

Introduction

Hedge wizardry will never produce the same master arcanists as the learned scholars of Candlekeep - but when you learn only what you can use and know only what you need, you may develop an interesting synthesis of magic and martial skill unique to the studied scoundrel. Enter the Arcane Trickster: A utilitarian blend between the practices of spellcasting and backstabbing. The Arcane Trickster is sometimes an unguided savant who teaches themselves supplemental spellcraft to find shortcuts to what they want that only magic can offer. Sometimes, they're a wizard's dropout apprentice who decided that a lifetime of study was far less fun (or profitable) than the theft of what arcane techniques they were once taught. But whatever produces this unique skillset, the one thing that is universal to every Arcane Trickster is that no one does magic quite like them.

Class Mechanics

Requirements

Alignment restrictions: None

Class Features

Hit die: d8

Proficiencies: armor (light), weapons (rogue)

Skill points: 6 + int modifier ((6 + int modifier) * 4 at 1st level)

Class Skills: appraise, bluff, craft mastery, disable trap, heal, hide, listen, lore, move silently, open lock, parry, perform, ride, sail, search, sleight of hand, spellcraft, spot, tumble, use magic device, use traps

Unavailable feats: weapon specialization

Bonus feats: all arcane tricks, all arcane cheats, as well as arcane defense, greater spell focus, spell focus

Primary saving throw(s): reflex, will

Base attack bonus: + $\frac{3}{4}$

Spellcasting: Arcane (spell failure from armor is a factor), intelligence-based (a base intelligence score of 10 + the spell's level is required to cast a spell, bonus spells are based on modified intelligence, and the intelligence modifier affects spell DCs), and spontaneous cast (no spell preparation required). Arcane tricksters begin the game knowing two cantrips.

Level Progression

Known Spells	Base spells per day
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Level	Fort	Reflex	Will	Feats	HP	0th	1st	2nd	3rd	4th		0th	1st	2nd	3rd	4th
1st	+0	+2	+2	Bonus Feat	8	2	-	-	-	-		2	-	-	-	-
2nd	+0	+3	+3	Weapon Finesse	16	2	-	-	-	-		2	-	-	-	-
3rd	+1	+3	+3	Spell Thief, Sneak Attack (1d6)	24	3	-	-	-	-		4	-	-	-	-
4th	+1	+4	+4	Evasion, Bonus Feat	32	3	2	-	-	-		4	0	-	-	-
5th	+1	+4	+4	Scroll Mastery I, Wand Mastery I, Magical Ambush	40	4	2	-	-	-		4	0	-	-	-
6th	+2	+5	+5	Sneak Attack (2d6)	48	4	3	-	-	-		4	1	-	-	-
7th	+2	+5	+5	Tricks of the Trade	56	4	3	-	-	-		4	1	-	-	-
8th	+2	+6	+6	Bonus Feat	64	4	4	2	-	-		4	1	0	-	-
9th	+3	+6	+6	Sneak Attack (3d6)	72	4	4	2	-	-		4	1	0	-	-
10th	+3	+7	+7	Scroll Mastery II, Wand Mastery II	80	4	4	3	-	-		6	1	1	-	-
11th	+3	+7	+7		88	4	4	3	-	-		6	1	1	0	-
12th	+4	+8	+8	Sneak Attack (4d6), Bonus Feat	96	4	4	4	1	-		6	1	1	1	-
13th	+4	+8	+8		104	4	4	4	1	-		6	1	1	1	-
14th	+4	+9	+9		112	4	4	4	2	-		6	1	1	1	0
15th	+5	+9	+9	Scroll Mastery III, Wand Mastery III, Sneak Attack (5d6)	120	4	4	4	2	-		6	1	1	1	1
16th	+5	+10	+10	Bonus Feat	128	4	4	4	3	1		6	2	2	1	1
17th	+5	+10	+10		136	4	4	4	3	1		6	2	2	2	1
18th	+6	+11	+11	Sneak Attack (6d6)	144	4	4	4	3	2		6	3	2	2	1
19th	+6	+11	+11		152	4	4	4	3	2		6	3	3	3	2
20th	+6	+12	+12	Scroll Mastery IV, Wand	160	4	4	4	3	3		6	3	3	3	3

