

# THE TRICKSTER



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**8**

BRYAN SYME

# THE TRICKSTER

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Utilizing cunning, magic, and their wits, tricksters seek lives of endless adventure. These crafty scoundrels combine a variety of useful, if questionable skills, with the science of arcane scholars and the natural might of innate casters. Tricksters are silver-tongued manipulators, stealthy combatants, and consummate explorers who covet dusty spell tomes and arcane knowledge as much as gold, silver, and gems.

**ROLE:** Tricksters excel at moving about unseen and catching foes unaware so they can attack with a well-placed blade or spell. They are scholars of all things magical, constantly seeking out new spells and new items of magic. Outwitting opponents and outthinking obstacles is the trickster's specialty, but they are equally capable of a clever spell or swift dagger in the back to solve a problem.

**ALIGNMENT:** Any.

**HIT DIE:** d8.

## CLASS SKILLS

The trickster's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

**SKILL RANKS PER LEVEL:** 6 + Int modifier.

## CLASS FEATURES

All of the following are class features of the trickster.

**WEAPON AND ARMOR PROFICIENCY:** A trickster is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Tricksters are also proficient with light armor and shields (except tower shields). He can cast arcane spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a trickster wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component.

**SPELLS:** A trickster casts arcane spells drawn from the sorcerer/wizard spell list and must prepare his spells ahead of time. Unlike a wizard, his spells are not expended when they're cast. Instead, he can

cast any spell he has prepared consuming a spell slot of the appropriate level, assuming he hasn't yet used up his spell slots per day for that level.

To learn, prepare, or cast a spell, the trickster must have an Intelligence score equal to at least 10 + the spell's level. The saving throw DC against a trickster's spell is 10 + the spell's level + the trickster's Intelligence modifier.

A trickster can only cast a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1: Trickster. In addition, he receives bonus spells per day if he has a high Intelligence score.

A trickster may know any number of spells, but the number he can prepare each day is limited. At 1st level, he can prepare four 0-level spells and two 1st-level spells each day. At each new trickster level, the number of spells he can prepare each day increases, adding new spell levels as indicated on the table above. Unlike the number of spells he can cast per day, the number of spells a trickster can prepare each day is not affected by his Intelligence score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells a trickster can prepare.

A trickster must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the trickster decides what spells to prepare and refreshes his available spell slots for the day.

Like a sorcerer, a trickster can choose to apply any metamagic feats he knows to a prepared spell as he casts it, with the same increase in casting time (see Spontaneous Casting and Metamagic Feats).

**CANTRIPS:** Tricksters can prepare a number of cantrips, or 0-level spells, each day as noted on the table above. These spells are cast like any other spell, but they do not consume spell slots. As with his other spells, these spells are not expended when cast.

**SPELLBOOKS:** A trickster must study his spellbook each day to prepare his spells. He can't prepare any spell not recorded in his spellbook, except for *read magic* (which all tricksters can prepare from memory).

A trickster begins play with a spellbook containing all 0-level wizard/sorcerer spells plus three 1st-level spells of his choice. The trickster also selects a number of additional 1st-level

**TABLE 1: TRICKSTER**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Cantrips, sneak attack +1d6, trapfinding	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Forte	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Crafty, evasion	3	—	—	—	—	—
4th	+3	+1	+4	+4	Sneak attack +2d6	3	1	—	—	—	—
5th	+3	+1	+4	+4	Sneakspell	4	2	—	—	—	—
6th	+4	+2	+5	+5	Bonus feat	4	3	—	—	—	—
7th	+5	+2	+5	+5	Sneak attack +3d6	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Uncanny dodge	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Ranged legerdemain	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Sneak attack +4d6	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Improved uncanny dodge	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Bonus feat	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Sneak attack +5d6	5	5	4	3	1	—
14th	+10/+5	+4	+4	+9	Filch spell	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Surprise spells	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Sneak attack +6d6	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Improved sneakspell	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Bonus feat	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Sneak attack +7d6	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Master trickster	5	5	5	5	5	5

wizard/sorcerer spells equal to his Intelligence modifier to add to the spellbook. At each new trickster level, he gains two new spells of any spell level or levels that he can cast (based on his new trickster level) for his spellbook. At any time, a trickster can also add spells found in other wizards' spellbooks to his own.

