

# Tomb Raider

Man has searched the past since the beginning of time for answers to life's great questions: how the world began, where does man come from, and are we the only ones? Some look to the heavens for their answers, others look to magic, and yet others to their Gods. The tomb raider is different. She looks into man's own past to find those answers in the things man has created, be they scrolls, tomes, temples, ancient artifacts, dungeons or runes inscribed on long abandoned buildings deep in tropical jungles. With her trusted whip, pistol and skills, she braves the past and those who wish to keep it a secret so she can learn the answers she craves.

This is the tomb raider, a hybrid class that combines the abilities of the ranger with the grit and deeds of a gunslinger and a little bit of a certain character who uses a whip, has a hat he never loses, and is named after his dog sprinkled on top for fun.

**Role:** Tomb raiders works well with the pathfinder society and adventures normally in an adventuring group. They can function very well in the role of the group rogue though their lack of sneak attack needs to be taken into consideration. They enjoy working with like minded relic hunters, although some relic hunters have been less than honest with their true intentions during their adventures together and have earned the enmity and caution of tomb raiders everywhere.

**Alignment:** Any

**Hit Die:** d8

## Class Skills

Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Handle Animal (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (Religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str), Use Magic Device (Cha)

**Skill Ranks per Level:** 8 + Int modifier

# The Tomb Raider

<u>Level</u>	<u>Base Attack Bonus</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special Abilities</u>
1st	+0	+2	+2	+0	Grit, deeds, weapon focus (whip)
2nd	+1	+3	+3	+0	Gunsmith, nimble, track
3rd	+2	+3	+3	+1	Bonus feat, trap sense +1
4th	+3	+4	+4	+1	Quick draw, whip mastery
5th	+3	+4	+4	+1	Deeds, resist energy
6th	+4	+5	+5	+2	Evasion, 1st favored terrain
7th	+5	+5	+5	+2	Improved whip mastery, trap sense +2
8th	+6/+1	+6	+6	+2	Bonus feat, gun training
9th	+6/+1	+6	+6	+3	Freedom of movement, daring act
10th	+7/+2	+7	+7	+3	Deeds, resist energy
11th	+8/+3	+7	+7	+3	2nd favored terrain, trap sense +3
12th	+9/+4	+8	+8	+4	Greater whip mastery, stone cunning
13th	+9/+4	+8	+8	+4	Bonus feat, camouflage
14th	+10/+5	+9	+9	+4	Improved evasion
15th	+11/+6/+1	+9	+9	+5	Deeds, resist energy, trap sense +4
16th	+12/+7/+2	+10	+10	+5	3rd favored terrain
17th	+12/+7/+2	+10	+10	+5	Superior whip mastery
18th	+13/+8/+3	+11	+11	+6	Bonus feat
19th	+14/+9/+4	+11	+11	+6	Trap sense +5
20th	+15/+10/+5	+12	+12	+6	Deeds, resist energy

## Class Features

All of the following are class features of the tomb raider

**Weapon and Armor Proficiency:** Tomb raiders are proficient with the whip, pistol or any firearm with the word “pistol” in the description, hand crossbow, light crossbow, heavy crossbow, all simple weapons, and light armor. They are not proficient with shields.

**Grit (Ex):** At 1st level, tomb raiders gain grit and deeds just like a gunslinger does but have fewer deeds.

At the start of each day, a tomb raider gains a number of grit points equal to her Wisdom modifier (minimum 1).

Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. A tomb raider spends grit to accomplish deeds (see below), and regains grit in the following ways.

*Critical Hit with a Firearm:* Each time the tomb raider confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless creature or a creature that is unaware or on a creature that has fewer Hit Dice than half the tomb raider's character level does not restore grit.

*Killing Blow with a Firearm:* When the tomb raider reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the tomb raider's character level to 0 or fewer hit points does not restore any grit.

