



The Guilemage

Some thieves augment their natural cunning with magical dabbling, while certain mages have been known to lend their arcane talents towards goals of larceny. Far rarer, however, are those who truly blend arcane might with the cunning of a bandit, walking a dual path to achieve their often prodigious goals. These are known as guilemages, equally skilled in stealthy combat with both weapons and spells as they are at theft.

Guilemages pick up their innate magical talent from many walks of life, and no two share the same story. They tend to be most common, however, in large cities where both magical training and tempting targets for larceny are easy to find.

Although guilemages can be of any alignment, their study of arcane magic and perchance for illegal activities makes lawful guilemages a rarity, and chaotic guilemages much more common.

Role: Guilemages often prefer to avoid direct combat when possible, using their negotiation skills, stealth and illusions to achieve their goals without anyone being the wiser. In combat, however, guilemages excel at catching foes unaware to manipulate, disable or kill them, in addition to being able to enhance themselves and their allies with spells.

Alignment: Any

Hit Die: d8

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The guilemage's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Knowledge (Arcana) (Int), Knowledge (Local) (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 at Each Level: 4 + Int modifier

| Level | BAB | Fort | Ref | Will | Special | Spells per Day | | | | | |
|-------|--------|------|-----|------|---|----------------|---|---|---|---|---|
| | | | | | | 1 | 2 | 3 | 4 | 5 | 6 |
| 1st | +0 | +0 | +2 | +2 | Cantrips, guilemage knack | 1 | — | — | — | — | — |
| 2nd | +1 | +0 | +3 | +3 | Sneak attack +1d6 | 2 | — | — | — | — | — |
| 3rd | +2 | +1 | +3 | +3 | Guilemage knack, vanishing trick | 3 | — | — | — | — | — |
| 4th | +3 | +1 | +4 | +4 | Arcane dodge +1 | 3 | 1 | — | — | — | — |
| 5th | +3 | +1 | +4 | +4 | Guilemage knack, sneak attack +2d6 | 4 | 2 | — | — | — | — |
| 6th | +4 | +2 | +5 | +5 | Ranged trickery | 4 | 3 | — | — | — | — |
| 7th | +5 | +2 | +5 | +5 | Guilemage knack, vanishing trick (swift action), | 4 | 3 | 1 | — | — | — |
| 8th | +6/+1 | +2 | +6 | +6 | Arcane dodge +2, sneak attack +3d6 | 4 | 4 | 2 | — | — | — |
| 9th | +6/+1 | +3 | +6 | +6 | Guilemage knack | 5 | 4 | 3 | — | — | — |
| 10th | +7/+2 | +3 | +7 | +7 | Mastermind initiative | 5 | 4 | 3 | 1 | — | — |
| 11th | +8/+3 | +3 | +7 | +7 | Guilemage knack, sneak attack +4d6, vanishing trick (<i>greater invisibility</i>) | 5 | 4 | 4 | 2 | — | — |
| 12th | +9/+4 | +4 | +8 | +8 | Arcane dodge +3 | 5 | 5 | 4 | 3 | — | — |
| 13th | +9/+4 | +4 | +8 | +8 | Guilemage knack, incredible speed | 5 | 5 | 4 | 3 | 1 | — |
| 14th | +10/+5 | +4 | +9 | +9 | Improved ranged trickery, Sneak attack | 5 | 5 | 4 | 4 | 2 | — |

| | | | | | | | | | | | |
|------|------------|----|-----|-----|---|---|---|---|---|---|---|
| | | | | | +5d6 | | | | | | |
| 15th | +11/+6/+1 | +5 | +9 | +9 | Guilemage knack, vanishing trick (free action) | 5 | 5 | 5 | 4 | 3 | — |
| 16th | +12/+7/+2 | +5 | +10 | +10 | Arcane dodge +4 | 5 | 5 | 5 | 4 | 3 | 1 |
| 17th | +12/+7/+2 | +5 | +10 | +10 | Guilemage knack, sneak attack +6d6 | 5 | 5 | 5 | 4 | 4 | 2 |
| 18th | +13/+8/+3 | +6 | +11 | +11 | Spur of the moment | 5 | 5 | 5 | 5 | 4 | 3 |
| 19th | +14/+9/+4 | +6 | +11 | +11 | Guilemage knack | 5 | 5 | 5 | 5 | 5 | 4 |
| 20th | +15/+10/+5 | +6 | +12 | +12 | Arcane dodge +5, sneak attack +7d6, ultimate beguiler | 5 | 5 | 5 | 5 | 5 | 5 |

Class Features

All of the following are class features of the guilemage.

Weapon and Armor Proficiency

A guilemage is proficient with all simple weapons, plus the hand crossbow, rapier, shortsword, and one martial weapon of his choice. Guilemages are also proficient with light armor, but not shields. A guilemage can cast guilemage spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a guilemage wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass guilemage still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells

A guilemage casts arcane spells drawn from the guilemage spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a guilemage must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against a guilemage's spell is 10 + the spell level + the guilemage's intelligence modifier.

Like other spellcasters, a guilemage can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the above table. In addition, he

Table: Guilemage Spells Known

| Level | 0th | 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 |

receives bonus spells per day if he has a high Intelligence score.

The guilemage's selection of spells is extremely limited. A guilemage begins play knowing four 0-level spells and two 1st-level spells of the guilemage's choice. At each new guilemage level, he gains one or more new spells, as indicated on the adjacent table. (Unlike spells per day, the number of spells a guilemage knows is not affected by his Intelligence score.)

Upon reaching 5th level, and at every third guilemage level after that (8th, 11th, and so on), a guilemage can choose to learn a new spell in place of one he already knows. In effect, the guilemage "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level guilemage spell the guilemage can cast. A guilemage may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A guilemage need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Cantrips

Guilemages learn a number of cantrips, or 0-level spells, as noted on the above table under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

Guilemage Knacks

A guilemage picks up a huge variety of unorthodox tricks to supplement his natural talents, whether it be by experience, innate ability or magical augmentation. At 1st level, and every 2 levels after that, the guilemage learns one knack. Unless otherwise stated, no knack can be selected more than once.

Aggressive Sneak (Ex): The guilemage has spent time honing his combat abilities, and his sneak attack damage dice increases by +1d6. The guilemage's total number of sneak attack dice from any source cannot exceed half his character level, rounded up. The guilemage must have sneak attack and must be at least 5th level to select this knack. The guilemage can select this knack an additional time at 11th and 17th level.

Critical Sneak (Ex): The guilemage's most accurate blows are incredibly lethal, allowing him to multiply his sneak attack damage on critical hits. The guilemage must be at least 15th level to select this knack.

Augmented Eyes (Sp): The guilemage's eyes have been magically augmented, and he is under the effect of a permanent *detect magic* and *read magic* spell, and gets a +2 bonus on spellcraft and perception checks. These effects can be dispelled, but the

guilemage can resume them as a free action.

Arcane Eyes (Sp): (Prerequisite: Augmented Eyes) The guilemage's eyes have been further augmented, and he is now under the effect of a permanent *arcane sight* spell. This effect can be dispelled, but the guilemage can resume it as a free action. At 15th level, this effect becomes *greater arcane sight*. The guilemage must be at least 9th level to select this knack.

Clairvoyant Eyes (Sp): (Prerequisite: Arcane Eyes) The guilemage's eyes have become incredibly enhanced, and he is now under the effect of a permanent *true seeing* spell. At 18th level, the guilemage gains a permanent *foresight* effect. These effects can be dispelled, but the guilemage can resume it as a free action. The guilemage must be at least 13th level to select this knack.

Agile Fighting (Ex): The guilemage has learned to fight dexterously with his tools of the trade. He gains Weapon Finesse and Quick Draw as bonus feats.

Agile Mastery (Ex): (Prerequisite: Agile Fighting) The guilemage has become a master at fighting dexterously. When using a weapon with weapon finesse, he uses his Dexterity modifier instead of his Strength modifier on damage rolls with his chosen melee weapon, instead of any other ability modifier. If he would add 1.5x or .5x his strength modifier on his damage roll, he adds that fraction of his dexterity instead. The guilemage must be at least 3rd level to select this knack.

Agile Salvo (Ex): The guilemage has learned to leverage his agility when attacking at range. The guilemage may add his dexterity modifier to ranged damage rolls with a single chosen weapon instead of any other ability modifier. The guilemage must be at least 5th level to select this knack.

