

## Item Master

*Following in the steps of MoombaMoomba, Boko, MiniMog, and Koko, these moombas dedicate their life to the finding and varied use of magical items. While not the best crafters, these moombas are the best at using said items in combat.*

The item master is an archetype of the chemist class, available only to moomba chemists.

**Archetype Main Ability Scores:** The item master mainly focuses on Dexterity for bombs/throwing and Charisma for his class features.

**Archetype Feature Replacements:** 1st – Craft Alchemical Item. 2nd – Discovery. 3rd – Swift Alchemy. 4th– Discovery. 6th – Alchemical Savant. 8th– Discovery. 10th – Discovery. 19th – Instant Alchemy

**Charismatic Item Usage (Ex):** Any of the item master's class abilities that make calculations based on his Intelligence may use his Charisma instead.

**Quick Pick (Ex):** At 1st level, the item master is able to draw alchemical items much faster than other beings. The item master may draw alchemical items as a swift action.

At 6th level, the item master may draw an alchemical item as a free action once per round. This increases to twice per round at 11th level and thrice per round at 16th level.

If the item master ever gains the Quick Draw feat, he may draw an additional alchemical item as a free action.

This ability replaces craft alchemical Item and swift alchemy.

**Sneaky Item Finder (Ex):** At 2nd level, the item master is able to find alchemical items anywhere. Whenever the item master uses the steal combat maneuver to steal alchemical items, he does not provoke attacks of opportunity and gains half his chemist level as a bonus to steal combat maneuver checks.

This ability replaces discoveries gained at 2nd and 4th levels.

**Rapid Tosser (Ex):** At 6th level, the item master can use alchemical items much faster than anyone else. The item master may use alchemical items as a move action or two in a full-attack action.

At 11th level, the item master may use three alchemical items as a full-attack action and at 16th level, he may use four alchemical items as a full-attack action.

If the item master ever gains the Rapid Shot feat, he gains 1 additional use of an alchemical item in a full-attack action. Two-Weapon Fighting feat also applies to this feature when used in a full-attack action.

This ability replaces alchemical savant and instant alchemy.

**Fast Activation (Ex):** At 8th level, the item master knows the ins and outs of magical items, gaining the ability to activate them much more quickly. The item master may activate wondrous items, wands, and scrolls by 1 stage faster as long as the item takes a standard action to activate to a minimum of a swift action (standard > move > swift).

This ability replaces discoveries gained at 8th and 10th level.