**Deeds:** Tomb raiders spend grit points to accomplish deeds. Most deeds grant the tomb raider some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as the tomb raider has at least 1 grit point. The following is the list of base tomb raider deeds. A tomb raider can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

*Deadeye (Ex):* At 1st level, the tomb raider can resolve an attack against touch AC instead of normal AC when firing beyond her firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The tomb raider still takes the -2 penalty on attack rolls for each range increment beyond the first when she performs this deed.

*Quick Clear (Ex):* At 1st level, as a standard action, the tomb raider can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The tomb raider must have at least 1 grit point to perform this deed. Alternatively, if the tomb raider spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

*Pistol-Whip (Ex)*: At 5th level, the tomb raider can make a surprise melee attack with the butt or handle of her firearm as a standard action. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the firearm. One-handed firearms deal 1d6 points of damage (1d4 if wielded by Small creatures) and two-handed firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the tomb raider's size, the critical multiplier of this attack is 20/x2. If the attack hits, the tomb raider can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

*Stop Bleeding*: At 5th level, the tomb raider makes a firearm attack and then presses the hot barrel against herself or an adjacent creature to staunch a bleeding wound. Instead of dealing damage, the shot ends a single bleed condition affecting the creature. The tomb raider does not have to make an attack roll when performing the deed in this way; she can instead shoot the firearm into the air, but that shot still uses up ammunition normally.

*Dead Shot (Ex)*: At 10th level, as a full-round action, the tomb raider can take careful aim and pool all of her attack potential into a single, deadly shot. When she does this, she shoots the firearm at a single target, but makes as many attack rolls as she can, based on her base attack bonus. She makes the attack rolls in order from highest bonus to lowest, as if she were making a full attack. If any of the attack rolls hit the target, the tomb raider's single attack is considered to have hit. For each additional successful attack roll beyond the first, the tomb raider increases the damage of the shot by the base damage dice of the firearm. For instance, if a 7th level tomb raider firing a musket hits with both attacks, she does 2d12 points of damage with the shot, instead of 1d12 points of damage, before adding any damage modifiers. Precision damage and extra damage from weapon special abilities (such as *flaming*) are added with damage modifiers and are not increased by this deed. If one or more rolls are critical threats, she confirms the critical once using her highest base attack bonus -5. For each critical threat beyond the first, she reduces this penalty by 1 (to a maximum of 0). The tomb raider only misfires on a dead shot if all the attack rolls are misfires. She cannot perform this deed with a blunderbuss or other scatter weapon when attacking creatures in a cone. The tomb raider must spend 1 grit point to perform this deed.

*Startling Shot (Ex)*: At 10th level, a tomb raider with at least 1 grit point can spend a standard action to purposely miss a creature that she could normally hit with a firearm attack. When she does, that creature becomes flat-footed until the start of its next turn.

*Bleeding Wound (Ex):* At 10th level, when the tomb raider hits a living creature with a firearm attack, she can spend 1 grit point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the tomb raider's Dexterity modifier. Alternatively, the tomb raider can spend 2 grit points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (tomb raider's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damages.

*Expert Loading (Ex):* At 15th level, whenever the tomb raider rolls a misfire with a gun that has the broken condition, she can spend 1 grit point to keep the gun from exploding, though it retains the broken condition.

*Lightning Reload (Ex):* At 15th level, as long as the tomb raider has at least 1 grit point, she can reload a single barrel of a one-handed or two-handed firearm as a swift action once per round. If she has the Rapid Reload feat or is using an alchemical cartridge (or both), she can reload a single barrel of the weapon as a free action each round instead. Furthermore, using this deed does not provoke attacks of opportunity.

*Slinger's Luck (Ex):* At 15th level, the tomb raider can spend grit to re-roll a saving throw or a skill check. It costs 2 grit points to re-roll a saving throw, and 1 grit point to re-roll a skill check. The tomb raider must take the result of the second roll, even if it is lower. The deed's cost cannot be reduced by the true grit class ability, the Signature Deed feat, or any other effect that reduces the amount of grit a deed costs.

*Cheat Death (Ex):* At 20th level, whenever the tomb raider is reduced to 0 or fewer hit points, she can spend all of her remaining grit points (minimum 1) to instead be reduced to 1 hit point.

