

Street Magician

Not all who study magic do so in academies and universities. Some master the elusive art by sharing secrets on the street, learning as much from grit and determination as others would from scrolls and spellbooks. Street performers, runaways from magic academies, or simply orphans with the knack, these street magicians study their simple tricks relentlessly. 'Trained' mages may scoff at these simple magic-users and their street-trained magic, but a street magician knows better. By focusing their practice, these magic-users learn tricks and shortcuts that their more "trained" contemporaries could never master. They may not have the technical knowledge of the full spellcaster, but woe be to those who cross a street magician and her magic.

The street magician is an archetype of the thief class.

Class Skills: A street magician adds Spellcraft and Knowledge (arcana) to her list of class skills. This replaces Escape Artist and Knowledge (dungeoneering) as class skills.

Skill Points per Level: A street magician gains 2 fewer skill points per level.

Magic Pool: A street magician gains a magic point pool equal to half her thief level plus her Intelligence modifier, which may be spent when using a street magician ability or a street magician-specific thief talent.

Minor Magician (Sp): A street magician gains the use of *read magic* as an at-will spell-like ability, using her thief level as her caster level. This ability counts as possessing the minor magic thief talent for purpose of qualifying for other thief talents. The DC is Intelligence-based.

This ability replaces mark.

Thief Magic (Sp): As a street magician levels, she gains spell-like abilities chosen from the black mage spell list. She gains the use of one spell at 1st level, plus another at 2nd, 4th, and every 2 levels thereafter. Each of these spell-like abilities is usable twice per day, and is Intelligence-based. The street magician must possess an Intelligence score of 10 + the spell's spell level to select it as a spell-like ability. In all cases, the street magician's caster level is equal to her thief level.

At 1st level, the street magician may choose her spell-like abilities from the 0-level spell list. She may choose spells of 1st level or below at 4th level, spells of 2nd level or below at 8th level, spells of 3rd level or below at 12th level, spells of 4th level or below at 16th level, and spells of 5th level or below at 20th level.

Starting at 4th level, she counts as having the major magic thief talent for the purpose of qualifying for other thief talents.

This ability replaces measure the mark, improved theft, and mug.

Thief Talents: A street magician may gain the following thief talents. She may not select any thief talent more than once unless otherwise specified.

Additional Magic: The street magician selects a spell from the [black mage spell list](#) that is of a spell level equal to or lower than the highest spell-like ability she possesses through her thief magic class feature. She may use this spell twice per day as a spell-like ability, in all ways similar to the other spell-like abilities gained through her thief magic class feature. This talent may be selected multiple times. The effects do not stack. Each time this talent is selected, the street magician chooses another spell.

Extra Magic: The street magician chooses one spell-like ability gained through thief talents or her thief magic class feature. She may use this ability an additional 2 times per day. This talent may be selected multiple

times. Whenever the street magician gains this thief talent, she may select the same or a different spell-like ability.

Familiar (Ex): The street magician forms a powerful bond with a familiar. A familiar is a magical pet that enhances the street magician's skills and senses and can aid her in magic. See this link for more information on familiars: <http://www.d20pfsrd.com/classes/core-classes/wizard/familiar>

Improved Magic: The street magician chooses a metamagic feat when she selects this talent. She may alter a spell-like ability she possesses with the effects of that feat by spending a number of MP equal to the level increase of that feat. She may alter a spell-like ability with the effects of multiple metamagic feats by spending MP for each metamagic feat applied. Altering a metamagic feat in this way increases the casting time to a full-round action, with the exception of Quicken Spell. This talent may be selected multiple times. Its effects do not stack. Each time it is selected, the street magician chooses another metamagic feat.

Impromptu Sneak Attack (Ex): Beginning at 9th level, once per day a street magician can declare one melee or ranged attack she makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack). Every three levels after 9th level, the street magician can use this ability an additional time per day (max of 4/day at 18th level).

This ability replaces distraction.

Advanced Thief Talents: Starting at 12th level, a street magician may select this advanced thief talent.

Ambush Spell: You may add your sneak attack damage to any one flat-footed target when using a spell-like ability that deals damage. If the spell-like ability deals damage to multiple flat-footed targets, only one is dealt this sneak attack damage. The additional damage is of the same type as the spell. If the spell allows a saving throw to negate or halve the damage, it also negates or halves the sneak attack damage.

Invisible Thief (Su): At 15th level, a street magician can become invisible, as if under the effects of *greater vanish*, as a free action. She can remain invisible for a number of rounds per day equal to her street magician level. Her caster level for this effect is equal to her caster level. These rounds need not be consecutive.

This ability replaces theft mastery.

Surprise Spells (Ex): At 17th level, a street magician can add her sneak attack damage to any spell-like ability that deals damage, if the targets are flat-footed. This additional damage only applies to spell-like abilities that deal hit point damage, and the additional damage is of the same type as the spell-like ability. If the spell-like ability allows a saving throw to negate or halve the damage, it also negates or halves the sneak attack damage.

This ability replaces hide in plain sight.