

Streetrat

A streetrat has lived on the streets all his life, stealing or begging just to survive. A streetrat learns early how to size up a potential target for begging, scamming, or robbing, for he knows getting caught means at best an empty belly, and at worst an untimely death. A streetrat going on adventures may eventually rise above his poverty, but no matter how wealthy a streetrat may become in later-life, the street will always be part of his identity.

The streetrat is an archetype of the thief class.

Class Skills: A streetrat adds Survival to his list of class skills. This replaces Knowledge (dungeoneering).

Misdirection (Ex): At 1st level, a streetrat begins his career knowing that the secret to disappearing lies in deceiving the senses of his observers. Every day, he gains a pool of stealth points equal to his ranks in Bluff. These points refresh at the start of each day. Before making a Stealth check, he can choose to put stealth points into the roll, gaining a bonus on Stealth checks equal to the number of stealth points he puts into the roll. If he gains a bonus on Bluff checks because of a feat (such as Skill Focus [Bluff]), he adds a number of points to his stealth pool equal to the bonus the feat grants.

This ability replaces trapfinding.

Roof Running (Ex): At 2nd level, a streetrat becomes entirely adept at moving across the tops of buildings, spires, and similar locations. Provided he is wearing light armor or no armor, the streetrat can move at full speed while traveling across the tops of buildings or similar structures, and takes no penalties on any Dexterity-based Skill checks or Reflex saves that might be incurred from moving about on a roof.

This ability replaces a thief talent gained at 2nd level.

Streetwise (Ex): At 3rd level, a streetrat gains a +1 morale bonus to Knowledge (local) checks, Sense Motive checks, and Diplomacy checks made to gather information. This bonus increases to +2 at 6th level, +3 at 9th level, +4 at 12th level, +5 at 15th level, and +6 at 18th level.

This ability replaces danger sense.

Tumbling Descent (Ex): At 4th level, a streetrat can use his Acrobatics skill to attempt a rapid descent from a rooftop or another surface, ricocheting against another surface and then diving through an opening (such as a balcony or window) directly below. So long as he has at least two surfaces no farther than 10 feet apart to bounce against, he can ricochet his body back from one to the next, descending great distances with a single check. The DC is 10 + 5 for every additional 10-foot increment descended beyond the initial 10 feet dropped. If he fails, he falls the full distance.

This ability replaces a thief talent gained at 4th level.

Exotic Pet (Ex): At 4th level, a streetrat gains the Familiar feat even if he doesn't meet the prerequisites, using half the thief's level as his caster level (though the exotic pet never gains the ability to deliver touch spells or share spells). This pet is typically a monkey or parrot (use the stats for a raven familiar). Such animals are useful scouts, even in the thick of combat. As long as the pet is within 30 feet of the streetrat, he also gains the benefit of Combat Reflexes feat.

This ability replaces debilitating injury.