# undefeatable-

## **NEW FEATS**

#### **ACCURATE SPELLS**

Your spells are more difficult to dodge, especially when you surprise your opponents.

**Prerequisites:** Sneak attack +2d6, 3+ ranks in Spellcraft

**Benefit:** Add +1 to the Difficulty Class for all Reflex saves against spells you cast. Add an additional +1 to the Difficulty Class for targets who are flat-footed.

#### **ARCANE SILENCE**

You are able to magically conceal sounds that you make.

**Prerequisites:** 12+ ranks in Stealth, arcane trickster level 5th

Benefit: You can magically conceal any sounds that you make for 1 round. Activating this ability is a free action and you may remain silenced for a number of rounds equal to your caster level. These rounds need not be consecutive. You may not use this ability and cast a spell requiring a verbal component during the same round.

#### **CONFOUND THE CASTER**

ROLEPLAYING GAME COMPATIBLE

When you counter a spell, the you can confuse the thwarted caster.

**Prerequisites:** Cha 13+, Improved Counterspell, arcane trickster level 1st

**Benefit:** Whenever you successfully counter a spell, you may cause the caster of the countered spell to become confused for a number of rounds equal to your Charisma modifier (*minimum 1*). Your caster level for this effect is equal to your caster level. You may use this effect a number of times per day equal to your arcane trickster level.

## Written By Michael R. Kimmel

#### **DEVIOUS BLOODLINE**

You continue to gain spells from your sorcerous bloodline as you advance your skills in trickery.

**Prerequisites:** Sorcerer bloodline class feature, arcane trickster level 1st

**Benefit:** Your levels in arcane trickster stack with your sorcerer levels for purposes of determining which bloodline spells you know.

#### **DISTRACTING ILLUSIONIST**

You are skilled at diverting your opponents' attention with your illusions.

**Prerequisites:** Cha 13+, sneak attack class feature, able to cast at least two illusion spells

**Benefit:** Whenever one of your opponents fails a Will saving throw against an illusion spell you cast, they lose their Dexterity bonus to AC against your attacks for a number of rounds equal to your Charisma modifier.

#### EXTRA IMPROMPTU SNEAK/ATTACK (COMBATI)

You can make impromptu sneak attacks more often.

Prerequisite: Arcane trickster level 7th

**Benefit:** You can make an impromptu sneak attack 2 additional times per day.

#### **EXTRATRICKY SPELLS**

You can hide your spellcasting more often than normal.

**Prerequisites:** Tricky spells class feature, 10+ ranks in Stealth

**Benefit:** You can use your tricky spells class feature a number of times per day equal to your arcane trickster class level instead of the normal amount.



**1: ARCANE TRICKSTE** 



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ENDLESS TRICKY SPELLS

You are able to conceal nearly all of your spellcasting.

**Prerequisites:** Tricky spells class feature, Extra Tricky Spells, 15+ ranks in Stealth

**Benefit:** You can use your tricky spells class feature a number of times per day equal to twice your arcane trickster class level instead of the normal amount.

#### FINAL TRICK (COMBAT)

You always have one last trick up your sleeve.

**Prerequisites:** Arcane trickster level 3rd, resiliency rogue talent

**Benefit:** When you activate your resiliency rogue talent to gain temporary hit points, you may also activate any 1 of the following spell effects for a duration of 1 round per 3 caster levels: invisibility; haste; levitate; or protection from energy. Your caster level for these effects is equal to your caster level. In order to use any of the effects listed you must know the spell or have it scribed in your spellbook, but you need not have it prepared.

#### FLUMMOX THE FIGHTER (COMBAT)

When you dodge an attack of opportunity, you can confuse your would-be assailant.

**Prerequisites:** Dex and Cha 13+, Dodge, arcane trickster level 1st

**Benefit:** When an opponent makes an attack of opportunity against you and misses, you may cause the attacker to become confused for a number of rounds equal to your Charisma modifier (*minimum 1*). Your caster level for this effect is equal to your caster level. You may use this effect a number of times per day equal to your arcane trickster level.

#### **GNOMISH TRICKS**

You have learned even more tricks during your life as a gnome.

Prerequisites: Cha 13+, gnome, arcane trickster level 1st

**Benefit:** Twice per day you can use any one of the following spell-like abilities: animate rope; disguise self; grease; hypnotism; or hold portal. The caster level for these effects is equal to your level. The saving throw DC for these spells is equal to 11 + your Charisma modifier.

