

Prestige Archetype

The Arcane Trickster



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Introduction

A prestige archetype is a prestige class turned into a normal 20-level class, similar to an archetype or alternate class.

The goal when making these prestige archetypes has been to capture the flavor of the prestige class rather than to make an exact copy of how it would normally be. Attack bonuses, hit dice, class skills, spells, and class features have been unified and spread evenly over levels. This means that most prestige archetypes have their prestige abilities spread over the entire 20 level spread. Unlike how prestige classes normally work, these archetypes have a few complete class abilities rather than many abilities limited to a low level. In some cases, you get the choice of one of several class abilities rather than stymied versions of all the abilities.

A prestige archetype generally has elements of one or more regular character classes, to represent how prestige prerequisites were met and character development after the prestige class has ended. Sometimes there is more than one class that naturally leads itself to a particular prestige class, which can lead to several different prestige archetypes for different combinations. A few are not built on a regular class, instead expanding the idea behind the prestige class to a full 20 levels.

Prestige vs. Archetype

One thing about prestige classes is that you grow into them - they can represent special training opportunities that the character did not know existed. Prestige archetypes don't do this; you play a prestige archetype from level one. In this case I'd suggest using the retraining rules - the character retrains those abilities that differ between his old class and the new prestige archetype. Or, if this feels cumbersome, simply change the class abilities and say the sudden change is a result of special training. This should generally work fine at lower levels, the more experienced the character is and the more abilities it has, the greater the disconnect when those abilities change. GMs wanting this kind of plot are advised to present such options early on in a campaign.

Arcane Trickster

Few can match the guile and craftiness of arcane tricksters. These prodigious thieves blend the subtlest aspects of the arcane with the natural cunning of the bandit and the scoundrel, using spells to enhance their natural thieving abilities. Arcane tricksters can pick locks, disarm traps, and lift purses from a safe distance using their magical legerdemain, and as often as not seek humiliation as a goal to triumph over their foes than more violent solutions.

Prestige Class: Arcane Trickster.

Build Classes: Rogue, Wizard.

Role: With their mastery of magic, arcane tricksters can make for even more subtle or confounding opponents than standard rogues. Ranged legerdemain enhances their skill as thieves, and their ability to make sneak attacks without flanking or as part of a spell can make arcane tricksters formidable damage-dealers.

Alignment: Any

Hit Die: d8

Starting Gold: 3d6 x 10 (105 gp average)

Class Skills

The arcane trickster's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff

Table 5.1 – Arcane Trickster

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1	2	3	4	5	6
1st	+0	+0	+2	+2	Cantrips, ranged legerdemain	3	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Scribe scroll, trapfinding	4	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Evasion, sneak attack +1d6	4	3	—	—	—	—	—
4th	+3	+1	+4	+4	Rogue talent, trap sense +1	4	3	1	—	—	—	—
5th	+3	+1	+4	+4	Sneak attack +2d6	4	4	2	—	—	—	—
6th	+4	+2	+5	+5	Arcane bond, tricky spells 1/day	5	4	3	—	—	—	—
7th	+5	+2	+5	+5	Sneak attack +3d6	5	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Rogue talent, trap sense +2	5	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Sneak attack +4d6, tricky spells 2/day	5	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Impromptu sneak attack 1/day	5	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Sneak attack +5d6	5	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Rogue talent, tricky spells 3/day, trap sense +3	5	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Sneak attack +6d6	5	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Impromptu sneak attack 2/day, surprise spells	5	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Sneak attack +7d6, tricky spells 4/day	5	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Advanced talents, rogue talent, trap sense +4	5	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Sneak attack +8d6	5	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Invisible thief, tricky spells 5/day	5	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Sneak attack +9d6	5	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Rogue talent, trap sense +5	5	5	5	5	5	5	5

(Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

This is all the class features of the arcane trickster.

Weapon and Armor Proficiency: Arcane tricksters are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword, but not with any type of armor or shield. Armor interferes with an arcane trickster's movements, which can cause his spells with somatic components to fail.

