

האיורים והטקסט הם יצירותיהם של המחברים והנמענים. כל הזכויות שמורות.

# SHATTERED SKIES

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## CAMPAIGN SETTING

# ELDRITCH ARCHEOLOGIST HYBRID CLASS



PUBLISHING





# ELDRITCH ARCHEOLOGIST HYBRID CLASS

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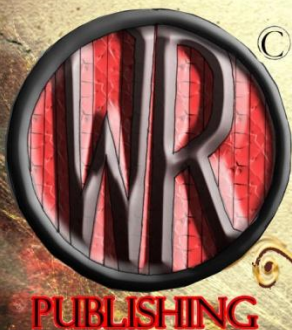
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## ELDRITCH ARCHEOLOGIST

Throughout history, civilizations have risen and fallen, leaving behind the secrets of their lost peoples. The mysteries of these forgotten cultures are buried beneath the sands of time, waiting to be uncovered. Specialized seekers of secrets, archeologists traverse dangerous jungles, snowy mountaintops, and dusty tombs in their quest to uncover this lost wisdom. They collect and classify artifacts of the past often using the knowledge gained to teach others. This sometimes obsessive need to explore the ancient past fills archeologists with a sense of responsibility over histories lost relics, and the grit required to ensure their protection.

Archeologists spend nearly as much time exploring the musty tomes of libraries and bardic colleges as they do old burial mounds or ruined underground cities. Because their academic interests fall to prehistory, many archeologists are unlearned in the practice of magic instead relying on their innate grit to defend themselves from danger. The archeologist's ability to use grit is as much a mystery to them as it is to gunslingers throughout the world. Perhaps it is their sheer determination to catalogue histories mysteries, or a power granted by forgotten gods eager to see relics from their heyday, no one knows for sure.

Either way, these scholars use whip, pistol, and eldritch lore to unearth the past to enlighten the present.

**Role:** Archeologists don't just join adventuring parties—they lead them. From organizing massive dig teams and supervising their work, to guiding raiders into tombs, the archeologist is the instigator of plans never a sideline participant. They make excellent ranged support with their shooting skills, and are valuable negotiators with their wide knowledge of languages. For parties suspicious of rogue allies, they are perceptive trap finders and can sniff out hidden treasures most overlook.

**Alignment:** Any.

**Hit Dice:** d10.

**Starting Wealth:** 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

### CLASS SKILLS

Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks per Level:** 4 + Int modifier.

### Weapon and Armor Proficiency:

Archeologists are proficient with all simple and martial weapons, and with all firearms. They are proficient with all light armor.

### CLASS FEATURES

#### Ancient Knowledge (Ex)

An archeologist adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

#### Archeologist's Luck (Ex)

Fortune favors the archeologist. As a swift action, an archeologist can call on fortune's favor, giving him a +1 luck bonus on attack rolls, saving throws, skill checks, and weapon damage rolls. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier.

Maintaining this bonus is a free action, but it ends immediately if the archeologist is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round.

Archeologist's luck is treated as bardic performance for the purposes of feats, abilities, effects, and the like that affect bardic performance. Like bardic performance, it cannot be maintained at the same time as other performance abilities. This bonus increases to +2 at 5th level, +3 at 11th level, and +4 at 17th level.



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**Table: Archeologist**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Ancient knowledge, archeologist's luck, budget firearms, catalogue, deeds, find artifact, grit
2nd	+2	+3	+3	+0	Clever explorer, nimble +1, uncanny dodge
3rd	+3	+3	+3	+1	Deeds, trap sense +1
4th	+4	+4	+4	+1	Relic guard
5th	+5	+4	+4	+1	Archeologist's luck +2, loremaster 1/day
6th	+6/+1	+5	+5	+2	Evasion, nimble +2, trap sense +2
7th	+7/+2	+5	+5	+2	Deeds
8th	+8/+3	+6	+6	+2	
9th	+9/+4	+6	+6	+3	Trap sense +3
10th	+10/+5	+7	+7	+3	Jack of all trades, nimble +3
11th	+11/+6/+1	+7	+7	+3	Archeologist's luck +3, deeds, loremaster 2/day
12th	+12/+7/+2	+8	+8	+4	Trap Sense +4
13th	+13/+8/+3	+8	+8	+4	
14th	+14/+9/+4	+9	+9	+4	Nimble +4
15th	+15/+10/+5	+9	+9	+5	Deeds, trap sense +5
16th	+16/+11/+6/+1	+10	+10	+5	Improved uncanny dodge
17th	+17/+12/+7/+2	+10	+10	+5	Archeologist's luck +4, loremaster 3/day
18th	+18/+13/+8/+3	+11	+11	+6	Nimble +5, trap sense +6
19th	+19/+14/+9/+4	+11	+11	+6	Deeds
20th	+20/+15/+10/+5	+12	+12	+6	Artifact expert

**Bargain Firearms (Ex)**

Unlike a gunslinger, archeologists do not start play with a firearm, but because of contacts they gather in the world, pay 50% less for them. Depending on trait selection it is possible to purchase a firearm at 1st level, but because of this high cost, many archeologists wait to purchase a firearm until 3rd or 4th level, meanwhile relying on light melee weapons like daggers or whips.