Bravado (Ex): The guilemage's words are as dangerous as their blade, combining both talents to terrify foes. When the guilemage deals sneak attack damage, he can forgo 1d6 of his sneak attack damage dice to make an intimidate check against the creature he just damaged as a free action.

Brilliant Trickery (Ex): The guilemage has learned to better use his vast intelligence to achieve incredible deceit. The guilemage selects up to 3 skills dependent on wisdom or charisma. He may add his intelligence modifier on all skill checks with those skills.

Combat Intuition (Ex): The guilemage weaves in and out of battle, disabling opponents with savvy and speed. The guilemage adds his intelligence modifier to combat maneuver checks. This knack counts as Combat Expertise for the purposes of fulfilling feat prerequisites.

Brutal Trip (Ex): (Prerequisite: Combat Intuition) The guilemage has focused his talents on tripping to deadly effect. He gains Improved Trip as a bonus feat. Once per round, when the guilemage succeeds on a trip attempt, he may deal his sneak attack damage to an opponent he successfully trips.

Daring Disarm (Ex): (Prerequisite: Combat Intuition) The guilemage has focused his talents on disarming, removing weapons from his enemies and using them himself. He gains Improved Disarm as a bonus feat. The guilemage may always pick up the item dropped on a successful disarm check, and may sheath a currently wielded weapon when he does so in order to hold the weapon he picked up. Finally, the guilemage gets a +2 morale bonus on attack and damage rolls for 1d4 rounds when attacking with a weapon picked up from a disarmed enemy.

Whirling Reposition (Ex): (Prerequisite: Combat Intuition) The guilemage dances around the battlefield, moving his enemies with him. He gains Improved Reposition as a bonus feat. As an immediate action, when the guilemage is attacked by an enemy he threatens, he may make a reposition combat maneuver against the attacker. Upon a successful reposition, the attacker is sickened for a number of rounds equal to the guilemage's intelligence modifier.

Darksight (Su): Through arcane craft, the guilemage has become able to see in the dark and gains darkvision 30 feet. If the guilemage already has darkvision, its range increases by 30 feet. At 5th level, the range of darkvision increases to 60 ft.

Greater Darksight (Su): (Prerequisite: Darksight) The guilemage can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell. The guilemage must be at least 7th level to select this knack.

Blindsight (Su): (Prerequisite: Greater Darksight) The guilemage gains blindsight 30 feet. The guilemage must be at least 13th level to select this knack.

Dimensional Darter: The guilemage has become adept at attacking with the aid of teleportation magic. The guilemage gains Dimensional Agility as a bonus feat. He treats his level as his basic attack bonus, and doesn't need to meet any of the other feat prerequisites, for the purposes of qualifying for feats that have Dimensional Agility as a prerequisite. The guilemage must be at least 7th level to select this knack.

Dispel Trick (Su): The guilemage gets a +2 bonus on all dispel checks. If the dispel check is made against a target the guilemage could apply his sneak attack damage to, this bonus increases to +4. The guilemage must be at least 3rd level to select this knack.

Dispelling Sneak (Sp): (Prerequisite: Dispel Trick) Opponents that are dealt sneak attack damage by a guilemage 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 guilemage's level. The guilemage must be at least 9th level to select this knack.

Steal Magic (Sp): (Prerequisite: Dispel Trick, Dispelling Sneak) This knack works as dispelling sneak, except when you successfully dispel a spell, you may transfer it to yourself as the spell *arcana theft*. The guilemage also gains an additional +2 bonus on dispel checks. The guilemage must be at least 15th level to select this knack.

Esoteric Blending (Su): The guilemage has learned to cast magic from outside the bounds of the usual guilemage *arcana*. He may pick one spell from the sorcerer/wizard spell list and add it to the guilemage spell list as a spell of the same level. He must still select this spell as a spell known.

Evasion (Ex): The guilemage 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 guilemage is wearing light armor or no armor. A helpless guilemage does not gain the benefit of evasion. At 11th level, the guilemage gains improved evasion. The guilemage must be at least 5th level to select this knack.

Fake Death (Sp): Once per day, as an immediate action, the guilemage can fake his own death when struck by an attack. The guilemage appears to die, but actually turns *invisible* as the spell, while a *programmed image* impersonates his body. Creatures who interact with the image can roll to disbelieve it as normal for the spell. Both the image and the invisibility last for 1 round per level or until the guilemage attacks. The guilemage must be at least 9th level to select this knack.

Familiar (Ex): The guilemage gains the services of a familiar, using his guilemage level as his effective wizard level. This familiar follows the rules for familiars presented in the arcane bond wizard class feature.

Heist Magic (Su): Even the most foolproof plans are prone to going astray, and sometimes a special trick is needed. Once per day, the guilemage can cast one spell on his spell list that he doesn't know. The spell chosen must be at least 2 levels below the highest spell level he can cast, expends a slot as normal and cannot be modified by metamagic feats. The guilemage can't use this ability in combat. The guilemage must be at least 7th level to select this knack.

Hide in Plain Sight (Su): A guilemage who selects this knack can use the Stealth skill even while being observed. As long as he is within 10 feet of an area of dim light, a guilemage can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow. The guilemage must be at least 7th level to select this knack.

Indomitable (Ex): The guilemage can use mental resilience to avoid certain attacks. He gains a +4 bonus on saving throws against mind-affecting effects, and if he makes a Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. At 11th level, he can make a new saving throw each minute to resist mind-affecting effects. The guilemage must be at least 5th level to select this knack.

Instant Heightening (Su): A guilemage who selects this knack can cast one spell per day as if it were modified by the Heighten Spell feat. The spell is heightened by a number of levels equal to 1/4th his caster level. This cannot increase a spell's effective level above 9th level. This does not increase the casting time of the spell or spell slot required. At 12th and 19th level, the guilemage can use this ability an additional time per day. The guilemage must be at least 5th level to select this knack.

Instant Quickening (Su): A guilemage who selects this knack can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the casting time or the level of the spell. At 18th level, the guilemage can use this ability an additional time per day. The guilemage must be at least 11th level to select this knack.

Knack for Combat (Ex): The guilemage gains a bonus combat feat.

Knack for Metamagic (Ex): The guilemage gains a bonus metamagic feat.

Metamagic Mastery (Ex): (Prerequisite: Knack for Metamagic) The guilemage has spent significant time using metamagic, and as such, can apply metamagic to a spell without increasing casting time. The Guilemage must be at least 3rd level to select this knack.

Knowledgeable (Ex): The guilemage has spent extensive time studying, allowing him to treat all knowledge skills as class skills and make knowledge checks untrained. At 5th level, once per day he can take 20 on a knowledge check as a standard action. He gains an additional use of this ability per day at 15th level.

Arcane History (Ex): (Prerequisite: Knowledgeable, Cha 13) The guilemage has discovered an arcane past that is the source of some of his magical powers. He selects one sorcerer bloodline and gains the bloodline arcana for that bloodline. (This cannot be a bloodline arcana that's modified by an archetype.) If the

guilemage later takes the feat Eldritch Heritage, he must select the same bloodline, but may substitute this knack in place of the prerequisite skill focus feat and use his intelligence instead of his charisma when qualifying for feats that have eldritch heritage as a prerequisite. If he already has Eldritch Heritage, he must select the same bloodline for this knack as he selected with the feat. A guilemage with levels in sorcerer, or who later multiclassed into sorcerer cannot have the bloodline chosen for this knack as his sorcerer bloodline.

Peerless Skill (Ex): The guilemage's skill is legendary. The guilemage chooses one of their class skills. They gain the skill unlocks for that skill at the appropriate skill ranks. The guilemage can select this knack multiple times, choosing a different skill each time.

Plan B (Su): The guilemage always has a backup plan. Once per day, the guilemage can set up a contingency on himself. This acts as *contingent action*. At 9th level, the guilemage can instead have this function as *contingent scroll*, (the guilemage must still provide the scroll to be consumed) and at 13th level, as *contingency*. Regardless of which contingency is used, the contingency lasts for at least 24 hours, the guilemage can only have one contingency in place at a time and cannot have a contingency from this knack and from a spell at the same time. The guilemage must be at least 5th level to select this knack.

