

Skulking Slayer

Pushed into a life of crime by the society around them, galkas gravitate toward criminal activities that suit them best. Galka thieves leave subtle tactics and finesse to moogles and mithras, and rely on brute strength and thuggery when they go about making mischief. Skulking slayers have turned the use of raw strength and surprise into an art form.

The skulking slayer is an archetype of the thief class, available only to galka thieves.

Class Skills: A skulking slayer does not gain Disable Device, Linguistics, and Sleight of Hand as class skills.

Skill Ranks per Level: A skulking slayer gains fewer skill ranks per level equal to 6 + Int modifier.

Weapon and Armor Proficiency: The skulking slayer gains proficiency with greatclubs and whips, but loses proficiency with rapiers and hand crossbows.

Underhanded Maneuvers (Ex): At 1st level, when he could normally make a sneak attack, a slayer may instead make a dirty trick or steal combat maneuver with a bonus on his roll. This bonus is equal to his number of sneak attack dice for a dirty trick combat maneuver, or $1-1/2 \times$ his number of sneak attack dice for a steal combat maneuver.

This ability replaces trapfinding.

Bonus Feats: At 2nd level, a skulking slayer can select the Surprise Follow-Through feat in place of a thief talent.

At 12th level, he can select the Improved Surprise Follow-Through feat in place of an advanced thief talent.

Bold Strike (Ex): At 3rd level, when a skulking slayer charges and makes a sneak attack with a two-handed weapon, he rolls d8s instead of d6s for his sneak attack damage.

This ability replaces danger sense +1 and +4.

Shifty (Ex): At 6th level, a skulking slayer gains a bonus on Bluff checks to feint equal to half his level.

This ability replaces danger sense +2.

Unexpected Charge (Ex): At 9th level, a skulking slayer can make a Bluff check to feint as a swift action before a charge.

This ability replaces danger sense +3.

Thief Talents: The following thief talents complement the skulking slayer archetype: combat trick, surprise attack; combat swipe, powerful sneak; terrain mastery.

Advanced Thief Talents: The following advanced thief talents complement the skulking slayer archetype: crippling strike; deadly sneak; unwitting ally.