**Weapon Focus (whip):** At 1st level the tomb raider gains a +1 attack bonus when using her whip.

**Gunsmith:** At 2nd level, a tomb raider gains the pistol as her firearm of choice. Her pistol is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This pistol can only be sold for scrap (it's worth 4d10 gp when sold). The tomb raider also gains Gunsmithing as a bonus feat.

**Gunsmithing:** If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. You do not need to make a Craft check to create firearms and ammunition or to restore firearms.

*Crafting Firearms:* You can craft any early firearm for a cost in raw materials equal to half the price of the firearm. At your GM's discretion, you can craft advanced firearms for a cost in raw materials equal to half the price of the firearm. Crafting a firearm in this way takes 1 day of work for every 1,000 gp of the firearm's price (minimum 1 day).

*Crafting Ammunition:* You can craft bullets, pellets, and black powder for a cost in raw materials equal to 10% of the price. If you have at least 1 rank in Craft (alchemy), you can craft alchemical cartridges for a cost in raw materials equal to half the price of the cartridge. At your GM's discretion, you can craft metal cartridges for a cost in raw materials equal to half the cost of the cartridge. Crafting bullets, black powder, or cartridges takes 1 day of work for every 1,000 gp of ammunition (minimum 1 day).

*Restoring a Broken Firearm:* Each day, with an hour's worth of work, you can use this feat to repair a single firearm with the broken condition. You can take time during a rest period to restore a broken firearm with this feat.

**Special:** If you are a gunslinger or tomb raider, this feat grants the following additional benefit. You can use this feat to repair and restore your initial, battered weapon. It costs 300 gp and 1 day of work to upgrade it to a masterwork firearm of its type.

**Nimble:** Starting at 2nd level, a tomb raider gains a +1 dodge bonus to AC while wearing light or no armor.

Anything that causes the tomb raider to lose her Dexterity bonus to AC also causes the tomb raider to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level).

**Track (Ex):** A tomb raider adds half her level (minimum 1) to Survival skill checks made to follow or identify tracks.

**Bonus Feats:** Starting at 3rd level and every five levels after 3rd, the tomb raider gains a bonus feat and must choose from the following feats. She must also meet all the pre-requisites for the selected feat. Animal affinity, athletic, endurance, die hard, improved unarmed strike, improved grapple, point blank shot, precise shot, rapid reload, and stunning fist.

**Trap Sense (Ex):** At 3rd level, a tomb raider gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 7th level, to +3 when she reaches 11th level, to +4 when she reaches 15th level, and to +5 at 19th level.

**Quick Draw:** At 4th level the tomb raider can draw her weapon as a free action instead of as a move action. She can draw a hidden weapon (see the Sleight of Hand skill) as a move action. She may also throw weapons at her full normal rate of attack (much like a character with a bow).

**Whip Mastery:** A tomb raider of 4th level no longer provokes attacks of opportunity when attacking with a whip. She can deal lethal damage with a whip, although she can still deal non-lethal damage when she wants to. Further, she can deal damage with a whip despite a creature's armor bonus or natural armor bonus. (Normally attacking with a whip provokes attacks of opportunity as if you used a ranged weapon. A whip deals no damage to a creature that has an armor bonus of +1 or natural armor bonus of +3.)

**Resist Energy:** At 5th level, the tomb raider gains energy resistance 5 to one of the following energies: fire, cold, acid, or electricity. At 10th, 15th and 20th she may choose another energy to be resistant to. Once an energy type has been chosen it cannot be chosen again. This energy resistance only stacks with energy resistance gained from racial abilities or traits, nothing else.

**Evasion (Ex):** At 6th level and higher, a tomb raider can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the tomb raider is wearing light armor or no armor. A helpless tomb raider does not gain the benefit of evasion.

**Favored Terrain (Ex):** At 6th level, a tomb raider may select a type of terrain from the Favored Terrains table. The tomb raider gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when she is in this terrain. A tomb raider traveling through her favored terrain normally leaves no trail and cannot be tracked (though she may leave a trail if she so chooses). At 11th level and 16th level, the tomb raider may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired) increases by +2.