Spells: An arcane trickster casts arcane spells drawn from the sorcerer/wizard spell list. An arcane trickster must choose and prepare his spells ahead of time. An arcane trickster only ever learns to cast spells up to level 6. Sorcerer/wizard spells of level 7 or higher are not on the arcane trickster's spell list.

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

An arcane trickster can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on *Table 5.1 – Arcane Trickster*. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Spells).

An arcane trickster may know any number of spells. He 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 arcane trickster decides which spells to prepare.

Starting Spells: An arcane trickster begins play with a spellbook containing all 0-level sorcerer/wizard spells plus three 1st-level spells of his choice. The arcane trickster also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. At each new arcane trickster level, he gains two new spells of any spell level or levels that he can

cast (based on his new arcane trickster level) for his spellbook. At any time, an arcane trickster can also add spells found in other arcane tricksters' spellbooks to his own (see Magic in the *Pathfinder Roleplaying Game Core Rulebook*).

Cantrips: Arcane tricksters can prepare a number of cantrips, or 0-level spells, each day, as noted on *Table 5.1 – Arcane Trickster* under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Ranged Legerdemain (Su): An arcane trickster can use Disable Device and Sleight of Hand at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. He can only use this ability if he has at least 1 rank in the skill being used and has *mage hand* prepared as a cantrip.

Scribe Scroll: At 2nd level, an arcane trickster gains Scribe Scroll as a bonus feat.

Trapfinding (Ex): An arcane trickster of 2nd level or higher adds ½ his level to Perception skill checks made to locate traps and to Disable Device skill checks and use Disable Device to disarm magic traps.

Evasion (Ex): At 3rd level and higher, an arcane 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 arcane trickster is wearing light armor or no armor. A helpless arcane trickster does not gain the benefit of evasion.

Sneak Attack (Ex): At 3rd level, when an arcane 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 arcane 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 arcane trickster flanks his target. This extra damage is 1d6 at 3rd level, and increases by 1d6 every two arcane trickster levels thereafter. Should the arcane 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, unarmed strike, or *frostbite*), an arcane trickster can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use an attack that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The arcane 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. An arcane trickster cannot sneak attack while striking a creature with concealment. Sneak attack from several sources stacks.

Rogue Talents: At 4th level, an arcane trickster starts to learn a number of rogue talents that aid her and confound her foes. Starting at 4th level, an arcane trickster gains one rogue talent. He gains an additional rogue talent for every 4 levels of arcane trickster. An arcane trickster cannot select an individual talent more than once.

Talents marked with an asterisk add effects to an arcane trickster's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made. Below is a list of rogue talents that are thematically appropriate for an arcane trickster, additional rogue talents can be found in both Pathfinder Roleplaying Game supplements and in 3rd party products.

*Befuddling Strike** (Ex): When the arcane trickster deals sneak attack damage against an opponent, that opponent takes a -2 penalty on attack rolls against the arcane trickster for 1d4 rounds.

Canny Observer (Ex): When an arcane trickster with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), he gains a $+4$ bonus.

Charmer (Ex): Once per day, the arcane trickster can roll two dice while making a Diplomacy check, and take the better result. He must choose to use this talent before making the Diplomacy check. An arcane trickster can use this ability one additional time per day for every 5 arcane trickster levels he possesses.

Coax Information (Ex): An arcane trickster with this talent can use Bluff or Diplomacy in place of Intimidate to force an opponent to act friendly toward him.

Combat Swipe: An arcane trickster who selects this talent gains Improved Steal as a bonus feat.

Convincing Lie (Ex): When an arcane trickster with this talent lies, he creates fabrications so convincing that others treat them as truth. When an arcane trickster with this talent successfully uses the Bluff skill to convince

someone that what he is saying is true, if that individual is questioned later about the statement or story, that person uses the arcane trickster's Bluff skill modifier to convince the questioner, rather than his own. If his Bluff skill modifier is better than the arcane trickster's, the individual can use his own modifier and gain a $+2$ bonus on any check to convince others of the lie. This effect lasts for a number of days equal to $1/2$ the arcane trickster's level + the arcane trickster's Charisma modifier.