**SNEAK ATTACK:** If a trickster can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

The trickster's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the trickster flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every three trickster levels thereafter. Should the trickster score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a trickster can make a sneak attack that deals nonlethal damage instead of lethal damage. He

**TABLE 2: TRICKSTER SPELLS KNOWN**

Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The trickster must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A trickster cannot sneak attack while striking a creature with concealment.

**TRAPFINDING:** A trickster adds 1/2 his level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A trickster can use Disable Device to disarm magic traps.

**FORTE:** At second level, a trickster chooses a specific forte upon which to focus. Once he chooses his forte, it cannot be changed.

**Acrobat** The trickster is a master of balance and agility. He does not suffer any armor check penalties on Acrobatics, Climb, Fly, Sleight of Hand, or Stealth skill checks while wearing light armor. When wearing no armor, he gains a +2 competence bonus on Acrobatics and Fly skill checks. When making jump checks, the trickster is always considered to have a running start.

At 5th level, the trickster can roll two dice when making an Acrobatics check, and take the better result. He must choose to do so before making the Acrobatics check. A trickster may use this ability a number of times per day equal to 3 + the trickster's Dexterity modifier.

At 9th level, while wearing light armor or no armor, a trickster gains a +2 insight bonus to Armor Class. In addition, when the trickster uses Acrobatics to move at full speed through a threatened square without provoking an attack of opportunity, the DC of the Acrobatics check does not increase by 10.

**Arcane Accomplice** The trickster gains a familiar, as the wizard class feature, with an effective wizard level equal to his trickster level. Levels in other classes that grant a familiar stack for the purpose of determining the familiar's abilities. A trickster's familiar adds Disable Device and Sleight of Hand to its list of class skills. A trickster's familiar can deal sneak attack damage as appropriate to foes as long as the familiar is within 30 feet of the trickster. The number of sneak attack dice is equal to the trickster's, however the familiar rolls d4s instead of d6s for its damage.

At 5th level, the familiar is considered to have any teamwork feat the trickster has.

At 9th level, when delivering a harmless touch spell to a willing creature, a trickster's familiar can move before and after delivering the spell, as long as the familiar's total movement does not exceed its speed.

**Beguile** The trickster's spells are more effective against a foe who would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not). Against such a foe, the trickster receives a +1 bonus to save DCs and a +1 bonus on rolls made to overcome any spell resistance of an affected target. At 5th level, these bonuses increase to +2. At 9th level, the bonuses increase to +3.

Beginning at 5th level, when the trickster successfully uses Bluff to feint in combat, the target is denied its Dexterity bonus (if it has one) to AC for the trickster's next melee attack against it or his next spell targeting it. The trickster's attack must be made, or his spell cast, on or before his next turn. The target is not considered flat-footed and therefore can make attacks of opportunity against the trickster if he does not cast defensively.

At 9th level, the trickster may Bluff to feint in combat as a move action instead of a standard action. If he has the Improved Feint feat, he can feint in combat as a swift action.

**Spell Pilfer** The trickster can steal an arcane spell from a foe as he is casting it and temporarily add that spell to his list of spells known. As an immediate action, the trickster may make a Spellcraft check (DC 15 + the spell's level). If the check succeeds, the trickster correctly identifies the opponent's spell and may then attempt to pilfer it (if the Spellcraft check fails, he can do neither of these things). The opposing spellcaster receives a Will save (DC 10 + 1/2 the trickster's level + the trickster's Int bonus) to negate the spell pilfer attempt. If the spellcaster fails the Will save, he temporarily loses the prepared spell or spell known, and the trickster adds the pilfered spell to his list of spells known for a number of rounds equal to half his trickster level (minimum 1 round), after which it reverts to the original caster. While pilfered, the opposing spellcaster does not have access to the spell and may not cast it. The trickster may choose to cast this spell

himself as long as he has available spell slots of the appropriate level. A trickster may only have one spell pilfered at a time. If he pilfers a new spell, the previous spell immediately reverts to its original owner. A trickster may use this ability a number of times per day equal to 3 + his Intelligence modifier. A trickster may not pilfer a spell of a level higher than he can cast.

At 5th level, the trickster may also add his Wis bonus to the Will save DC to negate the effect.

