

Treasure Hunter

A treasure hunter is a discoverer of ancient secrets. They are the expert tomb-robbers, crypt-raiders, and cave-delvers who seek the treasures of lost civilizations and the power such treasures bring. Forgotten artifacts and lost mysteries are the prizes these explorers seek, and those who covet such antiquities will pay heavily for the services of a skilled treasure hunter.

The treasure hunter is an archetype of the thief class.

Enemies of the Dark (Ex): A treasure hunter specializes in fighting foes commonly encountered in tombs, crypts and ruins, and has developed special techniques for destroying them. A treasure hunter's sneak attack is increased by one die size (d6 to d8) when attacking undead and constructs, and a treasure hunter also deals half her thief level in extra damage against oozes. Against all other creatures, her sneak attack is one die size smaller (d6 to d4).

This ability modifies sneak attack.

Treasure Hunter's Luck (Ex): Fortune favors the treasure hunter. At 1st level, as a swift action, a treasure hunter can call on fortune's favor, giving her a +1 luck bonus on attack rolls, saving throws, skill checks, and weapon damage rolls. She can use this ability for a number of rounds per day equal to 4 + her Charisma modifier. Maintaining this bonus is a free action, but it ends immediately if the treasure hunter is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. This bonus increases to +2 at 5th level, +3 at 11th level, and +4 at 17th level.

This ability replaces mark.

Clever Explorer (Ex): At 1st level, a treasure hunter gains a bonus equal to half her thief level (minimum 1) on Disable Device and Perception checks. She can disable intricate and complex devices in half the normal amount of time (minimum 1 round) and open a lock as a standard action. At 6th level, a treasure hunter can take 10 on Disable Device checks, even if distracted or endangered, and can disarm magical traps.

This ability replaces trapfinding.

Automatic Appraisal (Ex): At 2nd level, the treasure hunter is automatically considered to have rolled a natural 20 for all Appraise skill checks. Furthermore, she can appraise an item as a swift action and can determine the most valuable item in a hoard as standard action.

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

Silver Tongue (Ex): At 3rd level, the treasure hunter gains a +2 competence bonus to Diplomacy and Bluff skill checks. At 10th level, increase the bonus to +4 and at 17th level, increase to +6.

This ability replaces measure the mark.

Eye for Forgeries (Sp): At 4th level, at will, a treasure hunter can concentrate on a single item within 30 feet as a move action. When she does, the treasure hunter can detect if it is magical, as per the spell *detect magic*. The treasure hunter cannot concentrate on more than one item in this way at a time.

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

Knowledge is Power (Ex): At 5th level, the treasure hunter has an uncanny knack at remembering tidbits of information. This extraordinary memory improves as she levels. She gains a +2 competence bonus to all Knowledge checks. This bonus increases to +4 at 9th level, +6 at 13th level, and +8 at 17th level.

This ability replaces improved theft.

Treasure Sense (Su): At 7th level, the treasure hunter can sense treasure hoards worth at least 1,000 gil within a range of 200 feet per thief level. While the treasure hunter does not know the nature or composition of the treasure that she is detecting, she does know the general direction and distance that the treasure is located from her. All treasure within 50 feet of itself can be collectively counted as one treasure hoard. This ability always detects the treasure hoard with the greatest market value. This sense is much like a compass needle; it points directly at the treasure in a straight line, without regard to how to get to the treasure or the safest path. Approximate distance can be estimated with a margin of error of plus or minus 50 feet.

This ability replaces skilled liar.

True Seeing (Sp): At 10th level, the treasure hunter can cast *true seeing* as a spell-like ability up to three times per day. The CL for this ability is equal to the treasure hunter's thief level. The effect can only be granted to the treasure hunter.

This ability replaces mug and theft mastery.