Cunning Trigger (Ex): An arcane trickster with this talent can use a swift action to set off any trap within 30 feet that he constructed.

Deft Palm (Ex): An arcane trickster with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while he is being observed.

Esoteric Scholar (Ex): Once a day, an arcane trickster with this talent may attempt a Knowledge check, even when he is not trained in that Knowledge skill.

Fast Fingers (Ex): Once per day, an arcane trickster with this talent can roll two dice while making a Sleight of Hand check and take the better result. He must choose to use this talent before making the Sleight of Hand check. An arcane trickster can use this ability one additional time per day for every 5 arcane trickster levels he possesses.

Fast Getaway (Ex): After successfully making a sneak attack or Sleight of Hand check, an arcane trickster with this talent can spend a move action to take the withdraw action. He can move no more than his speed during this movement.

Fast Picks (Ex): An arcane trickster with this talent can use the Disable Device skill to attempt to open a lock as a standard action instead of a full-round action.

Fast Stealth (Ex): This ability allows an arcane trickster to move at full speed using the Stealth skill without penalty.

Getaway Artist (Ex): An arcane trickster with this talent adds Fly, Handle Animal, and Ride to his list of class skills, and gains a $+2$ bonus on all driving checks.

Honeyed Words (Ex): Once per day, the arcane trickster can roll two dice while making a Bluff check, and take the better result. He must choose to use this talent before making the Bluff check. An arcane trickster can use this ability one additional time per day for every five arcane trickster levels he possesses.

Ledge Walker (Ex): This ability allows an arcane trickster to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, an arcane trickster with this talent is not flat-footed when using Acrobatics to move along narrow surfaces.

Quick Disable (Ex): It takes an arcane trickster with this ability half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round).

Quick Disguise (Ex): An arcane trickster with this talent can use the items at hand and seemingly innocuous material hidden on his person to create startlingly effective disguises, reducing the amount of time it takes to create a disguise using the Disguise skill.

The time needed for the arcane trickster to alter his appearance in this manner is based on the complexity of the disguise, as noted on the following table. The times are cumulative, so if a female arcane trickster wants to disguise herself as a male of a different race, that takes 2 minutes.

Disguise	Time
Minor details only	1 full-round action
Disguise as a different gender	1 minute
Disguise as a different race	1 minute
Disguise as a different age category	1 minute
Disguise as a different size category	1 minute

Quick Trapsmith (Ex): As a full-round action, an arcane trickster with this talent can set a simple trap with a CR no greater than 1/2 her rogue level. To do this, he must purchase the components, spend the required time constructing the trap in advance, and have its components at hand. The type of trap that can be constructed in this way is subject to GM discretion.

Rogue Crawl (Ex): While prone, an arcane trickster with this ability can move at half speed. This movement provokes attacks of opportunity as normal. An arcane trickster with this talent can take a 5-foot step while crawling.

Slow Reactions* (Ex): Opponents damaged by the arcane trickster's sneak attack can't make attacks of opportunity for 1 round.

Stand Up (Ex): An arcane trickster with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Trap Spotter (Ex): Whenever an arcane trickster with this talent comes within 10 feet of a trap, he receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Underhanded* (Ex): An arcane trickster with this talent gains a +4 circumstance bonus on all Sleight of Hand checks made to conceal a weapon. Furthermore, if he makes a sneak attack during the surprise round using a

concealed weapon that his opponent didn't know about, he does not have to roll sneak attack damage, and the sneak attack deals maximum damage. An arcane trickster can only use the underhanded talent a number of times per day equal to his Charisma modifier (minimum 0).

Wall Scramble (Ex): An arcane trickster with this talent rolls twice when making Climb checks and takes the better of the two rolls. If he already rolls twice while making a Climb check because of another ability or effect, he gains a +2 insight bonus on both of those rolls instead. If the arcane trickster is under the effect of a spell or ability that forces her to roll two dice and take the worse result, he only needs to roll 1d20 while making Climb checks.