Beginning at 9th level, the trickster may attempt to pilfer a spell of a level higher than that which he can actually cast. If successful, the opposing spellcaster loses access to his spell as normal, although the trickster cannot cast it himself.

**CRAFTY (Ex):** Beginning at 3rd level, the trickster may add a +1 competence bonus to any one of the following skills: Bluff, Disguise, Escape Artist, Sleight of Hand or Stealth. At every third level thereafter (6th, 9th, 12th etc.), he gains an additional +1 bonus which he may apply to any one of these skills. Once assigned, these bonuses cannot be changed.

**EVASION (Ex):** At 3rd level, a trickster can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the trickster is wearing light armor or no armor. A helpless trickster does not gain the benefit of evasion.

**SNEAKSPELL (Su):** As a standard action, a trickster of 5th level or higher can cast a spell with a range of touch and deliver it as part of a melee sneak attack. Touch spells delivered in this way must have a casting time of one standard action or less. If the trickster hits, he deals his normal sneak attack damage and then the touch spell is resolved. If the trickster's sneak attack misses, the touch spell has no effect and is lost. A sneakspell deals double damage on a successful critical hit but may not be enhanced or otherwise altered by metamagic feats.

**BONUS FEATS:** At 6th, 12th, and 18th level, a trickster gains a bonus feat. At each such opportunity, he can choose Deceitful, Persuasive, Spell Focus, Spell Penetration, Stealthy or a metamagic feat. The trickster must still meet all prerequisites for a bonus feat. These bonus feats are in addition to the feats that a character of any class gets from advancing levels.

**UNCANNY DODGE (Ex):** A trickster of 8th level or higher can react to danger before his senses



would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A trickster with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a trickster already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

**RANGED LEGERDEMAIN (Su):** As a standard action, a trickster of 9th level or higher can use Disable Device and Sleight of Hand out to a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and a trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. A trickster can only use this ability if he has at least 5 ranks in the skill being used. If successful in using Sleight of Hand to pick a pocket or otherwise pilfer a small object, the trickster can propel the object up to 30 feet in any direction.

**IMPROVED UNCANNY DODGE (Ex):** A trickster of 11th level or higher can no longer be flanked.

This defense denies foes the ability to sneak attack the character by flanking him, unless the attacker has at least four more levels than the trickster in the class that grants sneak attack.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the character.

**FILCH SPELL (Su):** As a move action, a trickster of 14th level or higher may attempt to filch control of an ongoing spell away from its caster. The caster receives a Will save (DC 10 + 1/2 the trickster's level + the trickster's Int bonus) to negate the effect. If the caster fails this Will save, the trickster gains control of the spell and can direct it as a free action for 1 round, making any decisions allowed by the spell. This only functions on spells that can be directed or changed once they have been cast, such as *flaming sphere* or *spiritual weapon*. The spell returns to its owner's control

at the start of the trickster's next turn. A trickster may use this ability a number of times per day equal to 3 + his Intelligence modifier.

**SURPRISE SPELLS:** At 15th level, a trickster can add his sneak attack damage to any spell that deals damage, as long as the targets are flat-footed. This additional damage only applies to spells that deal hit point damage. The additional damage is of the same type as the spell. If the spell allows a saving throw to negate or halve the damage, it also negates or halves the sneak attack damage. The additional damage is only applied once per spell. With spells such as *fireball*, it is applied to all targets in the area, with each getting a save to halve the damage, including the sneak attack damage. With spells such as *magic missile*, the extra damage is only added once to one missile, chosen by the trickster when the spell is cast.

**IMPROVED SNEAKSPELL (Su):** At 17th level, a trickster no longer loses the sneakspell if his sneak attack misses. The trickster can continue to make normal melee or ranged attacks, or even cast other spells, but his sneakspell is held until the trickster lands a successful melee sneak attack, at which time his sneakspell is resolved as normal.

**MASTER TRICKSTER (Ex):** Upon reaching 20th level, a trickster becomes supremely deadly with his sneak attacks and sneakspells. He treats all 1s and 2s on sneak attack damage dice as 3s and automatically confirms all critical threats on a sneak attack. In addition, each time the trickster successfully uses sneakspell, he can add any metamagic feats he knows to the sneakspell without increasing the casting time.



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