

Relic Hunter

Knowledge, is it good or bad? History, can we learn from it or is it just a bunch of stories parents tell their children to get them to behave? These questions and many others like them are the questions the relic hunter loves to contemplate, discuss, and debate. To do this, a relic hunter seeks out the past in the form of ancient relics, tomes, items, spells, and all things that will help them learn and grow, bettering themselves and those around them, helping them to learn from the past so they and all those who come in contact with them are not doomed to repeat its horrors.

This is the relic hunter, a hybrid class that combines the stealth of the rogue and the divinity and spells of the cleric.

Role: The relic hunter is part of a small organization that exists inside any religion that values knowledge, lore, runes, history, and the magic items and artifacts that are lost and part of the past. They are attached to and part of any neutral deity that has history, lore, runes, or knowledge in their portfolio.

The relic hunter believes that all knowledge must be brought to light and can never be hidden. Knowledge is neither good nor bad in their eyes. Knowledge and all its many forms are the things they seek. Sometimes they are even called upon to help protect those in danger of being silenced because of their ideas.

Relic hunters work very well with the pathfinder society and adventure normally with any adventuring group. Depending on the size of the temple there could be 1 or 2 relic hunters in a small temple, 3-5 in a medium temple, and 7-9 in a large temple each working on their own quests and following up on their own leads to fulfill those quests.

Alignment: Relic hunters tend to be neutral, though chaotic and lawful relic hunters are not unheard of but must be on the same good/evil axis as their deity.

Hit Die: d8

Class Skills:

Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana)(Int), Knowledge (dungeoneering)(Int), Knowledge (history)(Int), Knowledge (local)(Int), Knowledge (the planes)(Int),

Knowledge (religion)(Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Slight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Use Magic Device (Cha).

Skill Ranks per Level: 8 + Int. Modifier

The Relic Hunter

<u>Char. Lvl</u>	<u>Base Attack</u>	<u>Fort</u>	<u>Ref</u>	<u>Will</u>	<u>Special Abilities</u>
1	+0	+0	+2	+2	Danger Sense +1, Channel Energy 1d6
2	+1	+0	+3	+3	Sneak Attack +1d6, Trapfinding
3	+2	+1	+3	+3	Sense Magic, Evasion, Rogue Talent
4	+3	+1	+4	+4	Channel Energy 2d6, 1st Domain, Spells
5	+3	+1	+4	+4	Danger Sense +2, Sneak Attack +2d6
6	+4	+2	+5	+5	Uncanny Dodge, Rogue Talent
7	+5	+2	+5	+5	Channel Energy 3d6, Locate Object
8	+6/+1	+2	+6	+6	Sneak Attack +3d6, Relic Sense
9	+6/+1	+3	+6	+6	Passwall, Rogue Talent
10	+7/+2	+3	+7	+7	Danger Sense +3, Channel Energy 4d6
11	+8/+3	+3	+7	+7	Find the Path, Sneak Attack +4d6
12	+9/+4	+4	+8	+8	Improved Uncanny Dodge, Advanced Rogue Talent
13	+9/+4	+4	+8	+8	Channel Energy 5d6, 2nd Domain
14	+10/+5	+4	+9	+9	Sneak Attack +5d6, Hide in Plain Sight
15	+11/+6/+1	+5	+9	+9	Danger Sense +4, Rogue Talent
16	+12/+7/+2	+5	+10	+10	Discern Location, Channel Energy 6d6
17	+12/+7/+2	+5	+10	+10	Sneak Attack +6d6, Phase Door
18	+13/+8/+3	+6	+11	+11	Foresight, Rogue Talent
19	+14/+9/+4	+6	+11	+11	Channel Energy 7d6, Danger Sense +5
20	+15/+10/+5	+6	+12	+12	Relic Master, Sneak Attack +7d6

Class Features:

Armor and Weapon Proficiencies: The relic hunter is proficient with light armor, medium armor and shields, but not with tower shields. The relic hunter is proficient with all simple weapons (ranged and melee) plus the hand crossbow, rapier, sap, shortbow, and short sword and the favored weapon of their deity.

Danger Sense: The relic hunter gains a +1 dodge bonus to his armor class. This ability is gained at 1st level and increases to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 19th level. Any condition that causes the relic hunter to lose his Dex bonus to AC also causes him to lose his Danger Sense bonus.

Channel Energy: Regardless of alignment, any relic hunter can release a wave of energy by channeling the power of his faith through his holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted. A good relic hunter (or one who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil relic hunter (or one who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral relic hunter who worships a neutral deity (or one who is not devoted to a particular deity) must choose whether he channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the relic hunter casts spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the relic hunter. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage. Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the relic hunter's level + the relic hunter's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A relic hunter may channel energy a number of times per day equal to 3 + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A relic hunter can choose whether or not to include himself in this effect. A relic hunter must be able to present his holy symbol to use this ability.