Weapon Finesse	2nd	A character with this feat is adept at using light weapons subtly and effectively, allowing him to make melee attack rolls with his dexterity modifier instead of strength (if his dexterity is higher than his strength).
Sneak Attack	3rd	Whenever the character makes a successful attack against an opponent who is flat-footed, cannot see them, or who is in combat with someone else, the character's blow delivers extra damage. This extra damage is +1d6 at first level and an additional +1d6 every three levels thereafter. This extra damage is not multiplied in the case of a critical hit.
Spell Thief	3rd	The arcane trickster studies the magical mechanisms of a scroll to gain the intuitive knowledge of its casting. When this ability is used on a scroll, it stores the spell to be cast as if naturally from a known spell list, with its CL equal to the arcane trickster level. This ability can only be used once per day. In order to utilize the stolen spell, the lore requirement for the scroll cannot exceed [2 x Arcane Trickster levels (maximum of 60, maximum of 7th level spells)]. <i>Note: inspired by the 5e arcane trickster ability of the same name; if cast as if a known spell, the spell can therefore be cast while hasted, which is better than reading from a scroll. Can also be cast once per day indefinitely, in theory, so if there's a spell someone really likes but isn't typically within their means to use, they don't have to keep burning through scrolls to keep using it. Mostly a QOL ability and roleplay tool (as one can pretend to be a divine caster, or a rogue/AT can pretend to be a full-fledged arcanist); Word of Faith, notably, is a 7th level scroll, and so is accessible to this ability at level 25</i>
Evasion	4th	Whenever a reflex save is allowed for half damage, the character instead takes no damage if he succeeds at the save.
Magical Ambush	5th	When the arcane trickster emerges from stealth, they gain a bonus to their spell DCs equal to [Arcane Trickster level/6 (maximum of +5)] for 6 seconds. The arcane trickster must remain in stealth for one full turn for this bonus to trigger, and once it procs, it enters a cooldown period of 3 minutes. <i>Note: inspired by the 5e arcane trickster ability of the same name; realistically should include some kind of spell attack bonus, but I'm not sure there's a way to grant an attack bonus specific to spellcasting (and rogues already get bonus AB out of stealth anyhow)</i>

Scroll Mastery	5th	- Scroll Mastery I - Increases the caster level of all read scrolls by 1. 10% chance of not consuming a scroll upon use. - Scroll Mastery II - Increases the caster level of all read scrolls by 2. 20% chance of not consuming a scroll upon use. - Scroll Mastery III - Increases the caster level of all read scrolls by 3. 30% chance of not consuming a scroll upon use. - Scroll Mastery IV - Increases the caster level of all read scrolls by 4. 40% chance of not consuming a scroll upon use. - Scroll Mastery V - Increases the caster level of all read scrolls by 5. 50% chance of not consuming a scroll upon use.
Wand Mastery	5th	- Wand Mastery I - Increases the caster level of wands and rods by 1. 5% chance to preserve charge of a wand/rod. - Wand Mastery II - Increases the caster level of wands and rods by 1. 10% chance to preserve charge of a wand/rod. - Wand Mastery III - Increases the caster level of wands and rods by 2. 15% chance to preserve charge of a wand/rod. - Wand Mastery IV - Increases the caster level of wands and rods by 2. 20% chance to preserve charge of a wand/rod. - Wand Mastery V - Increases the caster level of wands and rods by 3. 25% chance to preserve charge of a wand/rod.
Tricks of the Trade	7th	The arcane trickster gains a soft bonus to their UMD skill equal to their Intelligence modifier.
Deceive Item	25th	+10 bonus to Use Magic Device +2 to the Innate caster level check for all classes for Sequencers <i>Note: same as the warlock ability</i>

Arcane Tricks

Available from arcane trickster level 1 and onward.