If a specific terrain falls into more than one category of favored terrain, the tomb raider's bonuses do not stack; she simply uses whichever bonus is higher.

## Favored Terrains

Cold (ice, glaciers, snow, and tundra)

Desert (sand and wastelands)

Forest (coniferous and deciduous)

Jungle

Mountain (including hills)

Plains

Planes (pick one, other than Material Plane)

Swamp

Underground (caves and dungeons)

Urban (buildings, streets, and sewers)

Water (above and below the surface)

**Improved Whip Mastery:** At 7th level, while wielding a whip, a tomb raider threatens the area of her natural reach plus 5 feet. She can also use a whip to grasp an unattended Small or Tiny object within her whip's reach and pull that object into her square. To do so, she must hit AC 10 with a melee touch attack. Further, she can use the whip to grasp onto an object within her whip's reach, using 5 feet of her whip as if it were a grappling hook, allowing her to use the rest of her whip to swing on like a rope. As a free action, she can release the object her whip is grasping, but she cannot use the whip to attack while the whip is grasping an object.

**Gun Training (Ex):** Starting at 8th level, a tomb raider, gains a bonus equal to her Dexterity modifier on damage rolls when firing her pistol. Furthermore, when she misfires, the misfire value of that firearm increases by 2 instead of 4.

**Freedom of Movement:** At 9th level, a tomb raider acts as if she is constantly under the effects of a freedom of movement spell. She is able to attack normally, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. All combat maneuver checks made to grapple her automatically fail. She automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The tomb raider can also move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled.

**Daring Act:** At 9th level, each time a tomb raider performs a daring act, she can regain grit. As a general guideline, a daring act should be risky and dramatic. It should take a good deal of guts, and its outcome should have a low probability of success. If it is successful, the tomb raider regains 1 grit point. Before attempting a daring act, the player should ask the GM whether the act qualifies. The GM is the final arbiter of what's considered a daring act, and can grant a regained grit point for a daring act even if the player does not ask beforehand whether the act qualifies.

**Greater Whip Mastery:** At 12th level the tomb raider is so quick with her whip that she never drops it due to a failed disarm or trip combat maneuver attempt. Further, she gains the ability to grapple using her whip. To do so, use the normal grapple rules with the following changes.

*Attack:* She cannot use her whip to attack while she is using it to grapple an opponent.

*Damage:* When dealing damage to her grappled opponent, she deals her whip's weapon damage rather than her unarmed strike damage.

*Free Hands:* She takes no penalty on her combat maneuver check for having fewer than two hands free when she uses her whip to grapple.

*Reach:* Rather than pulling her grappled opponent adjacent to her when she successfully grapples and when she moves the grapple, she must keep him within her whip's reach minus his own reach to maintain the grapple. If the difference in reach is less than 0, such as is the case for a Medium whip wielder and a gargantuan creature, she cannot grapple that opponent with her whip. If she has to pull a creature adjacent to her to grapple it with her whip, she still provokes an attack of opportunity from that opponent unless she has the Improved Grapple feat.

*Tie Up:* While adjacent to her opponent, she can attempt to use her whip to tie him up. If she does so, she has grappled rather than pinned, she takes only a -5 penalty on the combat maneuver check rather than the normal -10.

**Stone cunning:** A tomb raider receives a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors as well as determining the stone type. She receives a check to notice such features whenever she passes within 10 feet of them, whether or not they are actively looking.

**Camouflage (Ex):** A tomb raider of 13th level or higher can use the Stealth skill to hide in any of her favored terrains, even if the terrain doesn't grant cover or concealment.

**Improved Evasion:** This works like evasion, except that while the tomb raider still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless tomb raider does not gain the benefit of improved evasion.

**Superior Whip Mastery:** At 17th level, the tomb raider adds her Dex modifier to her damage rolls while using her whip for a melee attack. She also gains a +2 bonus to disarm, trip, and combat maneuver attempts.