#### **GREATER ACCURATE SPELLS**

Your spells are even more difficult to dodge.

Prerequisites: Sneak attack +3d6, 5+ ranks in Spellcraft

**Benefit:** Add +1 to the Difficulty Class for all Reflex saves against spells you cast. Add an additional +1 to the Difficulty Class for targets who are flat-footed. These bonuses stack with the bonuses from Accurate Spells.

#### **GREATER DEVIOUS BLOODLINE**

Your bloodline becomes even more pronounced as you become more devious.

**Prerequisites:** Sorcerer bloodline class feature, arcane trickster level 3rd, Devious Bloodline

**Benefit:** Your levels in arcane trickster stack with your sorcerer levels for purposes of determining the power of your bloodline powers. Only your actual sorcerer levels are used to determine which powers you possess.

#### **GREATER POINT-BLANK SPELLS**

Your close-range spells are even more difficult to resist.

**Prerequisites:** Point-Blank Shot, Point-Blank Spells, 5 ranks in Spellcraft

**Benefit:** Add +1 to the Difficulty Class for all saving throws made by targets of your ranged spells who are within 30 feet of you when you cast the spell. This bonus stacks with the bonus from Point-Blank Spells.

#### IMPROMPTU SPELL-STRIKE (COMBATI

When you sneak attack opponents, you can also assault them with magic.

**Prerequisites:** Int 13+, Quicken Spell, impromptu sneak attack class feature

**Benefit:** When you make a successful sneak attack against an opponent, by taking a swift action you can cast on the target any touch-range spell of 3rd level or lower that you have prepared (*it need not be prepared as a Quickened Spell*). You may use this ability a number of times per day equal to your Intelligence modifier, but no more than once per round.

#### **IMPROVED** RANGED LEGERDEMAIN

Your ranged legerdemain is practically a form of art.

**Prerequisites:** Ranged legerdemain class feature, 7+ ranks in Disable Device and Sleight of Hand

**Benefit:** You can used Disable Device and Sleight of Hand at a range of 50 feet. Working at a distance does not increase the normal skill check DC, and you can take 10 on the check if you would normally be able to do so. You can manipulate objects weighing 10 pounds or less.

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**Normal:** You can use Disable Device and Sleight of Hand at a range of 30 feet with the ranged legerdemain class feature. The skill check DC increases by 5 and you cannot take 10 on the check. The manipulated object must weigh 5 pounds or less.

#### IMPROVED SNEAKY FAMILIAR

Your familiar has learned even more from your stealth and tricks in combat.

**Prerequisites:** Arcane bond (*familiar*) and impromptu sneak attack class features, sneak attack +3d6, Sneaky Familiar

**Benefit:** Your familiar gains an additional +2 bonus to Stealth checks. In addition, when you make an impromptu sneak attack, the next time your familiar attacks the target, the target loses its Dexterity bonus to AC against your familiar's attack. This benefit only applies if the familiar attacks the target within a number of rounds equal to your level in arcane trickster.

#### IMPROVED TRICKSTER'S BOND

You may perform even more tricks with your bonded object.

**Prerequisites:** Cha 15+, arcane bond (*bonded object*) class feature, arcane trickster level 5th

**Benefit:** Add the following abilities to those you may use while wearing or wielding your bonded object as described by the Trickster's Bond feat: teleport (*as dimension door*) up to 15 feet; re-roll a Disable Device or Sleight of Hand check and use the new result; become invisible (*as invis-ibility*) for a number of consecutive rounds equal to your Charisma modifier; or increase the caster level of an illusion spell you cast by 2. You may now use the abilities granted by these feats up to four times per day.

**Normal:** With the Trickster's Bond feat you may use your abilities up to twice per day.

#### **INCOMPREHENSIBLE** CASTER

Your modified spells are impossible to analyze and greatly confuse other spellcasters.

**Prerequisites:** Cha 13+, tricky spells class feature, 1 or more metamagic feats

**Benefit:** When you cast a tricky spell or any spell that has been modified by a metamagic feat, your opponents are unable to determine which spell you are casting, even with a successful Spellcraft check. Any auras that these spells leave are also impossible to analyze: they register as magical auras of indeterminate type and strength. If another caster attempts to identify such a spell as you cast it, they are denied their Dexterity bonus to Armor Class for one round.

