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RELIC SEEKER

We made our way through the tunnels at a run. I could hear footsteps behind us, but with the echoes and dripping water, it was impossible to tell how close they were. Suddenly, a light at the end of the tunnel. At the exit, a long stone ladder leading down... way down. I hate heights.

-- from the Journals of Malcolm Gideon

Part archeologist, part adventurer, the Relic Seeker explores ancient and unknown ruins, seeking artifacts of the past in a quest for knowledge. Characters enter this advanced class for a variety of reasons, from the love of pure scientific discovery to the more mercenary quest for glory. However, what separates this class from the Grave Robber and the Monitor classes is that the Relic Seeker wants what he finds to be available to the public, for all to see. Monitors hide their discoveries away, for fear that they might fall into the wrong hands. The Grave Robber, in his quest for money and power, either keeps his prize (if he can figure out how to use it) or sells it to a private collector (who is likely to keep it in a private vault).

REQUIREMENTS

To qualify to become a Relic Seeker, a character must fulfill the following criteria.

Skills: Knowledge (arcane lore) 6 ranks, Knowledge (art) 6 ranks, Knowledge (history) 6 ranks.

Feats: Studious.

CLASS INFORMATION

The following information pertains to the Relic Seeker advanced class.

Hit Die: 1d8

Action Points: 6 + ½ character level, rounded down, every time the character attains a level in this class.

Class Skills: The Relic Seeker's class skills: Balance (Dex), Climb (Str), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcane lore, history) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Research (Int), Ride, Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex).

Skill Points per Level: 7 + Int modifier.

CLASS FEATURES

All of the following are features of the Relic Seeker advanced class.

Evasion (Ex): If a Relic Seeker makes a successful Reflex save against an attack that normally deals half damage on a successful save, the Relic Seeker instead takes no damage. Evasion can only be used if the Relic Seeker is wearing light armor or no armor. At 10th level, the Relic Seeker takes only half damage on a failed save.

If the Relic Seeker already has Evasion or Improved Evasion from another source, when he gains these abilities through this class he may select either Improved Initiative or Lightning Reflexes as a bonus feat instead.

Improvised Tools (Ex): At 2nd level and above, the Relic Seeker suffers no penalties to skill checks for being without tools or proper equipment. If the Relic Seeker needs to climb, he can use vines; if he needs to repair a vehicle, he can use a Swiss army knife and duct tape; if he needs to treat an injury, he can find the right rare jungle herbs. In short, Relic Seekers are masters at "making do."

Uncanny Dodge (Ex): At 3rd level and above, a Relic Seeker retains his Dexterity bonus to Defense (if any) if caught flat-footed or struck by an invisible attacker.



At 5th level, the Relic Seeker can no longer be flanked.

At 7th level, the Relic Seeker gains a +1 bonus to Reflex saves made to avoid traps (including Evasion Saving throws) and a +1 dodge bonus to Defense against attacks by traps. At 9th level, this bonus rises to +2.

If a Relic Seeker gains an Uncanny Dodge ability through this class which he has already gained from another source, he gains the next higher ability instead. Once the Relic Seeker gains all the abilities from this tree, he may select bonus feats from the Relic Seeker's bonus feat list.

Improvised Weapons (Ex): At 4th level, the Relic Seeker never wants for a weapon, in the same way that he is never without tools. The character may use (as a weapon) any item not designed to be a weapon with no penalty to his attack roll.

Bonus Feats: At the levels indicated, the Relic Seeker gains a bonus feat from the following list, provided the character meets all prerequisites for any feat so gained: Acrobatic, Alertness, Combat Expertise, Defensive Martial Arts, Dodge, Educated, Guide, Mobility, Renown, Stealthy, and Windfall.

Miraculous Escape (Ex): At 9th level, when the Relic Seeker spends an action point to avoid a trap, he adds the highest two dice to his roll rather than the highest die.

TABLE I-6: THE RELIC SEEKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+1	Evasion	+1	+0
2nd	+1	+0	+3	+2	Improved Tools	+2	+0
3rd	+2	+1	+3	+2	Uncanny Dodge (Dex bonus to AC)	+2	+1
4th	+3	+1	+4	+2	Improvised Weapons	+3	+1
5th	+3	+1	+4	+3	Uncanny Dodge (can't be flanked)	+4	+1
6th	+4	+2	+5	+3	Bonus Feat	+4	+2
7th	+5	+2	+5	+4	Uncanny Dodge (+1 vs. traps)	+5	+2
8th	+6	+2	+6	+4	Bonus Feat	+6	+2
9th	+6	+3	+6	+4	Uncanny Dodge (+2 vs. traps); Miraculous Escape	+6	+3
10th	+7	+3	+7	+5	Improved Evasion	+7	+3

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