STAR LOG.EM-021

ELDRITCH TRICKSTER

STARFINDER COMPATIBLE

Everyman Gaming

STAR LOG.EM-021
ELDRITCH TRICKSTER

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES

QUERY: ELDRITCH TRICKSTERS

Hello, and thank you for purchasing *Star Log.EM021: Eldritch Trickster*! For as long as magic has existed, there have been those who have used it for personal gain. While the exact methodology differs drastically between individuals, many dream of spontaneously waking to find they have an inexplicable ability to harness magical powers that enable them to bypass most or all of society's rules, taking what they want or need and slipping away from the scene of the crime unnoticed. Living up to this dream in the modern Radiant Imperium is often challenging, however. Magic isn't some poorly understood phenomenon wielded by a privileged few—it is a widely understood force of nature that many not only study, but account for when designing their structures and defenses. For this reason, magic users wishing to use their powers to commit illegal acts still require a measure of proficiency in more mundane skills, hence the existence of eldritch tricksters. Eldritch tricksters vary heavily in their magical proficiency. Most know just a few spells that assist them in their trickery, but some are fully-fledged mystics or technomancers who take more than a passing interest in optimizing their skills at burglary, hacking, and other illicit deeds. While the majority of eldritch tricksters take part in illegal activities, a small number of them serve the Radiant Imperium or smaller planetary governments as spies, counter-intelligence, or specialized operatives valued for their expertise and employed to help strengthen antiburglary technology.

ELDRITCH TRICKSTER ARCHETYPE

For as long as magic has been harnessed by mortal minds, there have been those who wish to use its wondrous gifts for personal gain. Among these, few are as guileful and crafty as arcane tricksters: prodigious rouges that blend the subtlest aspects of the magical arts with a scoundrel's cunning, using magical knacks to enhance their innate thieving abilities. Arcane tricksters can pick locks, disarm traps, and lift credsticks from a safe distance using their magical legerdemain, often seeking to humiliate enemies over more violent solutions.

Most arcane tricksters are mystics or technomancers who have supplemented their talents with magic with a knack for thievery. Occasionally, operatives who dabble in psychic powers sometimes seek to become arcane tricksters, and races such as lashunta or kitsune with a natural aptitude for magic can become arcane tricksters regardless of profession. Arcane tricksters seek thrill and personal satisfaction over all else, and use their powers to acquire these things. In the Xa-Osoro system, arcane tricksters are typically found in cosmopolitan areas without the technology or magical capacity to fully nullify their talents and abilities, such as on the planet Tor or its moon, Tenguholme. Some corporations sponsor arcane tricksters to act as spies, informants, and saboteurs, relying on their thrill seeking and magical powers to acquire valuable information and important items quickly and discretely.

Special: You can only add this archetype to a class if the class has the spells class feature or you possess one or more spell-like abilities from a racial trait, theme, or your 1st-level feat.

ALTERNATE CLASS FEATURES

The arcane trickster grants alternate class features at 2nd, 6th, and 12th level.

PSYCHOKINETIC TRICKSTER (SP); 2ND-LEVEL

You gain the following spell-like ability: At will—*psychokinetic hand*. If you already possessed *psychokinetic hand* as one of your class's known spells, you may "lose" the spell in exchange for a different spell of the same level. If you have *psychokinetic hand* as a spell-like ability, you can replace that spell-like ability with any 0-level mystic or technomancer spell (usable the same number of times per day). When casting *psychokinetic hand*, you can lift one unattended object of no more than 20 lbs. or 2 bulk, plus 10 additional lbs. or 1 additional bulk per 2 levels beyond 2nd that you possess (minimum 10 lbs. or 1 bulk). Starting at 6th level, you can use the disable device skill task of the Engineering and Mysticism skills and all skill tasks of the Sleight of Hand skill at a range equal to your *psychokinetic hand* spell's range (25 ft. + 5 ft./2 levels).

EXPANDED ARCANA; 4TH-LEVEL & 9TH-LEVEL

You gain expanded mastery of the arcane arts. At 4th-level and 9th-level, you gain Minor Psychic Power or a feat that lists Minor Psychic Power as a bonus feat, ignoring those feats' ability score prerequisite. If your class possesses the spells class feature, you can instead choose any feat that lists the spells class feature as a bonus feat, provided you meet the feat's prerequisites. In addition, if you ever gain the Major Psychic Power feat, you can select *burglar's insight* (see page 5) as your spell with that feat instead of *augury* or *status*.