#### INVISIBLE SPELL [METAMAGIC]

You can cast spells that cannot be seen.

Prerequisite: 7+ ranks in Stealth

**Benefit:** A spell modified by this feat is invisible. All of the spell's magical visual effects can only be seen by viewers who can otherwise see invisible things. Even creatures and objects created or summoned by the spell are invisible. This increases the Difficulty Class of Spellcraft checks made to identify the spell as it is being cast to 20 + spell level. Any mundane effects of the spell, such as damage that it causes or any permanent changes made to other creatures or objects, can still be seen normally. (*e.g., a wall of stone summoned by the spell is invisible, but the modifications made by stone shape can be seen normally.*) Spells which depend on visual effects, such as many illusions, cannot be modified by this feat. An invisible spell uses up a spell slot two levels higher than the spell's actual level.

#### **MASTER OF INVISIBILITY**

You are able to maintain your invisibility against opposing magic.

**Prerequisites:** 15+ ranks in Spellcraft and Stealth, arcane trickster level 9th

**Benefit:** While you are invisible, if anything attempts to reveal you by using a spell or magical ability which specifically counteracts invisibility (*such as invisibility purge or see invisibility*), you may make a caster level check (*DC* 11 + the effect's caster level) in order to remain unaffected and undetected by the effect for one round per arcane trick-ster level. This feat does not counteract general antimagic effects such as dispel magic and detect magic.

#### **MASTER OF THE UNSEEN SPELL**

Spells which you conceal from your opponents are more devastating.

**Prerequisites:** Int 17+, 12+ ranks in Spellcraft and Stealth, arcane trickster level 9th

**Benefit:** When you apply the Invisible Spell, Silent Spell, or Still Spell feat to a spell you cast which deals hit point damage, you may add your sneak attack damage to the damage dealt by the spell. If the spell allows a saving throw to negate or reduce the damage, the sneak attack damage is also affected. The damage is of the same type as that dealt by the spell. You may use this effect a number of times per day equal to your Intelligence modifier.

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**Special:** Using the tricky spells class feature does activate this effect. However, this effect does not stack with the surprise spells class feature.

#### POINT-BLANK SPELLS

Your close-range spells are more difficult to resist.

Prerequisites: Point-Blank Shot, 3 ranks in Spellcraft

**Benefit:** Add +1 to the Difficulty Class for all saving throws made by targets of your ranged spells who are within 30 feet of you when you cast the spell. This bonus only applies to saving throws made against the spell before your next turn.

#### SHADOW/TRICKS

Your illusion spells are extremely potent when cast trickily.

**Prerequisites:** Cha 13+, Spell Focus (*Illusion*), tricky spells class feature

**Benefit:** When you cast an illusion spell using the tricky spell class feature, you may either increase your caster level for that spell by a number of levels equal to your Charisma modifier or increase the Difficulty Class of the Will saving throw to resist the spell by the same amount. If the spell has the shadow descriptor and only has a partial effect if disbelieved (*e.g. shadow evocation*), the spell is considered 20% more real.

#### SNEAKY/ARCANE STRIKES (COMBAT)

Your ability to strike stealthily improves your magical strikes.

Prerequisites: Arcane Strike, sneak attack class feature

**Benefit:** Your levels in classes which grant the sneak attack ability count as increasing your caster level for purposes of determining the bonus you receive from the Arcane Strike feat. A class which both grants sneak attack and increases your caster level is not counted twice. (*i.e., a Wizard 3/ Rogue 3/Arcane Trickster 4 counts as caster level 10 for Arcane Strike*.) In addition, during a round in which you have activated the Arcane Strike feat, your sneak attacks deal an extra +1d6 damage.

#### SNEAKY FAMILIAR

Your familiar has learned to imitate your stealthy attacks.

**Prerequisites:** Arcane bond (*familiar*) class feature, sneak attack +2d6

**Benefit:** Your familiar gains a +2 bonus to Stealth checks and gains the sneak attack class feature at 1 fewer dice than you possess. (*e.g., if you have sneak attack* +4d6, your familiar has sneak attack +3d6.)