Sneak Attack: If a relic hunter can catch an opponent when they are unable to defend themselves effectively from attack, he can strike a vital spot for extra damage. The relic hunter's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the relic hunter flanks his target. Should the relic hunter score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals non-lethal damage (like a sap, whip, or an unarmed strike), a relic hunter can make a sneak attack that deals non-lethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal non-lethal damage in a sneak attack, not even with the usual -4 penalty.

The relic hunter must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A relic hunter cannot sneak attack while striking a creature with concealment. This ability is gained at 2nd level (+1d6) and increases to +2d6 at 5th level, +3d6 at 8th level, +4d6 at 11th level, +5d6 at 14th level, +6d6 at 17th level, and +7d6 at 20th level.

Trapfinding: Relic hunters can use the Perception skill to locate traps with a DC higher than 20. They can also use the Disable Device skill to disarm magic traps. A relic hunter who beats a trap's DC by 10 or more with a Disable Device check can study the trap, figure out how it works, and bypass it (with her party) without disarming it.

Sense Magic: Relic hunters can Detect Magic and Read Magic at will. This ability is gained at 3rd level and is a supernatural ability.

Evasion: At 3rd level and higher, a relic hunter can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the relic hunter is wearing light armor or no armor. A helpless relic hunter does not gain the benefit of evasion.

Rogue Talent: As a relic hunter gains experience, he learns a number of talents that aid him and confound his foes. Starting at 4th level, and again at 9th level, a relic hunter can gain a rogue talent. A relic hunter cannot select an individual talent more than once. Talents marked with an asterisk add effects to a relic hunter's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

Bleeding Attack (Ex):* A relic hunter with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the relic hunter's sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Combat Trick: A relic hunter that selects this talent gains a bonus combat feat.

Fast Stealth (Ex): This ability allows a relic hunter to move at full speed using the Stealth skill without penalty.

Finesse Rogue: A relic hunter that selects this talent gains Weapon Finesse as a bonus feat.

Ledge Walker (Ex): This ability allows a relic hunter to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, a relic hunter with this talent is not flat-footed when using Acrobatics to move along narrow surfaces.

Quick Disable (Ex): It takes a relic hunter with this ability half the normal amount of time to disable a trap using the Disable Device skill (minimum 1 round).

Resiliency (Ex): Once per day, a relic hunter with this ability can gain a number of temporary hit points equal to the relic hunter's level. Activating this ability is an immediate action that can only be performed when he is brought to below 0 hit points. This ability can be used to prevent him from dying. These temporary hit points last for 1 minute. If the relic hunter's hit points drop below 0 due to the loss of these temporary hit points, he falls unconscious and is dying as normal.

Rogue Crawl (Ex): While prone, a relic hunter with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A relic hunter with this talent can take a 5-foot step while crawling.

Slow Reactions (Ex):* Opponents damaged by the relic hunter's sneak attack can't make attacks of opportunity for 1 round.

Stand Up (Ex): A relic hunter with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Surprise Attack (Ex): During the surprise round, opponents are always considered flat-footed to a relic hunter with this ability, even if they have already acted.

Trap Spotter (Ex): Whenever a relic hunter with this talent comes within 10 feet of a trap, he receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Weapon Training: A relic hunter that selects this talent gains Weapon Focus as a bonus feat.

Domain: At 4th level the relic hunter chooses his first domain from his chosen deity's listed domains. At 13th level, he chooses his second domain. He receives the domain benefit just like a cleric would.

Spells: At 4th level, the relic hunter can cast cleric spells and receives the same bonus for having a high Wisdom. He can only cast up to 6th level cleric spells. See the table below.

Uncanny Dodge: Starting at 6th level, a relic hunter can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A relic hunter with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

Locate Object: A relic hunter, at 7th level, can sense the direction of a well-known or clearly visualized object. He can search for general items, in which case he locates the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the ability doesn't work. He cannot specify a unique item unless he has observed that particular item firsthand (not through divination). This spell-like ability is the same as the 3rd level cleric spell and can be used 3/day.

Relic Sense: The relic hunter automatically knows when a magic item is within 30 feet and knows the properties of a magic item if he handles it for one minute.

Passwall: The relic hunter can create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* uses can then form a continuing passage to breach very thick walls.

When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or the relic hunter dismisses it, creatures in the passage are ejected out the far exit (if there is one) or out the sole exit if there is only one. This ability is the same as the 5th level Wizard spell. It is usable once per day. This is a spell-like ability.

Find the Path: The relic hunter can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting. This ability enables the relic hunter to sense the correct direction that will eventually lead him to his destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, it enables the relic hunter to sense what cavern corridor to take when a choice presents itself.

The ability ends when the destination is reached or the duration expires, whichever comes first. *Find the path* can be used to remove the relic hunter and his companions from the effect of a *maze* spell in a single round, specifying the destination as "outside the maze." This divination is keyed to the relic hunter, not his companions, and its effect does not predict or allow for the actions of creatures (including guardians) who might take action to oppose the relic hunter as he follows the path that has been revealed. This ability is the same as the 6th level cleric/druid spell useable only once a day. This is a spell-like ability.

