

NIGHTSTALKER

Nightstalkers are much like rouges using stealth, but also like sorcerers in casting arcane magic. Many Nightstalkers become professional assassins for hire, or as spies for kings or lords, or mercenaries for hire, some become street performer using there ability to control shadows. Many become like rouges and steal for living.

ADVENTURES

Nightstalkers adventure for any number of reasons, they were hired for a job, looking for treasure, or just enjoy traveling. Many though travel in search for the few guilds that exist to earn their bracers or to become part of the guild.

CHARACTERISTICS

Nightstalkers are serious when working they take jobs or quests or missions very seriously and will go to almost any length to complete one especially if it is to earn there bracers. Nightstalkers get their name from being well known to move at night when shadows are most common and when it's easier to hide and not be seen. They don't care much for head to head battle, but would much rather fight from a distance or sneak attack.

ALIGNMENT

Nightstalkers don't have discipline or a code of honor or study for spells so they tend to be of a chaotic alignment, but because of their varied beliefs they can be good, neutral, or evil.

RELIGION

Nightstalkers don't worship any particular deity. Most worship their racial deity, but some worship Olidammara, god of rouges.

BACKGROUND

Nightstalkers are mostly self trained but all have a mentor until they feel ready to go on their own. Many times this doesn't happen until they go to receive their bracers, some leave sooner. Few Nightstalkers join the guilds that do exist, mostly because it's so hard to find the guilds and the initiations are brutal. Nightstalkers will greet each other on friendly terms, because it happens so little.

RACES

Are as the same as rouges humans, elves, half-elves, gnomes, and halflings are well suited for their agility. Dwarfs and half-orcs or other bulky bodied races don't have quit the agility, but make it by.

OTHER CLASSES

Nightstalkers love working with rouges because of their stealth. They enjoy working with sorcerers and bards almost as much because of their arcane magic. They love the power protection of barbarians, fighters, monks and wizards. They understand the devotion of a clerics, druids, or paladins to their church or deity.

ABILITIES

Dexterity is a high priority of Nightstalkers do to their light armors. Charisma and intelligence are also good because charisma effects the number of and the DC of the spells cast, the intelligence allows for more skill points.

ALIGNMENT

Any chaotic

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CLASS SKILLS

Balance (dex), Bluff (cha), Climb (str), Diplomacy (cha), Disguise (cha), Escape Artist (dex), Hide (dex), Jump (str), Knowledge Arcane (int), listen (wis), Move Silently (dex), Open Lock (dex), Perform (cha), Pick Pocket (dex), Read Lips (int), Search (int), Sense Motive (wis), Spell Craft (int), Spot (wis), Tumble (dex), Swim (str)

Skill Points at 1st level $(4 + \text{int modifier}) \times 4$

Skill Points at each additional level $4 + \text{int modifier}$

WEAPON AND ARMOUR PROFICIENCY

Nightstalkers are proficient with lighter weapons of stealth. All Nightstalkers are proficient bow (short or long composite or normal), cross bow (hand and light), dagger, dart, half-spear, javelin, kama, light mace, long sword, net, sap, scimitar, short sword, shuriken, sickle, throwing axe, and bracer. Nightstalkers are proficient in light armor not shields

SPELLS

A Nightstalker receives and casts spells as a sorcerer of the same level.

SPIDER CLIMB

Nightstalkers retain the ability use this as the spell cast by a 3rd level sorcerer. This is a supernatural ability.

SUNDAMAGE

If a Nightstalker is not in contact with a shadow, other than his own, for more than 5 rounds he takes 1d4 points of damage. For each additional round he takes 1d4 points, these points return to him at the same rate as any other damage.

For any other abilities refer to Assassin and Shadow Dancer in a Dungeon Master's Guide or Rouge in a Player's Hand Book.

Level	BAB	FS	RS	WS	SPECIAL
1	0	0	2	1	SNEAK ATTACK +1D6, DEATH ATTACK, HIDE IN PLAIN SIGHT, SUNDAMAGE
2	1	0	2	1	SPIDER CLIMB 1/DAY, UNCANNY DODGE (DEX BONUS TO AC)
3	1	1	3	2	SNEAK ATTACK +2D6, SHADOW ILLUSION, EVASION
4	2	1	3	2	SPIDER CLIMB 2/DAY, SHADOW JUMP 20'
5	2	1	3	2	SNEAK ATTACK +3D6, SLIPPRY MIND
6	3	2	4	3	SPIDER CLIMB 3/DAY, UNCANNY DODGE (CAN'T BE FLANKED)
7	3	2	4	3	SNEAK ATTACK +4D6, DEFENSIVE ROLL, BRACCCER QUEST
8	4	3	5	4	SPIDER CLIMB 4/DAY, SHADOW JUMP 40'
9	4	3	5	4	SNEAK ATTACK +5D6, QUICK DRAW
10	5	3	5	4	SPIDER CLIMB 5/DAY
11	5	4	6	5	SNEAK ATTACK +6D6
12	6/1	4	6	5	SPIDER CLIMB 6/DAY, SHADOW JUMP 80'
13	6/1	5	7	6	SNEAK ATTACK +7D6
14	7/2	5	7	6	SPIDER CLIMB 7/DAY
15	7/2	5	7	6	SNEAK ATTACK +8D6
16	8/3	6	8	7	SPIDER CLIMB 8/DAY, SHADOW JUMP 160'
17	8/3	6	8	7	SNEAK ATTACK +9D6
18	9/4	7	9	8	SPIDER CLIMB 9/DAY, SUMMON SHADOW
19	9/4	7	9	8	SNEAK ATTACK +10D6,IMPROVED EVASION
20	10/5	7	9	8	SPIDER CLIMB 10/DAY, SHADOW JUMP 320'