Trick	Prereq	Description
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Arcane Arsonist	-	Upon a successful melee touch attack, the arcane trickster sets a creature or object on fire for 1 turn. Each round, the item takes 1d4 Fire damage. The effect ends early on a creature on a successful DC 10 heal check using a healing kit. Usable only once per day. <i>Note: a basic evocation-based trick - I imagine it comes with the VFX for the Immolate spell</i>
Burglar's Alarm	-	This ability creates a magic circle on the ground that alerts the arcane trickster whenever someone has stepped over it. It is dismissed if the arcane trickster leaves the area in which the ward was placed, or if the area of the ward is targeted by Dispel Magic. It expires naturally after 10 minutes, or after one creature has triggered the alarm. The magic circle can be tricked by crossing over it in stealth mode. Usable only once per day. <i>Note: based off of the abjuration spell "alarm," although a much lesser version with much more niche use cases since I didn't want to make it too useful in comparison to the other "basic-tier" arcane tricks.</i>
Conjure Bauble	-	The arcane trickster has learned a neat party trick, granting them the ability to fabricate useless knick-knacks from thin air. When used, this ability will randomly generate an item of low gold value from a loot table and place it in the arcane trickster's inventory. Usable only once per day. <i>Note: could be a fun way to distribute unique and rarely used item icons, presumably all the available items would be only a few gp so it's not exactly an infinite money glitch but a neat little conjuration party trick. Alternatively, could use the same loot table as crates and barrels and such to simplify the work.</i>
Look, a Distraction!	-	When this ability is used, all player characters and NPCs within a large radius will immediately turn their character models to face the arcane trickster, unless they are interacting with an object and are busy, or are in combat. Usable only once per day. <i>Note: inspired by the 5e enchantment spell "Enthrall," which forces people who fail a save to pay attention to you and makes them less likely to notice other things around them. I imagine it could create fun little roleplay moments, and possibly have some use in setting the stage for a jarring, attention-grabbing announcement.</i>
Phantasmal Prankster	-	The arcane trickster creates a harmless visual effect that imitates the appearance of other spells. They may choose

		between the following illusory appearances for this ability: Color Spray, Fireball, Negative Energy Burst, Scintillating Sphere, and Mestil's Acid Breath. Usable only once per day. <i>Note: illusion-based. whatever console message comes up with this ability should probably be an easy tip-off that the arcane trickster isn't actually casting these spells.</i>
Spooky Surprise	-	The arcane trickster has developed a macabre sense of humor. When this ability is used while in stealth mode, the arcane trickster emerges from stealth alongside a frightening sound and visual effect to announce their presence. This ability can only be triggered after having been in stealth mode for at least one turn. Usable only once per day. <i>Note: i imagine the VFX and SFX to be drawn from necromancy spells, particularly the spooky screamy ones. Inspired by all the stealthers who would suddenly pop up right next to me when I was minding my own business.</i>
Transform Trinket	-	The arcane trickster has learned how to transmute one useless thing into another, different useless thing. This ability replaces one item of a gp value of 25 or less in the arcane trickster's inventory with a different item of low gold value from a loot table. Usable only once per day. <i>Note: transmutation-based. Presumably would use the same loot table as Conjure Bauble.</i>
Muddle Magic	SF: Abj	The arcane trickster has learned how to tamper with the weave well enough to make spellcasting a little more difficult for whoever they can catch inside its tangled threads. After a successful melee touch attack, the target suffers a 20% spell failure chance for a number of rounds equal to [AT level / 3]. This ability has a 3 minute cooldown.

Mage Hand Legerdemain	SF: Conj	The arcane trickster temporarily conjures a spectral hand, through which they are able to project their will and interact with the environment from a safe distance. It behaves in a manner similar to the Find Familiar spell, able to be possessed and inheriting the skills Search, Open Lock and Disable Trap from its conjurer. While summoned, the Mage Hand assists its conjurer in their interactions with complex mechanisms, granting the arcane trickster a soft bonus to their Search, Open Lock, Set Traps, and Disable Trap skills equal to [AT level / 3]. Furthermore, the Mage Hand is under the permanent effects of Greater Invisibility. <i>Note: mage hand is a cornerstone of the arcane trickster aesthetic, and the mechanics here are inspired by the description for the 3.5 class ability "Ranged Legerdemain"</i>
Trick Strike	SF: Div	The arcane trickster gains divinatory insight into their target's defenses, granting them a temporary attack bonus against this target equal to their Intelligence modifier, lasting for six seconds. The cool down for this ability is 1 minute. • If possible within the engine, also qualify the target for sneak attack - consider changing CD to 3 mins if so <i>Note: inspired by the ability "Impromptu Sneak Attack" from 3.5's Arcane Trickster</i>
Trick of the Mind	SF: Ench	The arcane trickster can project a befuddling aura to soothe the frayed nerves of hostile enemies. When this instant ability is activated, hostile creatures within a colossal area take a penalty to their Spot and Listen skills equal to the arcane trickster's Intelligence modifier. This ability lasts for a number of rounds equal to the Arcane Trickster level, and can be activated while remaining in stealth. The cooldown for this ability is 3 minutes.