In Case of Emergency (Su): (Prerequisite: Plan B) Once per week, the guilemage can set a secondary contingency on himself. This acts as Plan B and allows the guilemage to have two contingency effects at once, but once the contingency has activated, the guilemage cannot use this ability again until a week has passed. The guilemage must be at least 15th level to select this knack.

Slippery (Ex): The guilemage cannot be constrained. He can activate this ability as a free action for a total number of rounds per day equal to his level. While this ability is active, he gains a +10 bonus on escape artist checks and a +10 bonus to his CMD to avoid being grappled. At 7th level, this ability also acts as *freedom of movement*.

Spellsneak (Ex): The guilemage has become practiced in the art of using spells as weapons with his sneak attack. He may pick up to one spell each of levels 0-6 that requires a touch attack from the Sorcerer/Wizard spell list and add them to his spell list. He must still select these spells as spells known.

Deadly Spellsneak (Su): (Prerequisite: Spellsneak) The guilemage's touch spells have become incredibly lethal, gaining a 19-20 critical threat range and a 3x critical multiplier. The guilemage must be at least 9th level to select this knack.

Sudden Sneak (Ex): Once per day, a guilemage who selects this knack can declare one

melee or ranged attack she makes to be a sneak attack. The target of a sudden sneak attack loses any Dexterity bonus to AC, but only against that attack. This power cannot be used against enemies that are not subject to critical hits. At 6th, 12th and 18th levels, the guilemage gains one additional use of this ability per day. The guilemage must be at least 3rd level to select this knack.

Surprise Spells (Su): The guilemage has learned how to cast his spells without verbal or somatic components, and can cast spells as if modified by the silent spell and still spell feats a number of times per day equal to his intelligence modifier without increasing the spell's level or casting time. This effect can only be applied to spells with a level no greater than 1/3rd his class level.

Swiftfoot (Su): The guilemage is supernaturally quick on his feet. He increases his base land speed by 10 ft. and gets a +2 bonus on acrobatics checks. At 5th level, as a free action for up to 5 rounds per day, the guilemage can gain the benefits of *haste* for one round.

Throwing Agility (Ex): The guilemage gains Precise Shot with throwing weapons and Rebound Toss as a bonus feat.

Deadly Ricochet (Ex): When the guilemage hits with their first attack of the round using a thrown weapon, they can have the projectile ricochet to another target within 1 range increment. Apply the same attack roll against the new target's AC, dealing normal damage on a successful hit. The guilemage must be at least 5th level to select this knack.

Reaving Toss (Ex): When the guilemage makes a ranged attack with a thrown weapon against a target within 30 ft. that is threatened by another ally, he may apply his sneak attack damage on the damage roll even if it would not normally qualify. The guilemage must be at least 11th level to select this knack.

Trapfinding (Ex): The guilemage adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A guilemage with this knack can use Disable Device to disarm magic traps.

Trap Spotter (Ex): (Prerequisite: Trapfinding) Whenever a guilemage with this knack comes within 10 feet of a trap, she receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Unnatural Reflexes (Ex): The guilemage gets a +2 bonus on initiative checks and can always act in the surprise round, but if he fails to notice the ambush, he acts last, regardless of his initiative result (he acts in the normal order in following rounds).

Celerity (Ex): (Prerequisite: Unnatural Reflexes) Whenever the guilemage rolls for initiative, he can roll twice and take either result. At 11th level, he can roll three times and take any result. The guilemage must be at least 5th level to select this knack.

Moment's Pause (Sp): (Prerequisite: Unnatural Reflexes, Celerity) Once per day, as a free action, the guilemage may act freely for one round of apparent time as the spell *time stop*. At 17th and 19th levels, the guilemage gains one additional use of this ability per day, but may not use this ability more than once per minute. The guilemage must be at least 15th level to select this knack.

Virulence (Ex): The guilemage has trained in the art of poison use. The guilemage never risks poisoning himself when applying a poison and can apply any poison from his person as a move action. Additionally, he increases the DC of all poisons he uses by 1, and by an additional 1 at 4th level and every 4 levels thereafter.

Whip Specialty (Ex): The guilemage gains proficiency with all types of whips, and additionally gains Whip Mastery as a bonus feat. At 5th level, the guilemage also gains Improved Whip Mastery.

Dissonance Whip (Ex): (Prerequisite: Whip Specialty) The guilemage can infuse his whip with teleportation magic, allowing him to swiftly close distances. As a standard action, or in place of an attack while holding a whip, the guilemage can expend a slot of 1st level or higher and select a location within the reach of his whip + 5 ft. per level of spell slot expended. The guilemage teleports to that location as *dimension door*, but can act normally afterwards. The guilemage must be at least 9th level to select this knack.

Lashing Whip (Ex): (Prerequisite: Whip Specialty) The guilemage gains Greater Whip Mastery and Improved Grapple as bonus feats, and gains a +4 bonus on grapple checks against enemies he could apply his sneak attack damage to. The guilemage must be at least 9th level to select this knack.

Sneak Attack (Ex)

At second level, if a guilemage can catch an opponent when he is unable to defend himself effectively from his attack, he gains the ability to strike a vital spot for extra damage. This extra damage is 1d6 at 2nd level, and increases by 1d6 every three guilemage levels thereafter. This functions like the rogue ability, but the guilemage can sneak attack creatures with concealment,

and can deal sneak attack damage with a ranged weapon regardless of range. If a guilemage gets sneak attack from another source, the bonuses on damage stack.

Vanishing Trick (Sp)

Though guilemages will employ a wide variety of spells to accomplish their goals, invisibility is one of the most ubiquitous, whether it be for sneaking in or making a quick getaway. Starting at 3rd level, the guilemage can turn invisible, as the spell *invisibility* for a number of rounds per day equal to his class level + his intelligence modifier as a move action. These rounds do not need to be consecutive. At 7th level, this invisibility can be activated as a swift action. At 11th level, this effect functions as *greater invisibility* instead. At 15th level, this invisibility can be activated as a free action.

Arcane Dodge (Su)

As a guilemage grows in power, his reflexes become augmented by arcane magic. Starting at 4th level, a guilemage gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the guilemage to lose his Dexterity bonus to AC also causes the guilemage to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 4th level.

Ranged Trickery (Su)

Starting at 6th level, a guilemage develops the ability to perform dexterous tasks with magic, and can use Disable Device and Sleight of Hand at a range of 25 feet + 5 feet per two class levels. Working at range increases the DC of the check by 5 for every 20 feet between the guilemage and the target. The guilemage can also perform steal and dirty trick combat maneuvers at the same range, taking a -1 penalty on the check for every 20 feet.

Mastermind Initiative (Ex)

At 10th level, a guilemage adds his Intelligence modifier on initiative checks, in addition to his Dexterity modifier.

Incredible Speed (Ex)

At 13th level, the guilemage can take an additional swift action each round. This allows the guilemage to use up to two immediate actions when it is not his turn, using up both swift actions on the next turn. This additional swift action may not be used to cast a spell.

Improved Ranged Trickery (Su)

At 14th level, the guilemage can use ranged trickery without increasing the DC of the Disable Device or Sleight of Hand check, or the difficulty of combat maneuvers.

Spur of the Moment (Su)

At 18th level, the guilemage's magical abilities manifest in desperate situations to produce effects the guilemage is not normally capable of. The guilemage can cast a spell on the guilemage spell list that he does not know as a full-round action. After doing so, the guilemage becomes fatigued for a number of minutes equal to the level of the spell. The guilemage expends a spell slot as normal. The guilemage can't use this ability while fatigued or exhausted.

Ultimate Beguiler (Su)

At 20th level, the guilemage becomes an undisputed master of trickery and magic. He may use his vanishing trick ability at will, and never sets off traps of any sort unless he chooses to. His presence is never revealed by divination spells unless he wishes it, nor by blindsight, blindsense, tremorsense, lifesense or similar abilities. In addition, once per day he can produce a *time stop* effect, as the spell, lasting one minute (10 rounds).