Trap Sense (Ex): At 4th level, an arcane trickster gains an intuitive sense that alerts his to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase by one for every for arcane trickster levels. Trap sense bonuses gained from multiple classes stack.

Arcane Bond (Ex or Sp): At 6th level, arcane tricksters form a powerful bond with an object or a creature. This bond can take one of two forms: a familiar or a bonded object. A familiar is a magical pet that enhances the arcane trickster's skills and senses and can aid him in magic, while a bonded object is an item an arcane trickster can use to cast additional spells or to serve as a magical item. Once an arcane trickster makes this choice, it is permanent and cannot be changed.

Rules for bonded items are given below, while rules for familiars are located under Familiars in the *Pathfinder Roleplaying Game Core Rulebook*. Arcane tricksters who select a bonded object must possess or acquire a magic item or masterwork item from the following categories: amulet, ring, staff, wand, or weapon to act as the bonded object. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If an arcane trickster attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the arcane trickster has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the arcane trickster, including casting time, duration, and

other effects dependent on the arcane trickster's level. This spell cannot be modified by metamagic feats or other abilities.

An arcane trickster can add additional magic abilities to his bonded object as if he has the required Item Creation Feats and if he meets the level prerequisites of the feat. If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the arcane trickster who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the arcane trickster prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per arcane trickster level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. An arcane trickster can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Tricky Spells (Su): Starting at 6th level, as a free action, an arcane trickster can cast his spells without their somatic or verbal components, as if using the Still Spell and Silent Spell feats. Spells cast using this ability do not increase in spell level or casting time. He can use this ability once per day at 6th level and one additional time per every three levels thereafter, to a maximum of 5 times per day at 18th level. The arcane trickster decides to use this ability at the time of casting.

Impromptu Sneak Attack (Ex): Beginning at 10th level, once per day an arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (under normal restrictions for range). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to precision damage take no extra damage (though they still lose any Dexterity bonus to AC against the attack). At 14th level, an arcane trickster can use this ability twice per day.

Surprise Spells: At 14th level, an arcane trickster can add his sneak attack damage to any spell that deals damage, if the targets are flat-footed. This additional damage only applies to spells that deal hit point damage, and 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.

Advanced Talents: At 16th level, and every four levels thereafter, an arcane trickster can choose an advanced talent in place of a rogue talent. Below are some advanced talents that are thematically appropriate for arcane tricksters.

Another Day (Ex): Once per day, when the arcane trickster would be reduced to 0 or fewer hit points by a melee attack, he can take a 5-foot step as an immediate action. If the movement takes him out of the reach of the attack, he takes no damage from the attack. The arcane trickster is staggered for 1 round on her next turn.

Confounding Blades (Ex):* When an arcane trickster with this talent hits a creature with a melee weapon that deals sneak attack damage, her target cannot make attacks of opportunity for 1d4+1 rounds. The arcane trickster must have the slow reaction rogue talent before he can choose this talent.

Dispelling Attack (Su):* Opponents that are dealt sneak attack damage by an arcane trickster with this ability are affected by a targeted dispel magic, targeting the lowest-level spell effect active on the target. The caster level for this ability is equal to the arcane trickster's level. An arcane trickster does not require a prerequisite for this advanced talent.

Entanglement of Blades (Ex):* When an arcane trickster with this talent hits a creature with a melee attack that deals sneak attack damage, the target cannot take a 5-foot step until the beginning of the arcane trickster's next turn.

Fast Tumble (Ex): When an arcane trickster with this talent 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.

Frugal Trapsmith (Ex): When an arcane trickster with this talent constructs a mechanical trap, he only pays 75% of the normal cost.

Getaway Master (Ex): An arcane trickster with this talent gains a +10 bonus on all drive checks. The arcane trickster must have the getaway artist rogue talent before choosing this talent.

Hide in Plain Sight (Ex): An arcane trickster with this

talent can select a single terrain from the ranger's favored terrain list. He is a master at hiding in that terrain, and while within that terrain, he can use the Stealth skill to hide, even while being observed. An arcane trickster may take this advanced talent more than once, each time selecting a different terrain from the favored terrain list.