Mystic Missile	SF: Evo	The arcane trickster is able to materialize and condense energy into a form of magical ammunition. When this ability is used, it creates 100 units of arrows, bullets, or bolts of the user's choosing. At AT level 1, these arrows deal +1d4 Magic damage. At AT level 6, these arrows deal +2d4 Magic damage. At AT level 12, these arrows deal +3d4 Magic damage. At AT level 18, these arrows deal +4d4 Magic damage. At AT level 24, these arrows deal +5d4 Magic damage. <i>Note: any self-respecting archer is going to use bundles and templates, but having played a few archers, it can still be kind of annoying to run out of charges on the template or run out of arrows in the wild. This is mostly a QOL ability to help along those lower levels and as a backup for emergency situations. This ability wouldn't spawn any bundles, and numbers you can hit with templates blow these arrows out of the water.</i>
Illusory Shroud	SF: Illu	While under the effects of Invisibility or Improved Invisibility, the arcane trickster gains a soft bonus to their Hide and Move Silently skills equal to their Intelligence modifier <i>Note: the thematic implication here is that illusions help them go unheard as well as unseen (silence being an illusion spell, thus borrowing from the same principles even in a spell that otherwise only affects visual information)</i>
Arcane Weapon	SF: Trans	The arcane trickster has learned to weave their magic into material, granting an enhancement bonus to one weapon. +1 at AT level 1, +2 at AT level 6, +3 at AT level 12, +4 at AT level 18, +5 at AT level 24. Usable only once per day. <i>Note: intended to help along the lower levels and offset some of the comparative DPS weaknesses this class faces in PvE</i>
Steal Voice	SF: Necro	The arcane trickster has gained the arcane insight to tamper with the animating forces of the body. After a successful melee touch attack, the target must make a Fortitude save versus a DC equal to $[10 + \text{INT} + (\text{Arcane Trickster level} / 2)]$. On a failed save, the target is Silenced for 1 minute, repeating the save at the end of each round to end the effect early. This ability has a 10 minute cooldown.

Arcane Cheats

Available from arcane trickster level 16 and onward.

Trick	Prereq	Description
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Abjuration Adaptation	AD: Abj	The amount of wards stripped by a breach is reduced by 1. <i>Note: essentially the same as a spellsworn's breach resistance, at a two-feat price (and can only be taken at a minimum of level 16) rather than earned after 28 levels of investment</i>
Amateur Exorcist	AD: Conj	Successful attacks against the Outsider creature types have a 5% chance of triggering a Dismissal on hit, with its DC calculated in accordance with the spell as if it were cast from the Arcane Trickster's spell book.
Intuition	AD: Div	The arcane trickster is able to enter a state of limited insight into the future and the intentions of others - not quite "premonition," but a state of heightened intuition. When this ability is activated, the arcane trickster gains 18/+3 damage reduction, which absorbs 5 points of damage per AT level. Furthermore, they gain a bonus to the Search, Spot, and Listen skills equal to their Intelligence modifier for the duration of this ability. The duration is a number of turns equal to their arcane trickster level. Usable only once per day.
Like a Steel Trap	AD: Ench	Characters failing their will save versus mind-affecting spells get an automatic reroll. <i>Note: it's just slippery mind</i>
Elemental Evasion	AD: Evo	Whenever a reflex save is allowed for half damage, characters with this feat instead take no damage if they succeed at the save. Even if they fail the save, they take only half damage. <i>Note: it's just improved evasion, without qualifying for epic dodge</i>
Phantom Thief	AD: Illu	The arcane trickster knows how to steal spells and repurpose that energy for their own benefit. This ability removes the invisibility from all invisible creatures and items, as per the spell Invisibility Purge. If a creature has been affected by this spell, the arcane trickster temporarily gains an amount of concealment equal to $[5 * \text{INT modifier}] \%$, for a number of rounds equal to their arcane trickster level. This ability has a 3 minute cooldown.
Golem's Gambit	AD: Trans	The arcane trickster has enough talent to offset their questionable decision-making. This ability partially petrifies the user, granting them a resistance to physical damage equal to $[5 * \text{INT modifier}] \%$, but lowering their movement speed by 75% for the duration and reducing their AB by -10. The duration is a number of rounds equal to $[\text{Arcane Trickster levels} / 3]$. This ability has a cooldown of 10 minutes.