This alternate class feature is optional at both 4th-level and 9th-level. You must choose whether to gain this class feature upon reaching the indicated level, and once your decision has been made, it cannot be changed.

INVISIBLE THIEF (SP); 6TH-LEVEL

You can magically mask your appearance with illusions by spending 1 Resolve Point as a standard action. When doing so, this ability functions as either *disguise self* or *invisibility*, using your level as the spell's caster level. When using this ability as *invisibility*, this spell-like ability has a duration of 1 round per level you possess. Starting at 12th level, you can spend 2 Resolve Points to cast either spell as a swift action instead of a standard action.

TRICKY ESCAPE (SU); 12TH-LEVEL

You can manipulate space and time with transmutation magic by spending 1 Resolve Point as a reaction whenever you would provoke an opportunity from an opponent. That action does not provoke an attack of opportunity.

NEW OPERATIVE SPECIALIZATION

The following operative specialization complements the eldritch trickster archetype, and is popular with operatives that values arcane power.

SPELL SCOUNDREL

You possess a special aptitude for magic and even possess a few psychic powers and abilities.

Associated Skills: Bluff and Mysticism. You can attempt a Mysticism check with a +4 bonus to make a trick attack by using magic effects similar to *token spell* to your advantage.

Specialization Exploit: flight hack*.

Shifting Trickster (Su): Whenever you use your trick attack to move 10 or more feet, you can designate a number of squares equal to your Dexterity modifier (minimum 1). When moving from a designated square, your movement doesn't provoke attacks of opportunity. This ability is a teleportation effect.

NEW OPERATIVE EXPLOITS

The following operative exploits supplement the spell scoundrel operative specialization introduced above.

2ND-LEVEL

You must be at least 2nd level to choose these exploits.

Psychically Gifted: You gain Minor Psychic Power as a bonus feat. Treat your Dexterity score as your Charisma score for the purpose of determining whether you meet the prerequisites for this feat and for any other that list Minor Psychic Power as a prerequisite.

6TH-LEVEL

You must be at least 6th level to choose these exploits.

Improved Psychic Gift: You gain Psychic Power as a bonus feat. When choosing your 1st-level spell-like ability with this feat, you add charm person and command to the list of spells that you can choose from with this feat. You must have the Minor Psychic Power feat to learn this exploit.

10TH-LEVEL

You must be at least 10th level to choose these exploits.

Flight Hack (Su): You gain a fly speed of 30 feet (average maneuverability), as well as a pool of 40 flight points. To fly, you spend 2 flight points each round, or 1 flight point per minute if you use this ability for "cruising flight." While cruising, you are flat-footed and off-target. Changing from normal flight to cruising flight or vice versa is a standard action. You can't use this ability if you're encumbered or wearing powered armor. You must be able to cast at least two spells or spell-like abilities to learn this exploit.

Major Psychic Gift: You gain Major Psychic Power as a bonus feat. When choosing your 2nd-level spell-like ability with this feat, you add *hold person* and *inflict pain* to the list of spells that you can choose from with this feat. You must have the Minor Psychic Power and Major Psychic Power feats to learn this exploit.

NEW SPELL

The following spell is commonly used by eldritch tricksters, but it is available to any spellcaster capable of casting it.

Burglar's Insight

School divination; **Level** bard 2, mystic 2, technomancer 2, wizard 2

Range personal

Duration 10 minutes/level, see text

You divine insight regarding the best ways to perform potentially illicit tasks, from flitting about unseen to palming a credstick off of an unsuspecting mark. When you cast this spell, you gain a+2 insight bonus on skill checks made with the following skills: Bluff, Sleight of Hand, and Stealth. This insight bonus increases by +1 at caster level 7th and every 4 caster levels thereafter, to a maximum of +6 at caster level 17th. If you have a class feature or feat that grants an equal or greater bonus to any of these skills, you can instead spend 1 Resolve Point before rolling a skill check with such a skill to roll twice and use the higher result. Once you've made a total number of skill checks with this spell's benefit that is equal to or greater than your key ability score modifier, the spell immediately ends.

The effects of this spell cannot be improved by effects that increase your caster level above your level (caster level if cast as a spell, or your total level if cast as a spell-like ability). For example, even though this bonus directly refers to your caster level, a 16th-level technomancer with a pearly white spindle aeon stone still counts as having a caster level of 16th for the purpose of determining this bonus despite the aeon stone's effects.

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