

Raptor

Skilled at tracking down targets, raptors are consummate hunters, living for the chase and the deadly stroke that brings it to a close. Raptors spend most of their time honing their weapon skills, studying the habits and anatomy of foes, and practicing combat maneuvers.

The raptor is an archetype of the thief class.

Class Skills: A raptor adds Survival to his list of class skills and removes Knowledge (dungeoneering) from his list of class skills.

Studied Target (Ex): A raptor can study an opponent he can see as a move action. The raptor then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack and damage rolls against it. The DCs of raptor class abilities against that opponent increase by 1. A raptor can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is dead or the raptor studies a new target.

If a raptor deals sneak attack damage to a target, he can study that target as an immediate action, allowing him to apply his studied target bonuses against that target (including to the normal weapon damage roll).

At 5th, 10th, 15th, and 20th levels, the bonuses on weapon attack rolls, damage rolls, and skill checks and to raptor DCs against a studied target increase by 1. In addition, at each such interval, the raptor is able to maintain these bonuses against an additional studied target at the same time. The raptor may discard this connection to a studied target as a free action, allowing him to study another target in its place.

At 7th level, a raptor can study an opponent as a move or swift action.

This ability replaces trapfinding, measure the mark, and improved theft.

Track (Ex): A raptor adds half of his thief level (minimum 1) to Survival skill checks made to follow tracks.

This ability replaces mark.

Stalker (Ex): At 7th level, a raptor gains his studied target bonus on Disguise, Intimidate, and Stealth checks against his studied opponent.

This ability replaces skilled liar.

Swift Tracker (Ex): At 10th level, a raptor can move at his normal speed while using Survival to follow tracks without taking the normal –5 penalty. When moving at up to twice his normal speed while tracking, he takes only a –10 penalty instead of the normal –20.

This ability replaces mug.

Quarry (Ex): At 15th level, a raptor can as a standard action denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a raptor can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he gains a +2 insight bonus on attack rolls made against his quarry, and all critical threats against his quarry are automatically confirmed. A raptor can have no more than one quarry at a time, and the target must be selected as a studied target. He can dismiss this effect at any time as a free action, but he cannot select a new quarry target for 24 hours. If the raptor sees proof that his quarry is dead, he can select a new quarry target after 1 hour.

This ability replaces theft mastery.

Raptor's Advance (Ex): At 17th level, a raptor can once per day move up to twice his base speed as a move action. He may use Stealth as part of this movement, but takes a –10 penalty to his check for doing so. At 20th level, he can do this twice per day.

This ability replaces hide in plain sight.

Improved Quarry (Ex): At 19th level, the raptor's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

This ability replaces shadow step.

Master Raptor (Ex): At 20th level, the raptor becomes a master at capturing or killing his studied targets. As a standard action, he can make a single attack against a studied target at his full attack bonus, choosing one of the following effects: kill, knock unconscious for 1d4 hours, or paralyze for 2d6 rounds. If the attack succeeds, the target takes damage normally and must succeed at a Fortitude saving throw or suffer the additional effect. The DC for this save is 20 + his Intelligence modifier. Whether or not the target succeeds, it cannot be targeted by this ability again (by any raptor) for 24 hours.

This ability replaces master strike.

Thief Talents: The following thief talents complement the raptor archetype: befuddling strike, bleeding attack, camouflage, canny observer, combat trick, fast stealth, offensive defense, surprise attack, and weapon training.

Advanced Thief Talents: The following advanced thief talents complement the raptor archetype: confounding blades, deadly sneak, entanglement of blades, hamstring strike, hunter's surprise, and thoughtful reexamination.