Spell List

0th- Arcane Mark, Breeze, Chameleon Scales, Detect Magic, Detect Poison, Drench, Ghost Sound, Grasp, Light, Mage Hand, Mending, Message, Oath of Anonymity, Open/Close, Prestidigitation, Read Magic, Scoop, Telekinetic Projectile, Vacuous Vessel

1st- Adhesive Spittle, Air Bubble, Alarm, Alchemical Tinkering, Antitoxin Touch, Aphasia, Arcane Pocket, Auditory Hallucination, Authenticating Gaze, Beguiling Gift, Blade Tutor's Spirit, Blend, Blend With Surroundings, Blurred Movement, Break, Brightest Night, Burst of Adrenaline, Burst of Insight, Call Weapon, Charm Person, Cheetah's Sprint, Cloak of Secrets, Coin Shot, Comprehend Languages, Compulsive Liar, Crime of Opportunity, Cultural Adaptation, Dancing Darkness, Darting Duplicate, Dazzling Blade, Decrepit Disguise, Deivon's Parry, Desperate Weapon, Detect Charm, Detect Metal, Detect Secret Doors, Detect Snares and Pits, Disguise Self, Disguise Weapon, Ears of the City, Echo, Egorian Diplomacy, Erase, Expeditious Retreat, Fabricate Disguise, False Face, Fastidiousness, Feather Fall, Fool's Gold, Forced Quiet, Gentle Breeze, Glue Seal, Grace, Grappling Scarf, Grease, Handy Grapnel, Heightened Awareness, Hermean Potential, Hidden Blades, Hide Weapon, Hold Portal, Identify, Illusion of Calm, Illusory Crowd, Incendiary Runes, Innocence, Invisibility Alarm, Instant Portrait, Jump, Lesser Nondetection, Liberating Command, Lighten Object, Lightfingers, Locksight, Lucky Number, Magic Aura, Memory Lapse, Mirror Mantis, Mirror Polish, Negate Aroma, Obscure Poison, Open and Shut, Paranoia, Pass Without Trace, Perceive Cues, Petulengro's Validation, Quintessence, Reduce Person, Reveal Secrets, Shadowfade, Silent Image, Skim, Sow Thought, Speak Local Language, Speechreader's Sight, Sure Casting, Surefoot Boots, Technomancy, Telepathic Projection, Theft Ward, Thought Echo, Timely Inspiration, True Appraisal, Twisted Futures, Underbrush Decoy, Urban Grace, Vanish, Ventriloquism, Vocal Alteration, Youthful Appearance, Waterproof, Windy Escape, Wized Appearance

2nd- Acute Senses, Ally Across Time, Anonymous Interaction, Anticipate Thoughts, Apport Object, Aram Zey's Focus, Assumed Likeness, Bestow Insight, Billowing Skirt, Bladed Dash,

Blur, Body Double, Carry Companion, Codespeak, Contingent Action, Create Treasure Map, Crimson Confession, Darkness, Darkvision, Demand Offering, Detect Thoughts, Diminished Detection, Disguise Other, Dispel Magic, Dress Corpse, Dream Shield, Dust of Twilight, Enshroud Thoughts, Escape Alarm, Evaluator's Lens, Extreme Flexibility, False Belief, Find Traps, Fleeting Defect, Focused Scrutiny, Fog Cloud, Force Anchor, Fly, Ghostly Disguise, Glibness, Glide, Glitterdust, Greater Detect Magic, Heightened Reflexes, Hidden Knowledge, Hidden Presence, Identifier's Eye, Ignoble Form, Illusory Maze, Instant Weapon, Investigative Mind, Invisibility, Languid Venom, Lead Anchor, Levitate, Locate Object, Mage's Crawl Space, Make Lost, Mind Maze, Minor Image, Mirror Image, Mirror Hideaway, Misdirection, Muffle Sound, Nondetection, Open Book, Page-Bound Epiphany, Peerless Integrity, Pilfering Hand, Raven's Flight, Remarkable Legerdemain, Retrieve Item, Rope Trick, Ropeweave, Rumormonger, Quick Change, Secret Sign, See Invisibility, Selective Alarm, Semblance of Flesh, Shadow Anchor, Share Memory, Shared Training, Shifted Steps, Silence, Slick Walls, Spider Climb, Squeeze, Steal Breath, Steal Size, Storm of Blades, Swipe, Sympathetic Aura, Telekinetic Volley, Tieldlara's Feint, Time Shudder, Trail of the Rose, Undetectable Alignment, Undetectable Trap, Unseen Engineers, Whispering Wind

3rd- Adroit Retrieval, Air of Authority, Aldori Alacrity, Allied Cloak, Analyze Aura, Arcane Eye, Arcane Sight, Arcana Theft, Assume Appearance, Audiovisual Hallucination, Aura Alteration, Aura of the Unremarkable, Aura Sight, Babble, Blacklight, Blink, Blade Snare, Blot, Burst of Speed, Carrying Wind, Claim Identity, Collaborative Thaumaturgy, Communal Darkvision, Communal Nondetection, Contest of Skill, Create Holds, Deeper Darkness, Deep Slumber, Deflect Blame, Detect Anxieties, Detect Desires, Dimension Door, Discharge, Displacement, Disrupt Silence, Explosive Runes, False Alibi, Fearsome Duplicate, Fool's Teleport, Force Hook Charge, Free Spirit, Gaseous Form, Gilded Whispers, Glimpse of Truth, Geomessage, Golden Guise, Glimpse the Hidden, Greater Invisibility, Greater Magic Aura, Gullibility, Hallucinatory Decor, Hallucinatory Terrain, Haste, Hold Person, Hoodwink, Hypercognition, Illusory Poison, Illusory Script, Improve Trap, Instant Fake, Invisibility Purge, Invisibility Sphere, Irriseni Mirror Sight, Isolate, Kalistocrat's Nightmare, Locate Weakness, Major Image, Mass Reduce Person, Meticulous Match, Mnemonic Siphon, Night of Blades, Opportunistic Loyalty, Out of Sight, Overlook, Paragon Surge, Penumbral Disguise, Phase Step, Pierce Disguise, Reflexive Barrier, Resize Item, Retributive Reparations, Reveal Mirage, Prehensile Pilfer, Recharge, Secret Coffin, Secret Page, See Through Stone, Selective Invisibility, Scrying, See Beyond, Seek Thoughts, Sense Vitals, Serren's Armor Lock, Shroud of Innocuity, Silver Darts, Slow, Spectral Scout, Steal Book, Steal Years, Stolen Light, Suggestion, Summon Ship, Tactical Adaptation, Telekinetic Charge, Telekinetic Maneuver, Trade Items, Urban Step, Zephyr's Fleetness

4th- Absorbing Barrier, Aram Zey's Trap Ward, Aerial Tracks, Bit of Luck, Complex Hallucination, Concealed Breath, Confusion, Contingent Scroll, Contingent Venom, Covetous Aura, Curse Treasure, Detect Scrying, Demanding Message, Dimensional Anchor, Dream, Dungeonsight, Echolocation, False Vision, Flash Forward, Fleeting Memory, Freedom of Movement, Gravity Sphere, Gravity Well, Greater Assume Appearance, Greater Darkvision, Greater Grease, Harvest Knowledge, Hold Monster, Illusion of Treachery, Illusory Horde,

Illusory Wall, Mage's Private Sanctum, Majestic Image, Martial Telekinesis, Mass Charm Person, Mass Lighten Object, Mind Probe, Mind Wipe, Minor Phantom Object, Mirage Arcana, Mirror Transport, Mislead, Overland Flight, Permanent Image, Persistent Image, Probe History, Programmed Image, Prying Eyes, Quieting Weapons, Riding Possession, Rubberskin, Secret Chest, Seeming, Sending, Sensory Amplifier, Shadow Jaunt, Shadow Step, Shadowy Haven, Shadowform, Shocking Image, Spellsteal, Telekinesis, Treasure Stitching, Triggered Suggestion, Veil, Vicarious View, Vigilant Rest, Wall of Force, Warp Metal