Improved Uncanny Dodge: A relic hunter of 12th level or higher can no longer be flanked.

This defense denies another rogue or relic hunter the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target does.

Advanced Rogue Talent: At 12th, 15th, and 18th level, a relic hunter can choose one of the following advanced talents in place of a rogue talent.

Crippling Strike (Ex):* A relic hunter with this ability can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 2 points of Strength damage.

Defensive Roll (Ex): With this advanced talent, the relic hunter can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability) the rogue can attempt to roll with the damage. To use this ability, the rogue must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage. He must be aware of the attack and able to react to it in order to execute his defensive roll—if he is denied his Dexterity bonus to AC, he can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the rogue's evasion ability does not apply to the defensive roll.

Dispelling Attack (Su):* Opponents that are dealt sneak attack damage by a relic hunter with this ability are affected by a targeted *dispel magic*, targeting the lowest level spell effect active on the target. The caster level for this ability is equal to the relic hunter's level. A relic hunter must have the major magic rogue talent before choosing to dispel the attack.

Opportunist (Ex): Once per round, the relic hunter can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. Even a relic hunter with the Combat Reflexes feat can't use the opportunist ability more than once per round.

Skill Mastery: The rogue becomes so confident in the use of certain skills that he can use them reliably even under adverse conditions. Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. A relic hunter may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

Slippery Mind (Ex): This ability represents the relic hunter's ability to wriggle free from magical effects that would otherwise control or compel him. If a relic hunter with slippery mind is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

Feat: A relic hunter may gain any feat that he qualifies for in place of a rogue talent.

Hide in Plain Sight: At 8th level, an assassin can use the Stealth skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Discern Location: For a relic hunter, *discern location* is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps him from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. This ability reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature, the relic hunter must have seen the creature or have some item that once belonged to it. To find an object, he must have touched it at least once. This ability is gained at 16th level and is the same as the 8th level cleric/wizard spell. It is useable only once a day. This is a spell-like ability.

Phase Door: When a relic hunter of 17th level uses this ability, he creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The *phase door* is invisible and inaccessible to all creatures except the relic hunter, and only he can use the passage. He disappears when he enters the *phase door* and appears when he exits. The door does not allow light, sound, or spell effects through it, nor can he see through it without using it. Thus, this ability can provide an escape route, though certain creatures, such as phase spiders, can follow with ease.

A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect. This ability functions like the 7th level wizard spell except it only applies to the relic hunter. This is a spell-like ability that can be used once per day.

Foresight: This ability grants the relic hunter a powerful sixth sense in relation to himself or another. Once *foresight* is used, he receives instantaneous warnings of impending danger or harm to the subject. He is never surprised or flat-footed. In addition, he gains a general idea of what action he might take to best protect himself and it gives him a +2 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever he would lose a Dexterity bonus to AC.

When another creature is the subject, he receives warnings about that creature. He must communicate what he learns to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating can all be accomplished before some danger befalls the subject, provided he acts on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves. This ability is the same as the 9th level wizard spell. It is useable once per day. This is a spell-like ability.

Relic Master: When a relic hunter reaches 20th level, because of his long exposure to the positive and negative energies of magic items, scrolls, and artifacts, he becomes immune to the adverse effects of magic items and artifacts that bestow negative levels, reduce ability scores, or adversely affect him in any way. This ability stays

in effect as long as the relic hunter is just carrying or transporting the relic. If he tries to use the relic in any way, his immunity to the relic's negative effects disappears and he is affected as normal. He also gains any benefit from the item as if he owns it or has used it. For example, if the item bestows a +2 to a/c then the relic master gains the +2 bonus to a/c.

Spell Table: The Relic Hunter

----- Spells per Day** -----

Level	1st	2nd	3rd	4th	5th	6th
4	1+1	-	-	-	-	-
5	2+1	-	-	-	-	-
6	2+1	1+1	-	-	-	-
7	3+1	2+1	-	-	-	-
8	3+1	2+1	1+1	-	-	-
9	3+1	3+1	2+1	-	-	-
10	4+1	3+1	2+1	1+1	-	-
11	4+1	3+1	3+1	2+1	-	-
12	4+1	4+1	3+1	2+1	1+1	-
13	4+1	4+1	3+1	3+1	2+1	-
14	4+1	4+1	4+1	3+1	2+1	1+1
15	4+1	4+1	4+1	3+1	3+1	2+1
16	4+1	4+1	4+1	4+1	3+1	2+1
17	4+1	4+1	4+1	4+1	3+1	3+1
18	4+1	4+1	4+1	4+1	4+1	3+1
19	4+1	4+1	4+1	4+1	4+1	3+1
20	4+1	4+1	4+1	4+1	4+1	4+1

* Talents marked with an asterisk add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

** In addition to the stated number of spells per day, a relic hunter gets a domain spell for each spell level, starting at 1st. The "+1" in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the relic hunter may receive for having a high Wisdom score.