#### SPELL FEINT ICOMBATI

You are able to trick your opponents into believing you are casting a spell in order to surprise them with an attack instead.

**Prerequisites:** Int 13, 5+ ranks in Bluff and Spellcraft, arcane trickster level 3rd

**Benefit:** By expending an unused 1st-level or higher spell (*or spell per day for spontaneous casters*) when you feint an opponent, you gain a bonus to your Bluff check equal to the level of the spell expended. If the feint is successful, your attack deals an additional +1d6 sneak attack damage per three levels of the spell expended (*minimum* +1d6), and your opponent cannot make attacks of opportunity against you when you cast real spells for the duration of the encounter.

#### SPELL MUDDLER

You can counter spells with your magical sleight of hand.

**Prerequisites:** 10+ ranks in Sleight of Hand, Improved Counterspell, ranged legerdemain class feature

**Benefit:** When an opponent within range of your ranged legerdemain ability casts a spell while you have a readied action to counter their spell, you can make a Sleight of Hand check ( $DC \ 20 + the \ spell$ 's level) to counter the spell instead of identifying the spell and countering it with your own spell. If this check fails, you may not choose to counter with a spell instead.

**Normal:** You can counter a spell by making a Spellcraft check to identify it and casting the same spell.

#### STREET MAGE

Your rogue and arcane training complement one another.

**Prerequisites:** 3 ranks in Spellcraft and Stealth, rogue level 1st, arcane spellcaster level 1st

**Benefit:** Choose one arcane spellcasting class. Your caster level for that class increases by one for each level in the rogue class you possess, up to a maximum of 3 higher than your actual spellcaster level. In addition, when you become able to cast 3rd-level spells with an arcane spellcasting class, your sneak attack damage increases by +1d6.

**Special:** If you have fewer than 3 rogue levels when you take this feat, and later take additional rogue levels, your caster level continues to increase. This increased caster level only benefits the power of the spells you cast: for all other purposes, such as qualifying for feats, your caster level is still equal to your actual spellcaster level. This feat has no effect on which spells you know or how many you can cast per day.

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#### TRICKTHETRAP

You are able to meddle with traps so they behave the way you desire.

**Prerequisites:** Int 13+, trapfinding and trap sense class features, ranged legerdemain

**Benefit:** When you discover a trap with a successful Perception check you are able to discern precisely how the trap is triggered. While this knowledge does not allow you to bypass or disarm the trap without making the usual Disable Device check, it does allow you to purposefully trip the trap by hand or using your ranged legerdemain ability. You do not need to make a skill check to trip the trap in this manner. If you do make a successful Disable Device skill check as you trip the trap (DC equal to the *trap's usual Disable Device DC*), you are able modify the trap with 1 of the following effects, plus 1 for every 5 points by which you beat the DC: increase or decrease the saving throw DC or the trap's attack modifier by 2; increase the damage dealt by the trap, if applicable, by 2d6; increase the area the trap effects by one 5-foot square; or cause the trap to go off 2d4 rounds later instead of immediately.

**Special:** You must have 5 or more ranks in Spellcraft to modify magical traps.

#### TRICKY SPELL MASTERY

You are able to quickly modify your mastered spells when you cast them trickily.

**Prerequisites:** Spell Mastery and one or more metamagic feats, tricky spells class feature, wizard level 1st

**Benefit:** Whenever you cast a spell that you have mastered with the Spell Mastery feat as a tricky spell, you may spontaneously apply a single metamagic feat (*other than Silent Spell or Still Spell*) you have to that spell. You may not apply a metamagic feat which would normally raise the level of the spell greater than the highest level of spell that you can cast. (*When applied with the tricky spells ability, Silent Spell and Still Spell do not increase the level of the spell.*)

#### TRICKSTER'S BOND

You may perform various tricks with your bonded object.

**Prerequisites:** Cha 13+, arcane bond (*bonded object*) class feature, arcane trickster level 1st

**Benefit:** Twice per day you may use any one of the following abilities as a swift action as long as you are wearing or wielding (*as appropriate*) your bonded object: add your Charisma modifier to a Disable Device or Sleight of Hand check; make your bonded object invisible for one

hour (*or until dismissed*); use the Stealth skill even while being observed for a number of consecutive rounds equal to your Charisma modifier; or inflict a -2 penalty to an opponent's Will saving throw against an illusion spell you cast.



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