Improved Evasion (Ex): This works like evasion, except that while the arcane trickster still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless arcane trickster does not gain the benefit of improved evasion.

Master of Disguise (Ex): Once per day, an arcane trickster with this talent gains a +10 bonus on a single Disguise check.

Skill Mastery: The arcane trickster becomes so confident in the use of certain skills that he can use them reliably even under adverse conditions.

Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent her from doing so. He may even use this with ranged legerdemain. An arcane trickster may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

Slippery Mind (Ex): This ability represents the arcane trickster's ability to wriggle free from magical effects that would otherwise control or compel him. If an arcane trickster with slippery mind is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on her saving throw.

Weapon Snatcher (Ex): An arcane trickster with this talent can make a Sleight of Hand check in place of a combat maneuver check when attempting to disarm an opponent.

Invisible Thief (Su): At 18th level, an arcane trickster can become invisible, as if under the effects of *greater invisibility*, as a free action. He can remain invisible for a number of rounds per day equal to his arcane trickster level. His caster level for this effect is equal to his class level. These rounds need not be consecutive.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a level in a class of arcane trickster,

the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Add a +1/2 bonus on Disable Device checks regarding stone traps and a +1/2 bonus to trap sense regarding stone traps.

Elf: When casting arcane trickster's illusion spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Gnome: The arcane trickster gains a +1/2 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.

Half-Elf: When casting arcane trickster's enchantment spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Half-Orc: Add a +1 bonus on concentration checks made due to taking damage while casting arcane trickster spells.

Halfling: Add a +1/2 bonus on CMB checks to steal items.

Human: Add one spell from the arcane trickster's spell list to the arcane trickster's spellbook. This spell must be at least one level below the highest spell level the arcane trickster can cast.

Sample Arcane Trickster Character

Below is a sample arcane trickster player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

This handsome catfolk male seems capable of any kind of trickery possible- and probably some that are impossible.

Zithemerr (CR 1/2; XP 200)

Male catfolk arcane trickster 1

CG Medium humanoid (catfolk)

Init +3; **Senses** low-light vision; Perception +4

Defense

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 9 (1d8+1)

Fort +0, **Ref** +5, **Will** +0

Defensive Abilities cat's luck 1/day

Offense

Speed 30 ft.; sprinter

Melee shortsword +1 (1d6+1/19-20)

Ranged shortbow +3 (1d6/x3)

Spells Prepared (CL 1st; concentration +3)

1st—*disguise self*, *magic aura*

0th (at-will)—*ghost sound* (Wd-DC 12), *light*, *mage*

hand

Statistics

Str 12, **Dex** 17, **Con** 10, **Int** 14, **Wis** 6, **Cha** 15

Base Atk +0; **CMB** +1; **CMD** 14

Feats Arcane Strike

Skills Bluff +6, Disable Device +7, Perception +4, Sleight of Hand +7, Spellcraft +6, Stealth +7, Survival +0; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Catfolk, Elven, Halfling

SQ ranged legerdemain

Combat Gear 1 acid flask, 20 arrows, 10 cold iron arrows; **Gear** backpack, belt pouch, dagger, inkpen, ink (1 vial), shortbow, shortsword, thieves tools, spellbook, wineskin; **Coins** 11 gp

Zithemerr (CR 4; XP 1,200)

Male catfolk arcane trickster 5

CG Medium humanoid (catfolk)

Init +7; **Senses** low-light vision; Perception +8

Defense

AC 15, touch 15, flat-footed 12

(+2 deflection, +3 Dex)

hp 31 (5d8+5)

Fort +2, **Ref** +8, **Will** +3

Defensive Abilities cat's luck 1/day, evasion, trapsense +1

Offense

Speed 30 ft.; sprinter

Melee mwk shortsword +5 (1d6+1/19-20)

Ranged mwk shortbow +7 (1d6/x3)

Special Attacks sneak attack +2d6

Spells Prepared (CL 5th; concentration +7/+11)

