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09-17-2003, 05:57 PM #1 Dracolisik Join date: March 21, 2001 Location: Europe Age: 35 Messages: 6,136 I currently have a Level9 ranger who should be able to go Shadowdancer at its next level up. Now, there are two options I'm considering. Taking 5 levels of Shadowdancer, and another five from Rogue. Or go for a Ranger/Shadowdancer level 10/10. What would be the best option, from a powergamer perspective? 09-17-2003, 06:41 PM #2 Bastet - Egyptian Cat Goddess Join Date: March 1, 2001 Location: Sweden Age: 46 Posts: 3,450 It depends a little on what race you are. Half elf or human, take 1 level shadowdancer, and the rest rogue. If it isn't, go for a 10/10 build since otherwise you'll get xp penalties. A rouge build is always the best advantage for the shadow ceremony, as you will be able to use this attack to sneak a lot. The problem with the rogue is that a rogue/shadow sorcerer will suffer against creatures immune to attacks. But because you have a keep-range base, you have decent bab, so if you want to have the bang for the buck, make sure you get decent D6 attack enoug. (in rogue lv 1,3,5 and so on). Hiding to shoot an arrow and run away is good, but running away shoot an arrow with a +5d6 sneak attack damage is awesome powergaming.

#3

I am starting to think about rebooting. Because there is no way I can beat the golems at the beginning of Chapter 2. Is Archer Arcane good? 08-18-2003, 11:06 AM #4 Elminster Join date: May 8, 2002 Location: Leeds, West Yorkshire Posts: 470 Personally, I don't think they did shadowdancer class justice on pay. They didn't include half the good skills he has.

11:15 AM #5 Bastet - Egyptian Cat Goddess Join Date: March 1, 2001 Location: Sweden Age: 46 Places: 3,450 I haven't tried arcane archer yet, but I know that my archers so far always get past the golems since the arrows with exter damage somehow seem to hurt golems anyway... Interesting. I think it can be a good balled though. Quote: Personally, I don't think they did shadowdancer class justice at SoU. They didn't include half the good skills he has. Well, they were given the ability to hide in a well-lit room to begin with so they are extremely powerful for rogue construction, but they don't have a little interest in the other classes, though. I'm starting to think about rebooting. Because there is no way I can beat the golems at the beginning of Chapter 2. It is the arcane archer any Two facts you should keep in mind: These golems will hit neutral NPCs in preference to you and Arthras is immortal. It is almost impossible to take these golems fairly, but if your ignorant in favor of an immortal goal things become much easier. Cheesy, but it works. Just use a summons or something to absorb the spells, and then it will follow you all the way back. And arcane archers are excellent. Very powerful in the range, and the enchanted arrows penetrate the resistance to damage like nothing else. Good bows around too. The fact that they can use an arc effectively in melee saves the change of weapons, but reliance on ammunition can be fatal if you don't take enough. I finished the game with 12 arrows remaining. By far the standard arrows work well as they can charm them, so dosen't get too expensive. [img] alt=" " 1/6gt; 09-18-2003, 11:20 PM #7 Elminster Join Date: May 8, 2002 Location: Leeds, West Yorkshire Posts: 470 Date: Originally published by WOLFGAR: Well, they were given the ability to hide in a well-lit room to start with so they are extremely powerful for rogue construction, but don't have a bit of interest to the other classes, though. Yes, but some of there better and needless to say fresher skills were not added. He admits it might have been difficult to do, but not impossible: Shadow Jump is one of his best skills, able to teleport a short distance through shadows. His shadow in the game is revolving and always chaotic evil, while it shouldn't be Nope, Shadowdancer is a very big waste for me...