5th- Analyze Dweomer, Antimagic Field, Anywhere But Here, Apathy, Army Across Time, Break Enchantment, Cloak of Dreams, Cloak of Shadows, Commune with Texts, Contingency, Crime Wave, Deceptive Redundancy, Dimensional Blade, Disintegrate, Dominate Person, Dream Scan, Dream Travel, False Vision, Find the Path, Getaway, Greater Bladed Dash, Greater Break, Greater Claim Identity, Greater Discharge, Greater Dispel Magic, Greater Illusion of Treachery, Greater Steal Years, Hungry Darkness, Mage's Decree, Mage's Magnificent Mansion, Magnetic Field, Major Phantom Object, Mass Fly, Mass Invisibility, Mass Knock, Mass Suggestion, Nex's Secret Workshop, Overwhelming Poison, Phase Door, Possession Trap, Project Image, Reboot, Repress Memory, Reverse Gravity, Sabotage Construct, Scripted Hallucination, Sequester Thoughts, Shadow Walk, Shroud of Darkness, Sleepwalking Suggestion, Sonic Form, Spell Turning, Submerge Ship, Steal Power, Telepathy, Telepathic Bond, Teleport, Thoughtsense, Trace Teleport, Triggered Hallucination, True Seeing, Unconscious Agenda, Unerring Tracker, Unshakable Zeal, Village Veil, Vision, Word of Recall

6th- Bilocation, Borrowed Time, Brilliant Inspiration, Decapitate, Demand, Discern Location, Dimensional Lock, Dream Council, Forcecage, Foresight, Freedom, Genius Avaricious, Greater False Vision, Greater Scrying, Greater Prying Eyes, Greater Teleport, Impart Mind, Impenetrable Veil, Maze, Magnetic Field, Memory of Function, Mind Blank, Mind Swap, Moment of Prescience, Permanent Hallucination, Pox of Rumors, Salvage, Screen, Secret Vault, Shadow Body, Teleport Trap, Temporal Divergence, Temporal Regression, Time Stop

Note: If a spell appears on the guilemage spell list at a lower level than another spell list, always use the sorcerer/wizard, cleric/oracle, or psychic spell list first to determine spell level for effects like *mystic past life* or *ring of spell knowledge*.

Alternative Favored Class Bonuses

Standard class bonuses may be selected by any race. Exotic favored class bonuses may be selected by the listed race, or by another race if permitted by GM.

Standard Favored Class Bonuses

Favored Knack: The guilemage gains 1/6 of a new guilemage knack.

Favored Arcana: Add one spell known from the guilemage spell list. This spell must be at least one level below the highest spell level the guilemage can cast.

Exotic Favored Class Bonuses

Aasimar: Add a +1/4th bonus to the guilemage's arcane dodge.

Dwarf: Add a +1/2 bonus on perception and sense motive checks.

Gnome: Add +1 to the guilemage's total number of vanishing trick rounds per day.

Halfling: Add +1/2 to sneak attack damage.

Tiefling: Add a +1/2 bonus on disguise and stealth checks.

New Feats

Extra Guilemage Knack

Prerequisite: Guilemage knack class feature

Benefit: You gain one additional guilemage knack. You must meet all of the prerequisites for this guilemage knack.

Special: You can gain Extra Guilemage Knack multiple times.

Extra Vanishing

Prerequisite: Vanishing trick class feature

Benefit: You can use vanishing trick for an additional 4 rounds per day.

Special: You can gain Extra Vanishing multiple times. Its effects stack.

Guilemage Archetypes

Arcane Outlaw

(This archetype is most suited to a campaign using Echoes of the Planes Modern Firearms)

Gun Proficiency

The arcane outlaw is proficient with simple weapons and all firearms.

The ability alters the normal Guilemage weapon proficiency.

Grit (Ex)

At the start of each day, an arcane outlaw gains a number of grit points equal to his intelligence modifier (Minimum 1). His grit goes up and down throughout the day, but cannot exceed this maximum. He regains grit in the following ways.

Critical Hit with a Firearm: Each time the gunslinger confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gunslinger's character

level does not restore grit.

Killing Blow with a Firearm: When the gunslinger reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the gunslinger's character level to 0 or fewer hit points does not restore any grit.

An arcane outlaw treats their level as their gunslinger level for the purposes of magic items, feats, and other effects. An arcane outlaw can take a grit feat or a dare in place of a guilemage knack.

This ability replaces sneak attack. An arcane outlaw cannot select any guilemage knacks that modify sneak attack.

Deeds

An arcane outlaw can spend grit points to accomplish the following deeds. Unless otherwise stated, an arcane outlaw must be wearing light armor or no armor to use their deeds. Any saves called for by the arcane outlaw's deeds have a DC of $10 + \frac{1}{2}$ his level + his intelligence modifier.

Glyph Shot (Su): The outlaw augments his next shot with magic, vastly increasing its power. By spending 1 grit point when making an attack, the outlaw adds $\frac{1}{2}$ his intelligence modifier on the attack roll, and adds his level to the damage roll. At 10th level, he adds his full intelligence modifier on the attack roll. This deed can't be used on any attack made against touch AC.

Warp Dodge (Su): As an immediate action, the arcane outlaw can spend 1 grit point to teleport up to 10 ft. and dodge an attack. The arcane outlaw must have line of sight and line of effect to their destination. The gunslinger gets a +4 dodge bonus to AC against the triggering attack. If they were targeted by a melee attack as part of a full attack action, the attacking creature can still make the rest of their full attack, but if the arcane outlaw is now out of reach, he gets a +4 dodge bonus against all remaining attacks in that full attack.

Tinker (Ex): Starting at 1st level, the arcane outlaw can use minor arcane magic to reload and fix his firearms. As long as he has at least 1 point in his grit pool, he can reload his firearm one step faster. By spending 1 grit point as a move action, he can remove the broken condition from a firearm he is wielding, as long as that condition was gained by a misfire.

Trick Shot (Su): At 3rd level, as long as the arcane outlaw has at least 1 point in his grit pool, he can use his arcane magic to adjust the course of his bullets. He reduces normal cover to partial cover, and ignores partial cover when making firearm attacks. Additionally, he reduces any miss chance due to concealment by 20%. At 11th level, while the arcane outlaw has at least 1 point in his grit pool, he gains the benefits of *Improved Precise Shot*.

Imbue (Ex): At 3rd level, the arcane outlaw can imbue his firearm with elemental energies as a swift action by spending 1 grit point and choosing one of the following elements: fire, cold, electricity, acid. For one round, successful attacks with that firearm, except touch attacks, deal an additional 1d6 damage of the chosen element, plus an additional 1d6 damage at 5th level and every 4 levels thereafter. This extra damage is precision damage, and is not multiplied on a critical hit. The grit cost of this deed can't be reduced by any means.

Arcane Ammo (Su): At 3rd level, as long as he has at least 1 grit point in his grit pool, the arcane outlaw can fill his firearm with arcane blanks instead of using real ammunition whenever he reloads. Arcane blanks can be loaded at will, and do nonlethal damage of one die size category smaller than the firearm normally does. Arcane blanks leave no wounds or other telltale signs of a firearm injury.

Blink: At 7th level, by spending 1 grit point as a move action, the arcane outlaw can teleport up to 5 ft. per level to a nearby location. The arcane outlaw must have line of sight and line of effect to their destination. At 11th level, the arcane outlaw can bring one other adjacent creature with them when they teleport at the cost of 1 additional grit point.

Debilitating Shots (Su): At 7th level, the arcane outlaw can further hamper his foes with magic after landing a shot. Once per round, by spending 1 grit point after making a successful firearm attack, he can apply one of the following effects to the creature damaged:

-*Arcane Snare*: The arcane outlaw ensnares his target in a web of magic. The target is entangled for a number of rounds equal to the arcane outlaw's intelligence modifier and cannot move more than 5 ft. from their current square. On a successful reflex save, the entangled duration is reduced to 1 round and the target can move as normal.

-*Festering Bleed*: The attack deals additional bleed damage equal to the arcane outlaw's level. This bleed isn't automatically removed by healing magic unless the caster makes a caster level check against a DC of 11 + the arcane outlaw's level. Until the bleed damage is removed, all magical healing received by the target is reduced by an amount equal to the arcane outlaw's level.

-*Mystic Shrapnel*: Magical bullet shards burst out from the target in a 10 ft. cone originating from the target's square. Creatures within the cone take damage equal to half the damage dealt by the attack, including added damage. A reflex save further halves this damage.

-*Shatter Magic*: The arcane outlaw makes a targeted dispel attempt against the target with a +2 bonus, as if he had cast *Dispel Magic*.

Homing Shot (Su): At 11th level, the arcane outlaw can let magical forces guide his next shot by spending 3 grit points, automatically hitting without making an attack roll and ignoring all miss chance, concealment and *mirror image*. This attack cannot be a critical hit.