		<i>Note: i imagine this happening with the stonesskin VFX - the speed reduction might be a bit severe admittedly</i>
Feign Death	AD: Necro	The arcane trickster has learned how to imitate the essence of death well enough to slow their heart almost to a stop. When this ability is activated, the arcane trickster enters a subdued state, as if slain by a player in sundual mode. After the standard period of recovery, they will regain their previous amount of health and be unaffected by the penalties associated with defeat. <i>Note: inspired by the iconic pnp spell. It could lead to some interesting and unique PvP situations, where an assailant believes their enemy has been defeated only for them to make a miraculous getaway - or potentially resume fighting once they've lowered their guard? Not sure exactly how the downed state interacts with NPCs, but I feel like they've stopped targeting me in the past and I was able to flee unfavorable encounters after having been downed. Interesting, weird, useful, niche.</i>
Flense Wards	GSF: Abj	On any successful melee attack, the arcane trickster gains a 5% chance to breach one ward off their target.
Escape Plan	GSF Conj	When getting yourself into a sticky situation, you always want to have an exit strategy. When this ability is first used, a magic circle is placed on the ground to denote its location. Then, if the ability is activated again within a number of turns equal to [Arcane Trickster level / 3], the arcane trickster is transported to that location after a one-round delay. If the teleportation effect isn't triggered, the magic circle will expire. Usable only once per day. The ability fails to activate if used under the following conditions: • The ability is activated in an area warded against teleportation • The magic circle is targeted by Dispel Magic • The arcane trickster uses other means to teleport after having placed the magic circle • The arcane trickster rests • The arcane trickster transitions across servers • The arcane trickster has died The teleportation will take effect even if the arcane trickster is in combat when it is triggered.
Comprehend Languages	GSF: Div	The arcane trickster magically enhances their linguistic abilities, granting them 100% comprehension of all learnable languages for a duration of 1 turn per arcane trickster levels. Usable only

		once per day. <i>Note: similar to the warlock invocation "sage tongues," except that it (ideally) doesn't grant the power of speech</i>
Subvert Subconscious	GSF: Ench	The beguiling presence of the arcane trickster subtly influences the attention of bystanders to turn away from their activities. The arcane trickster gains a hard bonus to their Hide and Move Silently skills equal to their Intelligence modifier.
Weave Tear	GSF: Evo	The arcane trickster's unorthodox methods of spellcasting have taught them how to surge energy into the weave until it reaches a breaking point. This ability triggers a random wild magic surge, on a five minute cooldown.
Shadows Unseen	GSF: Illu	Illusory veils come as naturally to the arcane trickster as breathing. After having been in stealth mode for 1 turn, the arcane trickster gains $[+10\% * (AT \text{ level} / 6)]$ concealment until they emerge from stealth. <i>Note: 50% concealment at level 30, which means scry immunity while stealthed</i>
Arcane Armor	GSF: Trans	The arcane trickster can now apply their improvised transmutations to their armor, granting an enhancement bonus to any one piece of armor or shield. +3 at AT level 12, +4 at AT level 18, +5 at AT level 24. Usable only once per day. <i>Note: nominal AC supplement for the poor souls that will never know the magic of epic dodge</i>
Cheat Death	GSF: Necro	Drawing upon ambient lifeforce, the arcane trickster can now bolster their own vitality with a mimicry of life. This instant ability will grant the arcane trickster a number of temporary hit points equal to $[\text{Arcane Trickster levels} * INT]$, which lasts up to ten minutes. This ability has a ten minute cooldown. <i>Note: similar to Second Wind, except that it grants temp HP based on INT</i>

