

Here's a profile very inspired by a profile I enjoyed by reading the book "Wizards And Rogues Of The Realms". I would have wished to make him equal to original, but this was not possible (He should have been able to use any item reserved to mages: impossible to do without applying it to all thieves), thus he's resembling and, I hope, balanced:

Thief Profile: SHADOW WALKER

The order of shadow walkers is a very ancient organization, whose members have a special affinity with shadows. Rumours say that the greatest masters of the order are true shadows, and that's shaped them. Whatever they are, this very special bond with shadows gives the shadow walkers a valuable benefit.

Recruitment in the order is made only by appointment of masters. The initiate, if he's accepted, is paired to a mentor who is responsible for teaching him the techniques of shadows and magic associated with it. Any official member of the order knows how to use shadows to their advantage and conjures simple spells to help him in his task. The real magic of shadows, however, is only practised by the most ancient masters.

Shadow walkers are not conventional thieves. Resolutely turned towards good, they swear to use their special abilities to avenge victims. Acting as vigilantes, they hunt and beat criminals who escaped traditional justice.

Advantages:

- He can study all magic scrolls of abjuration, alteration, illusion and divination schools, and use magic of shadows to cast these spells and those of shadow like magic powers, up to 4 times per day per spell level. He masters a higher level spell every 4 levels, up to 4th level spell.
- His magical skills make him benefit of a +1 bonus to his saving throws vs. wands and spells.
- He sees in the dark as if he had Infravision.
- At levels 3, 5 and 7 he can use "Aura of Shadows" once a day.
- At levels 8, 10 and 12 he can use "Mantle of Shadows" once a day.
- At levels 13, 15 and 17 he can use "Shape of Shadow" once a day.

Disadvantages:

- Only human, elves and half-elves can be chosen.
- Only a good soul can choose to follow the way of the shadow walker.
- The study of magic leaves him little time for martial training, he is a poor fighter: his THAC0 follows that of mages and knows how to use light weapons and short bows only.
- The study of techniques of shadows goes hand in hand with his learning as thief, he receives only 20% to distribute among skills for every levelling up.

AURA OF SHADOWS:

When he creates an aura of shadows, a half-magical aura covers the shadow walker, which then has a +25% bonus in hiding. The aura can be kept a round per level.

MANTLE OF SHADOWS:

When he covers himself with the mantle of shadows, the shadow walker takes a shaded shape. In this partially translucent state, he has a +1 hiding bonus to AC and saving throws. He also gets a 50% bonus in hiding. If he stays firm for at least 1 round, he becomes invisible. While in the guise of the mantle (1 round per level) he can become invisible at will, staying firm 1 round.

SHAPE OF SHADOW:

The Shadow Walker that uses this ability can become a living shadow. Under this shape he is almost invisible and gains a +4 to AC and saving throws. He can attack or cast a spell without returning visible, but the creatures may notice him a few moments from time to time, as a movement in the shadows. Detection of invisibility does not allow to reveal him and true sight reveals him only intermittently. If he comes to be attacked, only magical weapons can affect him. Under shape of shadow he can not use his weapons, as they ethereal they

will pass through the targets without affecting them. But his touch will gain the properties of a shadow touch: 1D4 +1 damage points and strength reduction of 1 point for 2 turns when a saving throw vs. death at -3 is failed.
He can remain in the shape of shadow for 1 round per level or return to normal state when he desires.

Note: table of the special THAC0 of the Shadow walker:
THAC0 of the Shadow walker gets a -1 penalty at levels 5, 11, 17, 23, 29 and 35, which gives:
Level: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23
THAC0: 20 20 19 19 19 19 18 18 17 17 17 17 16 16 15 15 15 15 14 14 13 13 13

Note: list of spells that the Shadow walker can cast:
(spells marked with an asterisk do not necessarily correspond to those of the game on which they are installed or to the mods you have installed. They are based on the unmodified BG2:ToB version.)

Level 1:	Level 2:	Level 3:	Level 4:
Blindness	Know Alignment	Spell Thrust	Teleport Field
Spook*	Knock	Clairvoyance	Remove Curse
Reflected Image*	Detect Invisibility	Dispel Magic	Minor Globe of Invulnerability*
Infravision	Detect Evil	Remove Magic	Improved Invisibility*
Burning Hands*	Blur*	Detect Illusion	Secret Word
Chromatic Orb*	Strength*	Minor Spell Deflection*	Polymorph Self*
Shocking Grasp*	Mirror Image*	Haste*	Polymorph Other
Protection From Petrification	Invisibility	Invisibility 10' Radius	Wizard Eye*
Protection From Evil*	Resist Fear	Slow	Stoneskin*
Color Spray	Deafness	Non Detection	Dimension Door
Vocalize		Protection From Normal Missiles	Otiluke's Resilient Sphere
		Protection From Fire*	Farsight*
		Protection From Cold*	

Note: list of spells that the Shadow walker receives as bonus by the hla "Mastery of Mysteries: additional school: enchantment":

Level 1:	Level 2:	Level 3:	Level 4:
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<i>Charm Person</i>	<i>Luck</i>	<i>Hold Person</i>	<i>Emotion*</i>
<i>Friends*</i>	<i>Ray of Enfeeblement*</i>		<i>Greater Malison*</i>
<i>Sleep*</i>			<i>Enchanted Weapon</i>
			<i>Confusion</i>

Note: list of spells that the Shadow walker can cast by the hla "Mastery of Mysteries: Higher Level":

Level 5:

*Shadow Door**

Immunity to spells

*Protection From Normal Weapons**

*Protection From Electricity**

*Protection From Acid**

Breach

*Lower Resistance**

Oracle

Spell Shield

*Minor Spell Turning**

Domination

*Hold Monster**

*Chaos**

Feeblemind