Flow Walker: At 11th level, as long as the arcane outlaw has at least 1 grit point, he gets a +10 bonus on acrobatics checks to move through threatened squares, gains the evasion, uncanny dodge and improved uncanny dodge abilities, and can move through difficult terrain at full

speed.

Bullet Rain (Ex): At 15th level, the arcane outlaw can spend 2 grit points as a standard action to make one attack against each enemy that he can see within 1 range increment of his firearm. For an additional cost of 2 grit points, the arcane outlaw can apply glyph shot to each attack he makes.

Outlaw's Luck (Ex): At 15th level, the arcane outlaw can spend grit to reroll a saving throw or a skill check. It costs 2 grit points to reroll a saving throw, and 1 grit point to reroll a skill check. The arcane outlaw must take the result of the second roll, even if it is lower. The grit cost of this deed can't be reduced by any means.

Stasis Shot (Ex): At 19th level, when the arcane outlaw confirms a critical hit, he can spend 1 grit point. The target must succeed at a fortitude saving throw or be frozen as *Temporal Stasis*. When a target fails their fortitude save, the arcane outlaw may elect for the stasis to expire after a set duration of no greater than one minute. If he chooses a set duration, the target remembers nothing from the beginning of the arcane outlaw's turn to the end of the temporal stasis after it expires.

Cheat Death (Ex): At 19th level, when the arcane outlaw is reduced to 0 or fewer hit points from greater than 1 hit point, he can spend 3 grit points to be reduced to 1 hit point instead.

Assassin

Diminished Spellcasting

An assassin is focused on mastering the art of combat, not spellcasting. The guilemage can cast 1 fewer spell of each spell level he can cast, and knows one fewer spell of each level he has access to. If this would bring him below 1 spell per day, he can only cast bonus spells of that level if his intelligence score allows it.

Studied Target (Ex)

At 1st level, the assassin gains the slayer's studied target class feature. The guilemage uses his guilemage level as his effective slayer level, except that the assassin's studied target bonus does not automatically increase as he levels. Instead, at each of 5th, 11th and 15th levels, the guilemage can increase the bonuses granted by studied target by 1 instead of taking a guilemage knack.

This ability replaces the guilemage knack gained at 1st level.

Assassinate (Ex)

At 4th level, the guilemage gains the ability to kill a target in a single blow. This functions as the slayer advanced talent. His studied target bonus applies to the DC of this ability.

This ability replaces arcane dodge.

Angel of Death (Su)

At 13th level, when the guilemage assassinates a target, he can cause the body to crumble to dust. This prevents *raise dead* and *resurrection*. (Although *true resurrection* works as normal.)

This ability replaces incredible speed.

Beguiling Bomber

Bombs (Su)

At 1st level, the guilemage gains the bombs ability as an alchemist of his guilemage level. A beguiling bomber can select alchemist discoveries that modify the bombs ability in place of a guilemage knack, but may not select guilemage knacks that modify sneak attack.

This ability replaces sneak attack.

Delayed Bomb (Su)

Starting at 2nd level, the beguiling bomber can place a delayed bomb in an adjacent, empty square as a standard action, expending a daily use as normal. He can choose for the bomb to explode after a set delay of any number of rounds no greater than his level, or simply have the bomb remain armed until triggered, in which case, it remains armed until the beguiling bomber refreshes his daily bomb uses. Any creature that moves into the bomb's square or tries to touch or move it detonates the bomb. When the bomb explodes, it deals full damage to any creature in the square with the bomb or attempting to interact with the bomb as if it scored a direct hit, and splash damage to creatures in adjacent squares. At any time, the beguiling bomber can reclaim an adjacent delayed bomb and end its detonation, regaining the daily bomb use. A beguiling bomber can have one delayed bomb deployed at a time, plus one additional delayed bomb per 5 class levels. A dispel magic check can neutralize a delayed bomb, using the beguiling bomber's level as the effective caster level, as can a disable device check of 10 + the beguiling bomber's level + his intelligence modifier.

When the guilemage gains the ranged trickery class feature, he can place delayed bombs in any square his ranged trickery could reach.

Explosive Knacks

The beguiling bomber can select any of the following knacks in addition to the normal guilemage knacks. At 2nd, 8th and 14th levels, he can gain one of the below knacks as a bonus knack or Extra Bombs as a bonus feat.

Heavy Ordinance (Su): The beguiling bomber can increase the range at which his delayed

bombs are set off to a 5 ft. radius surrounding the bomb. Use the square of the triggering creature to determine the direct hit damage. Additionally, the splash radius of all of his bombs is increased from adjacent targets to a 10 ft. radius burst. The guilemage must be at least 5th level to select this knack.

Minefield (Su): The beguiling bomber can have a number of delayed bombs equal to his intelligence modifier placed at the same time. As a full-round action, the beguiling bomber can move up to his speed and place up to three delayed bombs at any location he is adjacent to at any point during his move. These bombs can't be placed in the same space as a creature. At 15th level, he can place up to six bombs instead of three. The guilemage must be at least 7th level to select this knack.

Sleight of Bomb (Su): You can palm one of your bombs off to an unsuspecting individual as a standard action. Make a sleight of hand check opposed by the target's perception check. If successful, you attach the bomb to their person. This acts like a delayed bomb, except the bomb moves with the target until it explodes, and you must set a duration for the bomb to explode. The target always takes the full direct damage from the bomb, and other applicable targets take splash damage.

Telekinetic Switcheroo: As a full round action, the beguiling bomber can expend 1 bomb and one spell slot of 3rd level or higher to swap one of his allies with a bomb. He selects an ally within 30 ft. of himself, and another square also within 30 ft. of himself. He must have line of sight and line of effect to both targets. The ally is teleported to the other square as *Dimension Door*, and a bomb is placed in the ally's former square. If the beguiling bomber wishes, the bomb can be placed as a delayed bomb. Otherwise, the bomb explodes immediately, dealing splash damage to all adjacent targets. The guilemage must be at least 7th level to select this knack.

Uplink Bomb (Su): The beguiling bomber always knows the current status of his delayed bombs regardless of distance or line of sight, and is immediately aware when one of his bombs is triggered or disabled. Once per day, when one of his delayed bombs is triggered, he can cast a [Divination] spell against the creature who triggered it as an immediate action, regardless of the spell's normal casting time.

Vanishing Bomb (Su): Whenever the beguiling bomber throws or places a bomb, he can spend 1 round of Vanishing Trick to make the bomb invisible. Against targets that can't see invisible objects, he gets a +2 bonus on attack rolls and the DC of his reflex saves with such a bomb. Invisible Delayed Bombs remain invisible for 1 minute, and require a perception check with a DC of 20 + the beguiling bomber's level + the beguiling bomber's intelligence modifier to notice them. The guilemage must be at least 3rd level to select this knack.

Dashing Scoundrel

Personable Caster

A dashing scoundrel masters spells and trickery through force of personality, rather than wit, and as such, he uses his charisma, rather than his intelligence, to determine all class features and effects relating to his guilemage class, including bonus spells per day, maximum spell level he can cast, and the save DCs of his spells. This includes class features changed or altered by archetypes.

This ability replaces the first level knack. Although this archetype technically changes most guilemage abilities, this archetype is compatible with all other guilemage archetypes unless they replace the first level knack.

Dual-Weapon Adept

Diminished Spellcasting

A dual-weapon adept is focused on mastering the art of combat, not spellcasting. The guilemage can cast 1 fewer spell of each spell level he can cast, and knows one fewer spell of each level he has access to. If this would bring him below 1 spell per day, he can only cast bonus spells of that level if his intelligence score allows it.

Brutal Surprise

The guilemage can select rogue talents that modify sneak attack with guilemage knacks. Like a rogue, they can only apply a single talent to a given sneak attack.

Two-Weapon Mastery (Ex)

At the indicated levels, the guilemage gains the following feats as bonus feats, even if they do not meet the prerequisites. 3rd- Two-Weapon Fighting, 7th- Double Slice, 11th- Improved Two-Weapon Fighting, 15th- Greater Two-Weapon Fighting. If the guilemage already possesses these feats, he may select any other feat with two-weapon fighting as a prerequisite that he meets the prerequisites for.

This ability replaces vanishing trick.