Arcane Trickster Spells

Cantrips	1st level spells	2nd level spells
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- Acid Splash - Blades of Fire - Daze - Electric Jolt - Flare - Inflict Minor Wounds - Light - Resistance - Vicious Mockery	- Amplify - Balagarn's Iron Horn - Camouflage - Charm Person - Color Spray - Endure Elements - Expeditious Retreat - Faerie Fire - Grease - Identify - Ironguts - Mage Armor - Magic Missile - Magic Weapon - Negative Energy Ray - Protection from Alignment - Scare - Shelgarn's Persistent Blade - Shield - Sleep - Summon Creature I - True Strike	- Bear's Endurance - Blindness/Deafness - Blur - Bull's Strength - Cat's Grace - Darkness - Elemental Weapon - False Life - Fox's Cunning - Ghostly Visage - Gust of Wind - Hold Person - Invisibility - Knock - Lesser Dispel - Resist Elements - See Invisibility - Silence - Summon Creature II - Tasha's Hideous Laughter - Ultravision - Web
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3rd level spells	4th level spells	Notes
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- Clairaudience / Clairvoyance - Clarity - Death Armor - Dispel Magic - Displacement - Fear - Find Traps - Good Hope - Greater Magic Weapon - Halt Undead - Haste - Invisibility Sphere - Keen Edge - Magic Circle Against Alignment - Negative Energy Burst - Poison - Protection from Elements - Slow - Stoneskin - Summon Creature III - Water Breathing - Wounding Whispers	- Confusion - Crushing Despair - Dominate Person - Enervation - Evard's Black Tentacles - Improved Invisibility - Phantasmal Killer - Polymorph Self - Shadow Conjuration - Animate Dead - Dismissal - Hold Monster - Legend Lore - Minor Globe of Invulnerability - Poison - Summon Creature IV - Flame Shield - Frost Shield - Lesser Spell Breach	I wanted to emphasize DC-based spells and useful utility because I imagine those are the kinds of abilities I would want to specialize in as a martial-oriented mediocre caster. An arcane trickster would realistically prioritize the study of practical spellcasting and functionality more than anything else. That said, this list is probably begging for revision - I admittedly didn't think too hard about it while I was putting it together, and might have left things in or out that I shouldn't have.
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Notes:

- [3.5 Arcane Trickster class info](#)

Much of the 3.5 version of the Arcane Trickster, as far as I know about NWN's scripting limitations, is largely impossible to replicate. Instead of a faithful translation, it's used as basis for the Arcane CL and some tweaked abilities.

- [5e Arcane Trickster archetype info](#)

My personal favorite rendition of the class, more emphatically styling the rogue-mage as a saboteur and stealthy spellcaster - ideas from which many of these abilities are drawn

I am a big fan of stealth-oriented gameplay. Rogue-types are my favorite class to play, but I also get most of my fun out of scholar roleplay. This class is the idealized synthesis of those aesthetics, wherein the roguish archetype studies practical applications of magic to achieve a hodgepodge synthesis of both professions. Illusions and enchantments would realistically be the stealthy scoundrel's best friend, and so a few of the abilities here have some explicit references

towards those schools of magic. However, as conveyed by the encouragement towards UMD via "Deceive Item" and the incorporation of "Scroll/Wand Mastery" and the ability "Spell Thief," this is very much a shortcut spellcaster who ultimately remains school-agnostic and practices magic in an unorthodox, subversive, and potentially disruptive way. There are elements of the "mage slayer" archetype incorporated here to suggest the idea of a clever hedge wizard using the dirtier tricks of the trade against the masters of the craft.

I wasn't particularly interested in creating a powerful class, but one with strong theming that may still fit a broad range of character types, while also providing interesting and unique roleplay tools. The ability to cause a random wild magic surge every five minutes has no reliable, practical use, but it can, as an example, be used antagonistically as a way to incense more practiced and reverent magi who respect the sanctity of the weave - or as a "hail mary" to add confusion to a sticky situation that the arcane trickster needs to gamble their way out of. The Mage Hand has the primary function of a pseudo-pixie familiar in mind, but depending on how it's ultimately implemented, it can open up fun interactions through possession or the associate tool. As mentioned in the ability notes, Spell Thief playing off of class-exclusive spells to sell a bluff and accentuate a disguise can open up a lot of unique roleplay opportunities. Comprehend Languages literally speaks for itself.

Build considerations are not my forté, especially as I've been out of the game for a while and thus out of the loop on the various updates and mechanical changes - but I think that by making this class centered largely around the Intelligence stat, it makes it somewhat unattractive to charisma-based characters. The roleplay tools provide varying incentive for those willing to sacrifice the inarguable combat benefits granted by many other classes, while full-caster classes who buy into a dip are at least given the concession prize that is skill access, and a DC bump. I tried not to make the class too front-loaded while still providing worthwhile dip incentives within the first five levels.

I'm not certain how well a deep AT will be able to stand on its own in a fight, but given the use of traps, magic items, and the abilities from other classes that might supplement it, there's no shortage of tools at a character's disposal. It's probably not the sort of class that should excel at shotgun PvP, speaking from a thematic perspective, but when given enough time to prepare, it should prove to be a versatile opponent. Depending on whether or not it's possible to make Trick Strike open a target to sneak attacks, there's quite a lot of avenues to exploit against a vulnerable target.