

Preface

Fantastic Feats Volume 30

Arcane Trickster

Fantastic:

Adjective - Strange, different; imaginary

Characters in rpgs often have abilities are not tied to their class, race or skill, although they may be related/useful to it. These are called Feats.

They may be combat related, a way to tweak spells or even to do with the crafting of an item. Some will be useful to almost everyone, others only in very certain circumstances.

This edition of "Fantastic Feats" – a series of feats based around a certain theme or subject – is about the prestige class the arcane trickster, rogues who have supplemented their talents for theft with the study of the arcane.

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Contents

Preface	2
Credits & Legal	2
Arcane Trickster Feats	3
Spell Sacrifice Bonus	3
Distraction of Light.....	3
Effective level Increase	3
Improved Ranged Legerdemain.....	4
Spell Aided Reflexes.....	4
Sneak Attack Increase.....	4
Spell Sacrifice I	4
Spell Sacrifice II	5
Also Available.....	5
Coming Soon.....	5
OPEN GAME LICENSE	6

Arcane Trickster Feats

The requirements for these feats are in addition for what is required to access the prestige class. The level requirements are based off the Arcane Trickster levels.

A note for GM's

Prestige classes are truly exceptional, with abilities and powers that are beyond most of those that they share traits with. As such, adding these feats might make the classes overpowered. If you feel this is the case, then feel free to give them to other PCs/NPCs in your world as well.

Spell Sacrifice Bonus

A few of these feats grant a bonus when a spell is sacrificed as the feat is used. This is referred to as the SSB (Spell Sacrifice Bonus).

The bonus is based off the spell level and is roughly spell level / 3 rounded down, as shown in the table below.

Spell Level	Bonus
1 - 3	1
4 - 6	2
7 - 9	3

Sacrificing a spell is a free action and is done automatically at the same time the feat is used. You may decide what spell level to sacrifice, but the spell itself will be randomly selected.

This spell is treated as if it was cast or used and cannot be reused until the normal procedure the character performs to regain spells is used, e.g. sleeping or studying etc. If you don't have any spells left, then you can't use the feat.

Distraction of Light

The distraction provided from a burst of light is not enough to blind someone permanently, but can take most enemies by surprise, giving you time to escape.

Prerequisite

Level 1

Benefit

By sacrificing stored spell energy, the AT creates a short burst of light that blinds those within 10 feet who fail a reflex save (DC 15 + SSB) for a number of rounds equal to the SSB.

Special

Can be taken only once.

Effective level Increase

The arcane power an AT has can give them a boost when needed most. Their power boosts abilities and other spells and sometimes brings them, temporarily, into line with those considered their superiors.

Prerequisite

1st level

Benefit

By sacrificing a spell, the AT can temporarily increase their effective level by +1 for a number of rounds equal to 1d3 + SSB. This only affects spells and abilities that gain an increase based off level and not level bonuses.

A number of hours equal to the SSB must pass before this can be used again; otherwise there is no restriction on the number of uses per day.

Special

Can only be taken once

Improved Ranged Legerdemain

Being able to disarm a device or use the sleight of hand ability at ranged is a great, yet hard to master, ability for the AT to have. This goes some way to making that ability easier to use.

Prerequisite

1st level

Benefit

Sacrifice a spell to any rolls made when using Ranged Legerdemain. Disable Device and Sleight of Hand gain a bonus equal to twice the SSB for 1d3+1 rounds.

Special

Can be taken multiple times, but this will only increase the duration of the effect by +1 round each time.

Spell Aided Reflexes

The Arcane Trickster has spent a lifetime mastering the art of combining their natural reflexes with arcane energy and this feat can give those already honed reflexes an even sharper edge at the cost of spell energy.

Prerequisite

1st level

Benefit

By sacrificing a spell, the AT may, when making a DEX roll or Reflex save, gain a bonus to these rolls equal to the SSB. This must be declared before the roll is made and the bonus only applies to a single roll, but may be used as many times per day as there are spells to "power" it.

Special

Can only be taken once.

Sneak Attack Increase

The sneak attack is a popular attack used by many rogues, with the Arcane Trickster being no exception. This feat makes any attack that is classified as a sneak attack just that little bit more dangerous.

Prerequisite

1st level

Benefit

Any attacks that are classified as a sneak attack have their minimum damage increased by +1.

E.G a 2d6 attack, which has a range of 2 to 12, with this feat taken twice would become 4 to 12.

Special

Can be taken twice

Spell Sacrifice I

For some AT's, the usefulness of arcane energy is unlimited. A few have taken this to the next level and figured out ways to channel that potent force in ways their peers cannot.

Prerequisite

1st level

Benefit

Sacrifice a spell to gain a bonus equal to the SSB for the next round on ONE of the options below:

- Skill Rolls, when not in combat
- Bluff or Intimidate
- Hagglng
- Spot checks

Special

Can only be taken once

Spell Sacrifice II

Of the few of embrace the use of Spell Sacrifice, not many of those decide to take it further making them even more deadly.

Prerequisite

2nd level + Spell Sacrifice I

Benefit

Grants the same options as Spell Sacrifice I plus the ones below:

- To hit rolls
- Minimum melee damage
- Combat based skill rolls
- Initiative checks
- Spell DC checks

Special

Can only be taken once

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Fantastic Feats Volume 2 Combat, Weapons & Armor

Make your AT even more deadly or hard to kill in combat.

Fantastic Feats Volume 3 Spell Feats

Feats to slightly change and customise your spells

Fantastic Feats Volume 17 Rogues

Some more feats for the thieves, scoundrels and opportunists in your life.

Alternate History/World Generator

Will feature ideas and generators to help create worlds and settings where just one event changed everything and the world you have arrived in is not the same as when you left it.

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