

ARCANE TRICKSTER

PRESTIGEKLASSE

RANGED LEGERDOMAIN

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

HINTERHÄLTIGER ANGRIFF

SCHADEN  
BONUS

Arcane  
Trickster

Other  
Classes

W6 = W6 + W6

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.

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IMPROMPTU SNEAK ATTACK

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

7 Zweimal pro Tag

TRICKY SPELLS

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

☐☐☐ Beute benützt

ARCANE TRICKSTER

Arcane Trickster Level		Spellcaster Level	Sneak Attack	Tricky Spells
1	<input type="checkbox"/> Ranged Legerdomain	+1		
2	<input type="checkbox"/> Sneak attack	+2	1w6	
3	<input type="checkbox"/> Impromptu sneak attack	+3		
4	<input type="checkbox"/>	+4	2W6	
5	<input type="checkbox"/>	+5		3
6	<input type="checkbox"/>	+6	3w6	
7	<input type="checkbox"/> Impromptu sneak attack	+7		4
8	<input type="checkbox"/>	+8	4w6	
9	<input type="checkbox"/> Invisible thief	+9		5
10	<input type="checkbox"/> Surprise spells	+10	5W6	

INVISIBLE THIEF

Become invisible, as if using *Greater Invisibility*.

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DAUER  
PRO TAG

Arcane  
Trickster  
Level

Runden =

☐☐☐ Rounds today

SURPRISE SPELLS

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

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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.