

BAB Low

HP per Lv 5(d6)

Weapon Proficiency None

Armor Proficiency None

Saving Throw Proficiency None

Requirement Skill: Proficiency in Arcana and Thievery, Spells: Ability to cast mage hand and at least one arcane spell of 2nd level or higher. Special: Sneak attack +2d6.

Level	Class Ability	Spellcasting level
1st	Ranged legerdemain	+1
2nd	Sneak attack +1d6	+1
3rd	Impromptu sneak attack 1/day	+1
4th	Sneak attack +2d6	+1
5th	Tricky spells 3/day	+1
6th	Sneak attack +3d6	+1
7th	Impromptu sneak attack 2/day , Tricky spells 4/day	+1
8th	Sneak attack +4d6	+1
9th	Invisible thief , Tricky spells 5/day	+1
10th	Sneak attack +5d6 , surprise spells	+1

Spellcasting level: hen a new arcane trickster level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an arcane trickster, she must decide to which class she adds the new level for purposes of determining spells per day.

Ranged Legerdemain (Sp): An arcane trickster, you are always under the effect of mage hand with the caster level equals to your arcane caster level. It can be dispelled, but you can reactivate it as a free action. Also, you can use some Thivery skill actions ( サボタージュ、罨解除、鍵開け、スリ ) at a range of 30 feet with your Mange Hand. Any object to be manipulated must weigh 5 pounds or less.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If an arcane trickster gets a sneak attack bonus from another source, the bonuses on damage stack.

Impromptu Sneak Attack (Su): Beginning at 3rd level, as a free action, you can make one target within 30 ft. to be flat-footed against your attacks for this turn .

At 7th level, an arcane trickster can use this ability twice per day.

Tricky Spells (Su): Starting at 5th level, an arcane trickster can cast her spells without their somatic or verbal components, as if using the Silent metamagic feat. Spells cast using this ability do not increase in spell level. She can use this ability 3 times per day at 5th level and one additional time per every two levels thereafter, to a maximum of 5 times per day at 9th level. The arcane trickster decides to use this ability at the time of casting.

Invisible Thief (Su): At 9th level, an arcane trickster can become invisible, as if under the effects of greater invisibility, as a free action. She can remain invisible for a number of rounds per day equal to her arcane trickster level. Her caster level for this effect is equal to her caster level. These rounds need not be consecutive. Ending the effect is another free action, and you can not activate and deactivate it on the same turn.

Surprise Spells: At 10th level, an arcane trickster can add her sneak attack damage to any spell that deals hit point 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.