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 BONUS | 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.

Level 3 — **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 — 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	☐	Ranged Legerdomain	+1		
2	☐	Sneak attack	+2	1d6	
3	☐	Impromptu sneak attack	+3		
4	☐		+4	2d6	
5	☐		+5		3
6	☐		+6	3d6	
7	☐	Impromptu sneak attack	+7		4
8	☐		+8	4d6	
9	☐	Invisible thief	+9		5
10	☐	Surprise spells	+10	5d6	

INVISIBLE THIEF

Become invisible, as if using *Greater Invisibility*.

Level 9 — **DURATION PER DAY** | Arcane Trickster Level

[ ] rds = ____

□□□ □□□ Rounds today

SURPRISE SPELLS

Level 10 — 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.