Currently active users watching this thread: 1 (0 members and 1 guest) Rules Publication You cannot publish new threads You cannot publish replies You cannot publish attachments You cannot edit your messages HTML code is in similar threads Thread Thread Starter Forum Replies Last post Shadowdancer Specials Jay_Ahr Neverwinter Nights 1 & 2 Also SoU & HotU Forum 6 08-26-2003 09:34 AM Shadowdancer Requirements Jay_Ahr Neverwinter Nights 1 and 2 Also SoU & HotU Forum 3 08-22-2003 08:26 PM The 7th ORT Building. Neb Ironworks Playing Online 148 12-05-2001 01:11 PM The ORT Building #4 Melusine General Conversation Archives (11/2000 - 01/2005) 118 11-03-030 2001 05:33 PM The ORT building #3 Neb General Conversation Archives (11/2000 - 01/2005) 221 10-30-2001 09:31 All hours are GMT -4. Check-in time is 10:16. A Shadowdancer is a shrewd and evasive sort who has the ability to move in and out of a form of low-level shadow magic, drawn directly from the Pla de les Ombres. They are very similar to shadows and shadows, in their common bond with shadows and darkness. Many like illusions, tricks and other forms of deception and can be good, bad or anything Between. All shadowdancers rely on stealth and the shadows around them in which to hide, as well as possessing excellent stumbling skills too - but there are different ways to approach this class, each with a different role, path or approach that follow, differentiating one shadow from another. Here are just a few ways to design a shadow ceremony. True Shadowdancer: This kind of shadow witchcraft is the latest in the shadow game, and is mixed with the darkness around them to perform a variety of tasks that may be needed from them, such as infiltration, scouting or thief, etc. His most important skills are hiding, moving quietly and stumbling, with a dabbling in the other eight shadow hand skills as needed. This type of shadow is the most common of his siblings, with extremely high prowess (30+), concealment and speed skills, using their sneak attacks, if they have one. Dashing in and out of combat as needed, using rank or melee weapons, whichever is most convenient is how this shadow role works best. The recommended/suggested feats for these kinds of shadow witches are the skill approach (hide), skill approach (move quietly), skill approach (tumble) or their epic versions, self-concealment (up to x5 if it can be achieved), stealth, enhanced initiative, superior initiative, spring attack, weapon thinness, epic dodge, blinding speed, epic shadowlord, great prowess, and enhanced glue attack (if character has rogue levels), plus the necessary dodge and mobility feats in order to take the shadowdancer class. It is highly recommended that the character be committed to as high a level of shade as they can, over level 27-30. Pure rogue constructions are better suited to this type. Shadow Caster-Shadow casters use spells that provide an advantage to concealment, such as darkness, ghostly vision, ethereal vision, displacement, shadow shield, shadow conjuring and its larger variant, invisibility, sphere of invisibility and improved invisibility, which are essential for this type of shadow. Ultravision is useful for seeing in magical conditions of darkness and it is also recommended if one has the spell of darkness in his spellbook. Spells that increase one's speed, and slow down their opponents are also needs to have. Most use rank weapons to fight, depending on their particular style and choice of weapons. The recommended/suggested feats are silent spell, extend spell, still spell (if projected in armor), automatic silent spell, still automatic spell, epic shadowlord, epic reflexes and lightning reflexes. The main for this type of SD are tradition, hiding and moving quietly, although this, of course, may vary. The classes that best fit this archetype of shadows are magicians, sorcerers and bards. Bards must also stumble, listen, detect, pick up pocket, persuade and bluff skills in addition to the above skills mentioned, while magicians and sorcerers can get with only stealth skills and tradition. Healing also seems to be a pretty good bet too, especially for castes with low success points. Bards must also try to get the great feat of prowess, as many times as they can get it, up to x10 if possible. Shadowdancer Scout: These shadow sorcerers rely heavily on their listening, place and search skills in addition to their hiding and quietly moving skills. They may have a dabbling on some or all other skills as well. Above all, any and all the dangers that are ahead, before involving the enemy in combat, using any tactics, methods and spells at their disposal. The recommended/suggested feats for this type are alertness, stealth, skill approach (listening), skill approach (point), skill approach (search), skill approach (hide), skill approach (move quietly), or their epic counterparts improved initiative, great skill and epic dodging. Explorers and rogues are the most common explorers of the shadow. Shadowdancer Spy: Sneaky, silent, information gatherers, shadow hand spies operate in the background, are rarely shown in public, and listen to any and all the information and clues that can get their hands on them, in order to give them an advantage, both in and out of combat. His most favored skills include listening, detecting and hiding, with perhaps some blurring ability as well. They tend to be very fast on their feet and in and out of a faster place than they can blink. Typical feats of this type include blinding speed, weapon finesse, improved initiative, superior initiative, skill focus (listening), skill focus (point), skill approach (hide) and alertness. They try to stay out of sight whenever possible and only engage in conflicts if they absolutely have to. Shadowdancer spies can be rogues, bards, rangers, or some combination of them, although these are just a few examples. Of course, there are many more variations than that, but this here is a sampling and it's due to the fact that I can't make up my mind about what skills and skills my shadow character should have, and its starting to really dazzle me, so I wrote this to try and help me in this a little bit. Hopefully it will help others too. My particular SD character is a Neutral Good Half-Elf Bard/Shadowdancer, and is a follower of Selune, the Faerunian god-godsend of light and moon, just in case anyone was wondering. Wondering.

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