

ARCANE TRICKSTER

PRESTIGE CLASS

RANGED LEGERDOMAIN

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

SNEAK ATTACK

SNEAK DAMAGE Arcane Trickster Other 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

Level 3 Once per day, declare one attack to be a sneak attack. Target loses their DEX bonus to AC against that attack.

7 Twice per day

TRICKY SPELLS

Level 5 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 | | Spellcaster Level | Sneak Attack | Tricky Spells |
|------------------------|---|-------------------|--------------|---------------|
| 1 | <input type="checkbox"/> Ranged Legerdomain | +1 | | |
| 2 | <input type="checkbox"/> Sneak attack | +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.

| | | | |
|---------|------------------|------------------------|---|
| Level 9 | DURATION PER DAY | Arcane Trickster Level | |
| | rds = | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Rounds today |

SURPRISE SPELLS

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

Level 10 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.