

ARCANE TRICKSTER

CLASSE DE PRESTIGIO

RANGED LEGERDOMAIN

Use Disable Device and Sleight of Hand at a range of 30 feet. Increases the DC by 5, cannot take 10.

ATAQUE FURTIVO

DANO FURTIVO Arcane Trickster Outras Classes

d6 = d6 + d6

Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC. On ranged attacks, it only applies within 30 ft. It is not multiplied by critical hits. It cannot be non-lethal unless using a non-lethal weapon.

IMPROMPTU SNEAK ATTACK Once per day, declare one attack to be a sneak attack. Target loses their DEX bonus to AC against that attack.

Twice per day

TRICKY SPELLS

Cast spells as if using the Still Spell and Silent Spell feats, but with no increase in spell level or casting time. Uses today

ARCANE TRICKSTER

Arcane Trickster Level	Spellcast Level	Ataque Furtiva	Tricky Spells
1	<input type="checkbox"/> Ranged Legerdomain	+1	
2	<input type="checkbox"/> Ataque Furtivo	+2	1d6
3	<input type="checkbox"/> Impromptu sneak attack	+3	
4	<input type="checkbox"/>	+4	2d6
5	<input type="checkbox"/>	+5	3
6	<input type="checkbox"/>	+6	3d6
7	<input type="checkbox"/> Impromptu sneak attack	+7	4
8	<input type="checkbox"/>	+8	4d6
9	<input type="checkbox"/> Invisible thief	+9	5
10	<input type="checkbox"/> Surprise spells	+10	5d6

INVISIBLE THIEF

Become invisible, as if using Greater Invisibility.

DURAÇÃO POR DIA PER DAY Arcane Trickster Level

rds = Rounds today

SURPRISE SPELLS

Add sneak attack to spells, if the target is flat-footed.

Additional damage is the same type as the spell. If the spell allows a saving throw to negate or halve, this applies to the sneak attack damage.