

## Trader

*The trader is a person who travels from town to town buying and selling wares. Some are swindlers while others are honest to god merchants looking to make others happy.*

The trader is an archetype of the thief class.

**Limit Break (Su):** At 1st level, the trader receives the Limit Break (Don't Touch the Goods).

*Don't Touch the Goods (Su):* This Limit Break allows the trader to make ample use of the battlefield to avoid attacks. For the duration of 1 round + 1 round per four thief levels after 1st, the trader may make a 5-ft.-step as a free action that doesn't take away from or stop his normal movement, at every four thief levels after 1st, the trader can make an additional 5-ft.-step. This limit break requires only a swift action.

This ability replaces the Limit Break (Vanish).

**Hired Help (Ex):** At 1st level, the trader gains access to the Leadership feat and begins play with a cohort that begins at 1st level. At 3rd level, the trader's cohort becomes 2nd level and at 5th level, the cohort becomes 3rd level. At 7th level, the cohort begins leveling normally. To keep this cohort, the trader must pay the cohort 100 gil a month per cohort level. Regardless of leadership score, a trader cannot gain anymore than a single cohort until 7th level.

At 7th level, this functions as the Leadership feat as normal. The trader can increase her leadership score by spending 1,000 gil to gain a +2 bonus to her score for one month. She can increase this by spending even more gil up to 10,000 gil (+20)

This ability replaces mark.

**Collect (Ex):** At 1st level, the trader is adept at taking and grabbing items from others to inspect or use. She gains Improved Steal as a bonus feat even if she don't meet the prerequisite. She is treated as meeting the prerequisites for Quick Steal and Greater Steal feats at any time but still must take the feats normally.

This ability replaces trapfinding.

**Trade Wind (Ex):** The trader is adept at spreading promotion about sales of her own in a town. At 3rd level, the trader can spread promotion of her wares by spending 30 minutes in a single spot in a town to declare her wares and prices. These spread throughout the town within 1 hour. This gives the trader a 25% chance plus 5% chance per three thief levels after 3rd to gain a customer who is willing to buy her wares and attempt to bargain for the item. She can use Diplomacy instead of Bluff to bargain and gains a circumstance bonus equal to her thief level to bargain with either checks. She can also use this ability to search for items to buy as well calling out for the specific item, and gain a circumstance bonus equal to her thief level to appraise and sense motive checks while bargaining.

This ability replaces measure the mark.

**Rest (Ex):** At 4th level, the trader is able to take a moment of reprieve as a standard action and end any of the following status effects: Blind, Confuse, Deafened, Entangled, Fatigue, Immobilized, Nauseated, Shaken, Slowed, and Sickened.

This ability replaces debilitating injury.

**Hang Tough (Ex):** At 9th level, the trader gains the Diehard feat even if she doesn't meet the prerequisites. Additionally, once per day, if she suffers an attack that would kill her, she is instead left at 1 from death and

stabilized. If the trader already has this feat, she may pick another Non-Combat feat for which she must meet the prerequisites for.

This ability replaces distraction.

**Side Step (Ex):** At 11th level, the trader, as an immediate action, can make a 5-ft.-step when an opponent makes an attack against her, gaining a +4 dodge bonus against the attack.

This ability replaces ambush.

**Trade Tempest (Ex):** At 17th level, the trader's voice and renown is known far and wide. Her trade wind ability now only takes 10 minutes to promote. In addition, it has a chance to gain a customer in 30 minutes and can sell an item at 150% price without them refusing.

This ability replaces hide in plain sight.

**Money Saver (Ex):** At 19th level, the trader can commission items for her allies that they attempt to craft to be made at 25% of the cost.

This ability replaces shadow step.

**More Than You Bargained For (Ex):** At 20th level, the trader is a master of the tongue and getting people to buy her wares at ridiculous prices, able to bargain stuff up to 200% of the price without them refusing.

This ability replaces master strike.