First Strike (Ex)

At 10th level, during a surprise round or when attacking a flat-footed opponent, the guilemage adds his intelligence modifier to damage rolls and automatically confirms all critical threats.

This ability replaces mastermind initiative.

Precision Dueling (Ex)

At 6th and 14th levels, the guilemage reduces the penalty for fighting with two-weapons by 1.

This ability replaces ranged trickery and improved ranged trickery.

Shatter Guard (Ex)

At 18th level, when the guilemage scores a critical hit, the target is considered flat-footed against his attacks until the beginning of the guilemage's next turn.

This ability replaces spur of the moment.

Daring Beguiler

Panche (Ex)

This ability works identically to the swashbuckler's panache class feature, except the guilemage uses his intelligence modifier instead of his charisma modifier to determine his starting and maximum grit each day, as well as for all deeds gained by guilemage class features or feats. The guilemage gains access to the swashbuckler's derring-do deed.

Deeds (Ex)

At 2nd level, the guilemage gains access to the swashbuckler's dodging panache and opportune parry and riposte deeds.

At 5th level, the guilemage gains access to the swashbuckler's kip-up and precise strike deeds. The guilemage can use precise strike even when wielding a weapon in his off-hand.

At 8th level, the guilemage gains access to the swashbuckler's swashbuckler's grace and targeted strike deeds.

At 11th level, the guilemage gains access to the swashbuckler's evasive and subtle blade deeds.

At 14th level, the guilemage gains access to the swashbuckler's bleeding wound deed.

At 17th level, the guilemage gains access to the swashbuckler's dizzying defense and swashbuckler's edge deeds.

At 20th level, the guilemage gains access to the swashbuckler's cheat death deed.

This ability replaces sneak attack. The guilemage cannot select any guilemage knacks modifying sneak attack.

Charmed Life (Ex)

At 4th level, the guilemage becomes practiced in escaping situations with sheer luck and wit. Three times per day as an immediate action before attempting a saving throw, he can add his

intelligence modifier to the result of the save. He must choose to do this before the roll is made. At 6th level and every 4 levels thereafter, the number of times he can do this per day increases by one (to a maximum of 7 times per day at 18th level).

This ability replaces arcane dodge.

Impossible Speed (Ex)

At 7th level, the guilemage can take an additional swift action each round. This allows the guilemage to use up to two immediate actions when it is not his turn, using up both swift actions on the next turn. This additional swift action may not be used to cast a spell. At 13th level, the guilemage can use either opportune parry and riposte or charmed life once per round without using an immediate action.

This ability replaces incredible speed.

Ill-Fated Rogue

Guilemage's Curse

Some guilemages are far from born lucky. In fact, these rogues have persisted in their efforts despite the worst of ill fortune. At first level, the ill-fated rogue selects an oracle curse. He gains the 1st level drawbacks and benefits from this curse, and gains new abilities from his curse as he levels. For the purposes of this curse, he uses his guilemage level as his oracle level. Any spells he learns that are above 6th level are added to his spells known as 6th level spells.

I Have a Bad Feeling About This (Ex)

Ill-fated rogues are especially susceptible to the capricious whims of fate. Whenever the ill-fated rogue rolls a natural 1 on a d20 roll, he takes a -2 penalty on all d20 rolls for 2d4 rounds. The ill-fated rogue can never benefit from luck bonuses.

Not Like This (Ex)

Despite all odds, the ill-fated rogue never seems to give up. The ill-fated rogue automatically stabilizes when reduced to negative hit points and does not die until he takes an amount of damage equal to his constitution score + his level. Additionally, after 10 minutes of being unconscious due to hit point damage (but not dead), the ill-fated rogue awakens with one hit point.

Desperate Resources

With the world seemingly against him, the ill-fated rogue has learned as many tricks of the trade as possible to keep himself alive and free. At 3rd, 9th, and 15th level, the ill-fated rogue learns an additional guilemage knack.

Inspired Trickster

Inspired Casting

The inspired trickster is a truly spontaneous mage, able to produce effects at merely a moment's thought and a wave of the hand. The inspired trickster knows one fewer spell of each level he has access to, but each day gains one inspired spell slot of each spell level he has access to. An inspired trickster may cast a spell on his spell list that is not one of his spells known as long as he has an inspired spell slot of a level equal to or greater than the spell being cast, which he expends as part of casting the spell. The spell uses up a slot appropriate to the level of the spell as normal. The cast spell becomes a spell known of the same level as the inspired spell slot until the inspired trickster regains spells. When he does, he loses knowledge of all spells gained in this way and regains all of his inspired spell slots.

This ability modifies spellcasting.

Inspiration (Ex)

At 2nd level, the inspired trickster gains an inspiration pool, as the investigator's inspiration ability. An inspired trickster gains free uses of inspiration on acrobatics, bluff, disable device, perception, sleight of hand, spellcraft, stealth and use magic device checks rather than the investigator's free uses of inspiration. An inspired trickster uses his guilemage level as his investigator level to determine the effects of this ability. An inspired trickster can select an investigator talent that modifies inspiration as a guilemage knack, using his guilemage level as his investigator level.

This ability replaces sneak attack. An inspired trickster cannot select any guilemage knacks that modify sneak attack.

Bonus Knacks

At 5th, 14th and 20th level, the inspired trickster gains a bonus guilemage knack. At 14th level and above, the inspired trickster can select a feat instead of a guilemage knack.

Brilliant Casting (Su)

At 8th level, the inspired trickster can select from sorcerer/wizard and cleric spells in addition to guilemage spells when using inspired casting.

Improved Inspiration (Ex)

At 11th level, the inspired trickster selects a number of skills equal to his intelligence modifier. He can use inspiration on these skill checks without spending a use of inspiration. Additionally, the guilemage treats all weapons he wields as if they had the *inspired* property, even if they could not normally use this property.

Paragon Casting (Su)

At 14th level, the inspired trickster can select from bard, druid and witch spells in addition to guilemage, sorcerer/wizard and cleric spells when using inspired casting.

Change it Up (Su)

At 17th level, once per day, the inspired trickster can lose knowledge of all spells gained via inspired casting and regain all of his inspired spell slots.

This ability replaces spur of the moment.

Mastermind

Adept Deceit (Ex)

The guilemage adds his intelligence modifier to all bluff, diplomacy, intimidate and sense motive checks he makes, in addition to his charisma modifier. This does not stack with the brilliant trickery knack.

Tricky Casting (Su)

At 4th level, the guilemage gets a +2 bonus to the DC of his spells and a +2 bonus to on caster level checks against creatures who would be denied their dexterity bonus to AC against the guilemage's attacks, are flanked, or are otherwise unaware of the guilemage. This bonus increases by +1 for every four levels beyond 4th level.

This ability replaces arcane dodge.

Undermining Strike (Ex)

At 5th level, the guilemage can stagger enemies damaged by his sneak attack for one round. At 11th level, he can blind enemies for one round instead, and at 17th level, he can instead stun them. A reflex save (DC 10 + $\frac{1}{2}$ the guilemage's level + the guilemage's intelligence modifier) negates these effects. Multiple failed saves add to the duration of this effect, but the guilemage can only inflict one status on a given foe at a time.

This ability replaces the increase to sneak attack damage at 5th, 11th, and 17th level.

Perpetrator's Vantage (Sp)

At 11th level, the guilemage can use his vanishing trick for a number of minutes per day equal to his class level + intelligence modifier. These minutes do not need to be consecutive. While under the effect of his vanishing trick, he can make a will save against any spell that would reveal his location, such as *see invisibility*, *glitterdust* and *true seeing*. On a successful save, the spell fails to reveal the guilemage, as if he was not there.

This ability replaces vanishing trick's upgrade to greater invisibility at 11th level.

Shinobi

Fleche (Ex)

Beginning at 2nd level, the shinobi can leverage his momentum into a potent melee strike. If the shinobi moves at least 15 ft. during his turn, he deals an additional 1d10 points of damage on all melee attacks made that turn. This extra damage is not multiplied on a critical hit. At 5th level and every 3 levels thereafter, the extra damage increases by 1d10.

This ability replaces sneak attack. A shinobi cannot select any guilemage knacks that modify sneak attack.

