

## Saboteur

*Some thieves are not content with just disabling traps—they love to build them, finding a captivating beauty in the turning of gears and the slither of ropes over pulleys. The saboteur may have started out putting together traps in order to better understand how to disable them, but for most, it's long since gone beyond that—they now relish the challenge of creating the perfect combat machine.*

The saboteur is an archetype of the thief class.

**Marked Target (Ex):** A saboteur must learn to adapt as needed based on the foes and obstacles she faces. At 1st level, a saboteur learns how to mark a creature she can see as a move action. When she does, she chooses one of the following marks to apply to her target:

- **Assassin's Mark:** The saboteur gains a +1 bonus on attack and damage rolls against the marked target. This bonus increases by +1 at 5th level and every four levels thereafter.
- **Charlatan's Mark:** The saboteur gains a +1 bonus on Bluff, Diplomacy, Sleight of Hand, and Stealth checks against the target and on Bluff and Disguise checks to pass herself as the marked target. This bonus increases by +1 for every three levels past 1st.
- **Duelist's Mark:** The saboteur gains a +1 bonus to AC against attacks made by the marked target. This bonus increases by +1 at 5th level and every four levels thereafter.
- **Informant's Mark:** The saboteur gains a +1 bonus on Knowledge, Sense Motive, and Perception checks made against or concerning the marked target. This bonus increases by +1 for every two levels past first.

Once she has chosen which type of mark to apply to her target, she cannot change it. The mark lasts until the target dies, the saboteur dismisses the mark (a swift action), or for 24 hours, whichever comes first. She can choose to mark a dead creature (or leave her mark on a creature that dies, rather than having it automatically end); usually this is done to disguise herself as the deceased target with charlatan's mark or to learn about the target with informant's mark. Once a target has been marked, it cannot be marked again for 24 hours. The saboteur can only maintain one marked target at a time.

This ability replaces mark.

**Trap (Ex):** At 2nd level, a saboteur learns how to create a snare trap and one other trap of her choice.

At 4th level and every two thief levels thereafter, she learns another trap. The saboteur can use these traps a total number of times per day equal to half her thief level + her Intelligence modifier. Once a trap is learned, it can't be unlearned and replaced with a different type of trap. The saboteur cannot select an individual trap more than once.

This ability replaces thief talents and advanced thief talents.

**Hidden Spotter (Ex):** At 3rd level, a saboteur becomes adept at spotting hidden alcoves and traps, even passively. Whenever she passes within 10 feet of a trap, hidden passage, or secret door, she can attempt an immediate Perception check to notice the trap or passage. This check should be made in secret by the GM.

This ability replaces measure the mark.

**Careful Disarm (Ex):** At 4th level, whenever a saboteur attempts to disarm a trap using Disable Device, she does not spring the trap unless she fails by 10 or more. If she does set off a trap she was attempting to disarm, she adds double her trap sense bonus to avoid the trap.

This ability replaces uncanny dodge.

**Swift Sabotage (Ex):** Starting at 5th level, a saboteur becomes adept at quickly disabling traps and other devices. It takes the saboteur half the normal time to perform a Disable Device check (minimum 1 round). If she attempts to use Disable Device to open a lock that would take a full-round action to open, she instead can do so as a standard action. She can also trigger a trap she has placed within 30 feet of her as a swift action, whether that trap is a saboteur trap or a mechanical trap she has placed.

This ability replaces improved theft.

**Trap Master (Ex):** At 8th level, whenever a saboteur disarms a trap using Disable Device, she can bypass it even if her check did not exceed the DC by 10 or more. If it is a magic trap that allows specific creatures to pass it without danger, she can modify which creatures it allows to pass, adding her allies and restricting enemies if she desires.

This ability replaces improved uncanny dodge.

**Improved Mark (Ex):** At 10th level, a saboteur's ability to mark a target improves. She can now maintain two marked targets at once, and marking a target can be done as a swift action. She may now change which type of marks are applied to her marked targets as a swift action, but only once per marked target in a 24 hour period. She can change all of her marks with the same swift action.

This ability replaces mug.

**Ranged Setup (Ex):** At 11th level, a saboteur learns how to set her traps from a distance. As part of the standard action to place a saboteur trap, she can throw the trap with a free hand to setup the trap in a single unoccupied square within 20 feet. Alternatively, she can affix the trap to an arrow, crossbow bolt, or thrown weapon, allowing her to set the trap from further away or use it as a direct attack. Drawing the trap, attaching the trap to the projectile and firing it in this manner is a full-round action. The trapped projectile is fired or thrown in the normal manner. If fired at a square, the trap is treated as if the saboteur had set the trap in that square. If fired at a creature, the target takes damage from the ranged weapon and is treated as if it had triggered the trap (saving throw applies). A trap that is set with this ability (either thrown or affixed to a ranged weapon) has its saving throw DC lowered by 2. A trap that is affixed to a ranged weapon and misses its target breaks apart harmlessly.

This ability replaces ambush.

**Greater Mark (Ex):** At 17th level, a saboteur's mark becomes especially potent. She can now maintain three marked targets at once, and can mark all of her targets simultaneously with a single swift action. Instead of maintaining multiple marked targets, she can instead mark a single target with two different marks. As long as she has a single target with two marks applied to it, she cannot maintain any other marked targets.

This ability replaces hide in plain sight.

**Instant Sabotage (Ex):** At 19th level, the saboteur can complete any Disable Device check that would take 1 round or longer in a single standard action. When using Disable Device to open a lock that would take a full-round action to open, she can instead do so as a swift action. She can also trigger a trap she has placed within 30 feet of her as a free action, whether that trap is a saboteur trap or a mechanical trap she has placed. She can only trigger one trap each round in this manner.

This ability replaces shadow step.