

Trickster

The trickster combines her sharpened wit with minor arcane powers of charm and persuasion. She uses her talents to spin convincing lies, riddles, and stories.

The trickster is an archetype of the thief class, available only to varg (kitsune) thieves.

Guile (Ex): At 1st level, a trickster relies on her intellect as much as her personality. She adds her Intelligence modifier on Bluff, Diplomacy, Disguise, and Sense Motive checks.

This ability replaces trapfinding.

Charm (Sp): At 3rd level, a trickster can use *charm* once per day as a spell-like ability (caster level equal to her thief level – 2). At 6th level, and every three levels thereafter, the trickster gains an additional daily use of this ability.

This ability replaces danger sense.

Thief Talents: The following thief talents complement the trickster archetype: major magic, minor magic; false friend, obfuscate story, steal the story; charmer, coax information, honeyed words; convincing lie.

Advanced Thief Talents: The following advanced thief talents complement the trickster archetype: skill mastery, hard minded; master of disguise; rumormonger.