2nd—*blur*, *invisibility*, *mirror image*

1st—*charm person* (W-DC 13), *disguise self*, *mage armor*, *magic aura*, *shield*

0th (at-will)—*ghost sound* (Wd-DC 12), *light*, *mage hand*, *resistance*

Statistics

Str 12, **Dex** 17, **Con** 10, **Int** 15, **Wis** 6, **Cha** 15

Base Atk +3; **CMB** +4 (+6 steal); **CMD** 19 (21 vs. steal)

Feats Arcane Strike, Combat Casting, Improved Initiative, Improved Steal, Scribe Scroll

Skills Bluff +10, Disable Device +11, Perception +8, Sleight of Hand +11, Spellcraft +10, Stealth +11, Survival +0; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Catfolk, Elven, Halfling

SQ ranged legerdemain, rogue talent (combat swipe), trapfinding +2

Combat Gear 2 *potions of invisibility*, 3 acid flasks, 15 arrows, 8 cold iron arrows; **Gear** backpack, belt pouch, *cloak of resistance* +1, dagger, inkpen, ink (1 vial), *ring of protection* +2, mwk shortbow, mwk shortsword, thieves tools, spellbook, wineskin; **Coins** 206 gp

Zithemerr (CR 9; XP 6,400)

Male catfolk arcane trickster 10

CG Medium humanoid (catfolk)

Init +7; **Senses** low-light vision; Perception +13

Defense

AC 21, touch 15, flat-footed 18

(+6 armor, +2 deflection, +3 Dex)

hp 58 (10d8+10)

Fort +4, **Ref** +11, **Will** +6

Defensive Abilities cat's luck 1/day, evasion, trapsense +2

Offense

Speed 30 ft.; sprinter

Melee +2 *shortsword* +11/+6 (1d6+3/19-20)

Ranged +2 *shortbow* +13/+8 (1d6+2/x3)

Special Attacks impromptu sneak attack 1/day, sneak attack +4d6, tricky spells 2/day

Spells Prepared (CL 10th; concentration +13/+17)

4th—*greater invisibility*

3rd—*deep slumber* (W-DC 16), *displacement*, *hold person* (W-DC 16), *invisibility sphere*

2nd—*blur*, *hideous laughter* (W-DC 15), *invisibility*, *mirror image*, *phantom trap*

1st—*charm person* (W-DC 14), *disguise self*, *hold portal*, *mage armor*, *magic aura*, *shield*

0th (at-will)—*ghost sound* (Wd-DC 13), *light*, *mage hand*, *message*, *resistance*

Statistics

Str 12, **Dex** 17, **Con** 10, **Int** 16, **Wis** 6, **Cha** 15

Base Atk +7; **CMB** +8 (+10 steal); **CMD** 23 (25 vs. steal)

Feats Arcane Armor Training, Arcane Strike, Combat Casting, Improved Initiative, Improved Steal, Light Armor Proficiency, Scribe Scroll

Skills Bluff +15, Disable Device +18, Perception +13, Sleight of Hand +16, Spellcraft +16, Stealth +26, Survival +0; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Catfolk, Elven, Halfling

SQ arcane bond (*ring of protection* +2), ranged legerdemain, rogue talent (combat swipe, deft palm), trapfinding +5

Combat Gear 3 *potions of invisibility*, 2 acid flasks, 25 arrows, 12 alchemical silver arrows; **Gear** backpack, belt

pouch, *cloak of resistance* +1, mwk dagger, inkpen, ink (1 vial), +4 *improved shadow leather armor*, *ring of protection* +2, *ring of counterspells* (*fireball*), +2 *shortbow*, +2 *shortsword*, mwk thieves tools, spellbook, wineskin; **Coins** 246 gp

Zithemerr (CR 14; XP 38,400)

Male catfolk arcane trickster 15
CG Medium humanoid (catfolk)

Init +11; **Senses** low-light vision; Perception +18

Defense

AC 28, touch 22, flat-footed 21
(+6 armor, +5 deflection, +7 Dex)

hp 101 (15d8+30)