LEVEL	SPELLS KNOWN						SPELLS/DAY					
	1	2	3	4	5	6	1	2	3	4	5	6
1	1	1	-	-	-	-	2	1	-	-	-	-
2	1	1	-	-	-	-	2	1	-	-	-	-
3	2	1	-	-	-	-	3	2	-	-	-	-
4	2	2	1	-	-	-	3	2	1	-	-	-
5	3	2	2	-	-	-	3	2	1	-	-	-
6	3	3	2	-	-	-	4	3	2	-	-	-
7	4	3	3	-	-	-	4	3	2	-	-	-
8	4	3	3	1	-	-	4	4	2	1	-	-
9	4	4	3	1	-	-	5	4	3	1	-	-
10	5	4	3	2	-	-	5	4	3	2	-	-
11	5	4	4	2	-	-	5	5	4	2	-	-
12	6	4	4	3	-	-	5	5	4	2	-	-
13	6	5	4	3	-	-	6	5	4	3	-	-
14	6	5	5	3	1	-	6	5	5	3	1	-
15	7	5	5	4	1	-	6	6	5	4	2	-
16	7	5	5	4	2	1	6	6	5	4	2	1
17	7	6	5	4	2	1	6	6	6	5	3	2
18	7	6	6	5	3	2	6	6	6	5	4	2
19	8	6	6	5	3	2	6	6	6	5	4	3
20	8	6	6	5	4	3	6	6	6	6	5	3

LEVEL 1

CAT'S GRACE
CHANGE SELF
CURE LIGHT WOUNDS
DAZE
GHOST SOUND
INVISIBILITY
JUMP
RAY OF FROST
SLEEP

LEVEL 2

BURNING HANDS
CHILL METAL
DARKNESS
DARKVISION
HOLD PERSON
PASS WITH OUT TRACE
SCILENCE
SHOCKING GRASP
TASHA'S HIDEUOS LAGHTER
TRUE STRIKE

LEVEL 3

BESTOW CURSE
CONE OF COLD
CURE SERIOUS WOUNDS
DEPPER DARKNESS
FEAR

FLAME ARROW
HASTE
INVISIBILITY SPHERE
SLOW
WATER BREATHING

LEVEL 4

BLADE BARRIER
FIRE BALL
GLYPH OF WARDING
IMPROVED INVISIBILITY
LIGHTNING BOLT
MISLEAD
NONDETECTION
SHOUT

LEVEL 5

CURE CRITICAL WOUNDS
FIRE STORM
ICE STORM
GREATER GLYPH OF WARDING
OTILOKE'S FREEZING SPHERE
VANISH

LEVEL 6

ENERGY DRAIN
SHADOW WALK
TIME STOP
WORD OF RECALL

Nightstalker Bracers

To receive a bracer a Nightstalker needs no money. He must have to do a quest or task for the guild master of Nightstalker guild. He can do this for his guild or another one depending on his situation. A Nightstalker takes a quest that is given to him when he reaches 7th level, the next quest for his other bracer can be taken at any time after 7th level. Quests can vary from assassinating a lord or king to retrieving an item from a dungeon. All depends on the needs of the guild at the time (DM's Discretion).

All bracers are unique in design and size because they are designed by the soon to be owner. Each bracer is fitted to the individual who is going to wear it so only he can use it. There are three basic types of bracers, wrist this looks just like a thick bracelet, arm strap this looks an arm guard for shooting a bow but its turned around, and full arm cover an image of this type can be found in a DMG on page 211. Designs vary in type and style from intricate swirls to a story or something telling of the owner's history or something to represent their deity. For example half dragon/human may have a dragon on one and a then his story on the other.

The bracers are made of mithral but have shadow black color instead of silver. Craft check DC 15 to realize its mithral. Due to the lightness of and fitting of the bracers they have no arcane spell failure or check penalties. Weight for bracers doesn't make a difference.

All bracers have their basic abilities (listed below) and 2 special abilities chosen by the soon to be owner, these abilities can range from granted feats to ability or skill bonuses to spell storing or spell casting to attack bonuses and more. Some specially incorporated abilities may take 2 bonus ability slots (again DM discretion).

Bracers are given to a Nightstalker at separate times, a quest per bracer unless requested by the PC, in this case the number of bonus abilities is 2 per bracer in these cases the guild master may give a multi task quest of great time. Upon completion of these types of quests the PC may be rewarded with other things as well like power in the guild treasure or a weapon of great power. It is very rare that these types are given due to the danger involved. If a weapon effect is on the bracer, the owner is trained to use it immediately, in doing this it does not take up a feat to become proficient with it.

Standard abilities

These abilities are standard among Nightstalker Bracers

Left bracer

- + 2 AC
- + 2 charisma
- + 60' darkvision this adds on to any existing darkvision.

- Shadow effect: this is described the Dungeon Master's Guide in magic armor as shadow, it basically turns the metal a shadow black and gives a + 10 hiding.
- Poison Arrow 1/day this spell is cast on a group of up to 10 arrows or bolts. This adds + 1d6 poison damage per Nightstalker level.

Right bracer

- + 2 AC
- + 2 Dexterity
- Shadow effect
- Sneak Attack + 2d6 this adds on to any existing sneak attack bonus.
- Flaming blade 1/day flame covers the chosen blade dealing + 1d6 per Nightstalker level. This lasts 2 rounds per Nightstalker level.

The following are the bonuses received when wearing a pair of bracers.

- + 4 AC
- + 2 charisma
- + 2 dexterity
- + 60' darkvision this adds on to any existing darkvision.
- Shadow effect: this bonus doubles when wearing 2 bracers.
- Flaming Blade and Poison Arrow 2/day
- + 2d6 sneak attack
- + 5 move silently