Ambush (Ex)

Starting at 6th level, the shinobi can leverage his stealth into a lethal execution with his blade. If an enemy has not yet acted this combat, or is unaware of the shinobi's presence in combat, the shinobi deals maximum damage with his fleche damage dice and automatically confirms all critical threats. At 14th level, if he deals ambush damage to a creature with equal to or less hit dice than him, that attack automatically threatens and confirms a critical hit.

This ability replaces ranged trickery and improved ranged trickery.

Twin Blade (Ex)

Beginning at 8th level, the shinobi's speed is legendary. As a standard action, the shinobi can make two attacks with a +2 bonus to hit.

Illusory Blade (Ex)

Beginning at 15th level, the shinobi can attack with impossible speed. As a standard action, the shinobi can make three attacks with a +4 bonus to hit.

Time Thief

Temporal Manipulation (Sp)

Starting at 3rd level, the time thief can manipulate time, gaining a pool of temporal motes each day equal to his level. As a free action, the time thief can use one mote to apply *haste* to himself for one round. Starting at 5th level, the time thief can use 3 motes as a standard action to apply *haste* or *slow* to multiple targets as if casting the spell. At 13th level, the time thief can cast either of these spells as a swift action by using 5 motes. At 16th level, the time thief can cast *time stop* by using 9 motes, and at 20th level, he can cast *time stop* with a duration of 1 round as a swift or immediate action by using 15 motes.

This ability replaces vanishing trick.

Temporal Echoes (Su)

At 4th level, the time thief is surrounded by translucent versions of himself from parallel dimensions. While the time thief is under the effect of *haste*, attacks and targeted spells made against him have a 30% miss chance. This doesn't stack with defensive effects like *mirror image* and *invisibility*- the guilemage must choose which to use against a given attack. At 8th level and every 4 levels thereafter, this miss chance increases by 10%. The time thief can choose to allow friendly spells to affect him without a miss chance.

This ability replaces arcane dodge.

Steal Time (Su)

Starting at 7th level, when the time thief damages a creature with at least half his hit dice with a sneak attack, he can attempt to steal a mote of the creature's time. On a failed will save of DC $10 + \frac{1}{2}$ the time thief's level + the time thief's intelligence modifier, the target is slowed as the spell for 1 round, and the time thief gains one temporal mote, up to his maximum. Multiple successful attempts at stealing time increase the duration of the effect.

This ability replaces the guilemage knack gained at 7th level.

Assume Temporality (Su)

At 13th level, when the time thief reduces a creature to 0 hit points or less with a sneak attack, he gains 3 temporal motes, up to his normal maximum.

This ability replaces incredible speed.

Credits

Artwork by [theDURRRRIAN](#)

Silent

Wraith Form (Su)

At 1st level, the silent can blend into the world of shadows as a free action. While in wraith form, the silent gains numerous benefits, though the grasping shadows gradually eat away at his agility.

At 1st level, the silent ignores difficult

as long as the silent makes no more than one attack each round, the silent can make a stealth check as a free action once per round, even after making an attack. At 8th level, he can make two attacks per round and still use this ability, and at 15th level, three attacks. The silent can make stealth checks in this way while observed without any cover or concealment, however, creatures who have a clear view of the silent get a +8 bonus on their perception checks. If the silent has any sort of cover from the target, this bonus is negated. When activating wraith form, and at the start of the silent's turn, the silent takes a stacking -2 penalty to AC and a -1 penalty to reflex saves. Wraith form lasts until deactivated as a standard action, at which point the penalties are reduced by 2 per round.

At 5th level, the silent blends into the ethereal plane while in wraith form. He takes 25% less damage from all attacks, unless they explicitly deal fully damage to incorporeal creatures, such as *ghost touch*. At 10th level, this increases to 50% less damage, and at 15th level, 75% less. At 10th level, the silent can pass through solid objects while moving, though he must end his movement in an open space. At 15th level, he can move and remain inside solid objects freely, gaining total cover while inside a solid object.

This ability replaces vanishing trick.

1st - 50/25%, ignore difficult terrain,

Move through walls.

7, 11, 15

Stealth to reduce attacks.

Make a stealth vs. Perception, if successful,

Envemon (Ex)

At 1st level, as a swift action, the silent can apply a supernatural, pernicious poison to a weapon he wields. The next successful attack with that weapon discharges the poison, applying it to the damaged creature. The poison is volatile, and cannot be saved for later use - the silent may only have one dose of this poison in effect at a time. The silent's poison deals 1d4 damage per level and applies one of the below effects on hit, chosen by the silent when applying the poison. A creature may make a fortitude saving throw (DC 10 + $\frac{1}{2}$ the silent's level + the silent's dexterity modifier) to halve the damage and reduce the additional effect. Effects that deal ability damage are reduced by half on a successful save, while effects with a duration are 50% shorter, rounded down.

When applying evenom, the silent selects one of the following secondary effects to be suffered by the creature on a hit:

- For 2 rounds, at the beginning of the creature's turn, it takes additional damage equal to $\frac{1}{2}$ the poison's original damage. Multiple applications of this effect extend the duration.
- The creature's movement speed is reduced by half. (After applying any bonuses.)
- The creature is sickened for 1 round per level.
- The creature is blinded for 1 round, plus 1 additional round per 10 levels.
- The creature takes 1d2 strength, dexterity or constitution damage.
- The creature takes 1d3 intelligence, wisdom or charisma damage.

As this poison is supernatural in nature, poison immunity does not completely negate it. Instead, creatures with immunity to poison take $\frac{1}{2}$ normal damage and avoid all secondary effects on a successful save. Otherwise, the silent's venom is not normal poison and is not modified by effects that modify poisons.

This ability replaces sneak attack.

Dodge and Roll (Ex)

At 2nd level, the silent can nimbly dodge away after making a deadly blow. Once per round, immediately after making an attack, as a free action, the silent can move up to 10 ft., plus an additional 10 ft. per 5 class levels. The first 5 ft. of movement in this way does not provoke attacks of opportunity. This ability cannot be used on the same turn as a 5 ft. step.

Expertise (Ex)

At 4th level, the silent gains eschew materials as a bonus feat. He does not need to provide somatic or verbal components for spells he casts.

Skewer (Su)

At 8th level, if the silent is able to apply sneak attack damage to the first attack he makes in a round, he may resolve that attack against touch AC with a -2 penalty.

Or roll With advantage.

Secret Technique (Ex)

At 4th level, the silent learns a unique technique that allows her to better utilize her abilities. At 8th level and every 4 levels thereafter, she learns an additional technique.

Corpse Explosion (Su): After reducing a hostile creature's hit points to 0 or less with an envenomed attack, the silent may expend a spell slot to detonate the creature's corpse as an immediate action during that turn. The explosion's radius is 5 ft. per level of spell slot expended. All creatures in the area besides the silent must make a fortitude save - on a failed save, they suffer the effect of the same venom.

Catalyst (Su): As part of the swift action to apply envenom, the silent may expend her magic to imbue it with greater potency. She expends a spell slot - the resulting poison increases the DC by 1 and the damage by one die size per level of spell slot expended.

Blade Dance:

Thousand Blades

Adrenaline (Su): Once per combat, the silent may gain an additional move action on her turn as a free action.

Crippling Cloud (Su): The silent can imbue her poison into a billowing cloud of gas. As a standard action,

Backstab - If the silent's envenomed attack deals damage to a flanked opponent or a creature that was denied their dexterity bonus to armor class, increase the damage dice of the envenom from d6 to d10.

Alchemize -

Adrenaline - Once per combat, the silent may gain an additional move action on her turn.

Bouncing Flask - As a standard action, the silent may make a ranged touch against a creature within 30 ft. On a hit, apply

Corpse Explosion - After reducing a hostile creature's hit points to 0 or less with an envenomed attack, the silent may expend a spell slot to detonate the creature's corpse as an immediate action. The explosion's radius is 5 ft. per level of spell slot expended. All other creatures in the area must make a fortitude save - on a failed save, they suffer the effect of the same venom.

Malaise - Creatures suffering from the silent's venom take a -1 penalty on attack rolls. At 5th, 11th and 17th level, the penalty increases by 1.

Die Die Die! - You can apply your Poison once per creature this round rather than only once.

Nemesis poison - attacks gain ghost touch

4th level - crippling cloud, corpse explosion

5th

6th - stasis poison, lethal poison, eternal slumber poison