Fort +10, **Ref** +17, **Will** +12

Defensive Abilities cat's luck 1/day, evasion, trapsense +3

Offense

Speed 30 ft.; sprinter

Melee +2 *shortsword* +15/+10/+5 (1d6+3/19-20)

Ranged +5 *shortbow* +24/+19/+14 (1d6+5/x3)

Special Attacks impromptu sneak attack 2/day, sneak attack +4d6, surprise spells, tricky spells 4/day

Spells Prepared (CL 15th; concentration +18/+22)

5th—*dominate person* (W-DC 19), *mind fog* (W-DC 19), *persistent image* (Wd-DC 19)

4th—*charm monster* (W-DC 18), *greater invisibility*, *lesser geas* (W-DC 18), *rainbow pattern* (W-DC 18)

3rd—*deep slumber* (W-DC 17), *displacement*, *hold person* (W-DC 17), *invisibility sphere*, *major image* (Wd-DC 17), *suggestion* (W-DC 17)

2nd—*blur*, *hideous laughter* (W-DC 16), *invisibility*, *mirror image*, *misdirection*, *phantom trap*

1st—*charm person* (W-DC 15), *disguise self*, *hold portal*, *mage armor*, *magic aura*, *shield*

0th (at-will)—*ghost sound* (Wd-DC 14), *light*, *mage hand*, *message*, *resistance*

Statistics

Str 12, **Dex** 24, **Con** 10, **Int** 16, **Wis** 6, **Cha** 15

Base Atk +11; **CMB** +12 (+14 steal); **CMD** 34 (36 vs. steal)

Feats Arcane Armor Training, Arcane Strike, Combat Casting, Improved Initiative, Improved Steal, Light Armor Proficiency, Scribe Scroll, Spell Focus (enchantment, illusion), Toughness

Skills Bluff +20, Disable Device +27, Perception +18, Sleight of Hand +25, Spellcraft +21, Stealth +35, Survival +3; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Catfolk, Dwarven, Elven, Half-

ling

SQ arcane bond (*ring of protection* +5), ranged legerde-main, rogue talent (combat swipe, deft palm, trap spotter), trapfinding +7

Combat Gear 5 *potions of invisibility*, 5 acid flasks, 10 durable arrows, 8 alchemical silver arrows; **Gear** *amulet of proof against detection and location*, backpack, *belt of incredible dexterity* +6, belt pouch, *cloak of resistance* +5, mwk dagger, inkpen, ink (1 vial), +4 *improved shadow leather armor*, *ring of protection* +5, *ring of counterspells* (*fireball*), +5 *shortbow*, +2 *shortsword*, mwk thieves tools, spellbook, wineskin; **Coins** 175 gp

Zithemerr was born into the Moonyowl clan, the sneakiest bunch of an already stereotypically sneaky race, and has devoted his life to be the sneakiest of a sneaky lot. When you are determined to be the best at something everyone around you is good at, you have to find an edge, and the edge Zithemerr decide to use was magic. There was a bardic tradition in Zithemerr's family, and while he appreciated their talents and powers (and the females that they impressed), there was something missing in the profession of the bard that he couldn't quite put his claw on. What was missing, he quickly decided, was power. Power and independence. A bard has to support his fellows, unless he wants to make money entertaining in a tavern for the loud, hairy humans. The powers of a wizard, combined with those of a "scout" would be the best, most efficient use to put Zithemerr's very apparent skills. And independence was what he wanted, being short-tail runt in a litter of five siblings. Magical power to deceive the wealthy (well, the wealthy and evil- he was no scoundrel) and to protect himself from the hostile powers and horrors of the world. After a few near-misses in run-ins with the law (distasteful but probably necessary), Zithemerr focused on magic that allowed him to do his business, or the business of his compatriots of the moment, without the opposition even knowing he was ever there. He has made a surprising number of friends (mostly -but not exclusively- in low places) and his contacts, fences, and safe-houses are many. No friend to government, Zithemerr makes his way by whim and intuition- his impulsiveness constantly leaving him with empty purse and optimistic outlook.

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