6	+6	Shadow Spikes, Mesmerizing Performance, Ability Score				
9	+6/+1	+3	+6	+6	Animate Shadow				

10	+7/+2	+3	+7	+7	Entropic Song, Dance of Jealousy				
11	+8/+3	+4	+7	+7	Nightmare Performance				
12	+9/+4	+4	+8	+8	Shadow Spikes, Mesmerizing Performance, Ability Score				
13	+9/+4	+4	+8	+8	Shadowy Double				
14	+10/+5	+4	+9	+9					
15	+11/+6/+1	+5	+9	+9					
16	+12/+7/+2	+5	+10	+10	Shadow Spikes, Mesmerizing Performance, Ability Score				
17	+12/+7/+2	+6	+10	+10					
18	+13/+8/+3	+6	+11	+11					
19	+14/+9/+4	+6	+11	+11	Shadow Implosion				
20	+15/+10/+5	+6	+12	+12	Shadow Spikes, Mesmerizing Performance, Ability Score				

Table 2 Spells Per Day for Bard of Shadows

Level	0	1	2	3	4	5	6
1	4	1					
2	4	2					
3	5	3					
4	5	3					
5	5	4	1				
6	6	4	2				
7	6	4	3	1			
8	6	4	3	2			
9	6	5	4	3			
10	6	5	4	3	1		
11	6	5	4	4	2		
12	6	5	5	4	3		
13	6	5	5	4	3	1	
14	6	5	5	5	4	2	
15	6	5	5	5	4	3	
16	6	5	5	5	4	3	1
17	6	5	5	5	4	4	2
18	6	5	5	5	5	4	3

19	6	5	5	5	5	5	4
20	6	5	5	5	5	5	5

Note Summon Monster Spells 1 - 6 gains the shadow descriptor and all creatures summoned are shadow versions of the original animal and do shadow damage instead of their normal damage.

Multiclassing

Prerequisites

Dexterity 13 and Charisma 13

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