

Arcane Ambusher

Level	BAB	Fort	Ref	Will	Special	Spells Per Day													
						1	2	3	4	5	6	7	8	9					
1	+0	+0	+2	+0	Cantrips, Eschew Materials, Ambusher Armor, Sneak Attack +1d6	2													
2	+1	+0	+2	+1		3													
3	+2	+1	+2	+1	Weapon Casting, Sneak Attack +2d6	4													
4	+3	+1	+3	+2		5	2												
5	+3	+1	+3	+2	Sneak Attack +3d6	5	3												
6	+4	+2	+4	+3		5	4	2											
7	+5	+2	+4	+3	Evasion, Sneak Attack +4d6	5	5	3											
8	+6/+1	+2	+4	+4		5	5	4	2										
9	+6/+1	+3	+5	+4	Imbue Weapon, Sneak Attack +5D6	5	5	5	3										
10	+7/+2	+3	+5	+5		5	5	5	4	2									
11	+8/+3	+3	+5	+5	Sneak Attack +6d6	5	5	5	5	3									
12	+9/+4	+4	+6	+6		5	5	5	5	4	2								
13	+9/+4	+4	+6	+6	Improved Evasion, Sneak Attack +7d6	5	5	5	5	5	3								
14	+10/+5	+4	+7	+6		5	5	5	5	5	4	2							
15	+11/+6/+1	+5	+7	+7	Sneak Attack +8d6	5	5	5	5	5	5	3							
16	+12/+7/+2	+5	+8	+7		5	5	5	5	5	5	4	2						
17	+12/+7/+2	+5	+8	+7	Elemental Ambush, Sneak Attack +9d6	5	5	5	5	5	5	5	3						
18	+13/+8/+3	+6	+9	+8		5	5	5	5	5	5	5	4	2					
19	+14/+9/+4	+6	+9	+8	Bonus Feat, Sneak Attack +10d6	5	5	5	5	5	5	5	5	3					
20	+15/+10/+5	+6	+9	+9	Elemental Annihilation	5	5	5	5	5	5	5	5	5					

Ambusher Armor: The sorcerer gains the ability to wear light armor and to ignore the spell failure chances for light armor.

Weapon Casting: The caster has learned to incorporate weapons into their spellcasting and can cast spells with weapons in hand regardless of somatic and material requirement. The caster must still possess the material component required if not covered by eschew materials.

Imbue Weapon: Caster may use a spell to instead imbue their weapon with bonuses equal to the spell level used for 1 minute. These bonuses replace the current magical bonus on a weapon i.e. a +1 longsword imbued with a 3rd level spell becomes +3, the bonuses do not stack and may not exceed +5.. The caster may also use the levels do add the following special abilities to their weapon: *flaming, frost, shock, ghost touch, keen, flaming burst, icy burst, shocking burst, wounding, brilliant energy, vorpal.*

Elemental Ambush: When the player can make a sneak attack, as a swift action before sneak attack damage is rolled, the caster may convert sneak attack damage to elemental damage of one of the following types: flaming, frost, shock, acid. This damage is now considered that type for consideration of damage reduction and resistances.

Elemental Annihilation: Before an attack roll is made, as a swift action the caster may convert a spell to add +1d6 per level of that spell to elemental damage to a single weapon attack. This may be of any of the following elemental types: fire, frost, shock, acid. If the attack misses, this additional damage remains on the weapon for up to one minute and is applied to the next successful attack roll.

HD: D6 Skills: 5+int per level Armor: Light Weapons: Rogue The trades made to make this class / archetype viable are: Armor Use for Bloodline Arcana; Sneak attack for bloodline spells; evasion, improved evasion and bonus feats for bloodline feats, special abilities for bloodline powers. Everything was traded 1 for 1. The improved Base attack and weapon selection is traded for reduction in spells per day, as both are fairly minor increases.