**Catalogue (Ex)**

The archeologist can accurately discern the proper date and provenance of an art object and sell it at a higher price than someone without this knowledge. By making a DC 20 appraise check the archeologist can sell any non-magical art object for 10% more of its actual value. If this check is successful by more than 10, this value increases to 20%. This bonus only applies if the object is sold to a verified collector, a library, or university. Shopkeepers, unless interested in the object for themselves, do not impart this bonus.



**Special:** If you belong to a faction or affiliation, you may instead sell at the normal rate to gain a +1 to your faction or affiliation score for every 2000 gp you forego (to a maximum of +10).

### Find Artifact (Ex)

Whenever the archeologist passes within 10 feet of an item or object worth 1000 gp or more, she may make a perception check to notice as if she were actively looking for it.

### Grit

An archeologist makes his mark upon the world by uncovering lost artifacts and discovering the secrets of lost cultures, and then educating others about their finds. They are often forced to perform daring deeds during this quest and because they are often in tight, cramped environments, they have learned to master the gun. Some archeologists claim the gods of forgotten peoples are responsible for their ability, but it's more likely that the volatile nature of firearms simply prunes the unlucky and careless from their ranks. Whatever the reason, all archeologists have grit. In game terms, grit is a fluctuating measure of an archeologist's ability to perform amazing actions in combat. At the start of each day, an archeologist gains a number of grit points equal to his Wisdom modifier (minimum 1). His grit goes up or down throughout the day, but usually cannot go higher than his Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum.

An archeologist spends grit to accomplish deeds (see below), and regains grit in the following ways:

**Critical Hit with a Firearm:** Each time the archeologist confirms a critical hit with a firearm attack while in the heat of combat, she regains 1 grit point.

Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the archeologist's character level does not restore grit.

**Killing Blow with a Firearm:** When the archeologist reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, she regains 1 grit point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the archeologist's character level to 0 or fewer hit points does not restore any grit.

### Deeds

Archeologist's spend grit points to accomplish deeds. Most deeds grant the archeologist some momentary

bonus or effect, but there are some that provide longer lasting effects. Some deeds stay in effect as long as the archeologist has at least 1 grit point. The following is the list of base archeologist deeds. An archeologist can only perform deeds of his level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the appropriate amount of grit is spent to perform the deed.

### Archeologist's Dodge (Ex):

At 1st level, the archeologist gains an uncanny knack for getting out of the way of ranged attacks. When a ranged attack is made against the archeologist, he can spend 1 grit point to move 5 feet as an immediate action; doing so grants him a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, the archeologist can drop prone to gain a +4 bonus to AC against the triggering attack. The archeologist can only perform this deed while wearing medium or light armor, and while carrying no more than a light load.

### Quick Clear (Ex):

At 1st level, as a standard action, the archeologist can remove the broken condition from a single firearm he is currently wielding, as long as that condition was gained by a firearm misfire. The archeologist must have at least 1 grit point to perform this deed. Alternatively, if the archeologist spends 1 grit point to perform this deed, he can perform quick clear as a move-equivalent action instead of a standard action.

### Up Close and Deadly (Ex):

At 1st level, when the archeologist hits a target with a one-handed firearm that is not making a scatter shot, he can spend 1 grit point to deal 1d6 points of extra damage on a hit. If he misses with the attack, he grazes the target, dealing half the extra damage anyway. He must choose to spend the grit point before he makes the attack roll. This is precision damage and is not multiplied if the attack is a critical hit. This precision damage increases to 2d6 at 5th level, to 3d6 at 10th level, to 4d6 at 15th level, and to 5d6 at 20th level. This precision damage stacks with sneak attack and other forms of precision damage.

### Archeologist's Initiative (Ex):

At 3rd level, as long as the archeologist has at least 1 grit point, he gains the following benefits. First, he gains a +2 bonus on initiative checks. Furthermore, if he has the Quick Draw feat, his hands are free and unrestrained, and the firearm is not hidden, he can draw a single firearm as part of the initiative check.



### Pistol-Whip (Ex):

At 3rd level, the archeologist can make a surprise melee attack with the butt or handle of her firearm, or whip, as a standard action. When he does, he is considered to be proficient with either as melee weapons and gains a bonus on the attack and damage rolls equal to the enhancement bonus each weapon possesses.

The damage dealt by the pistol-whip is of the bludgeoning type, and is determined by the size of the weapon. One-handed firearms and whips deal 1d6 points of damage (1d4 if wielded by Small creatures) while two-handed firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the archeologist's size, the critical multiplier of this attack is 20/x2. If the attack hits, the archeologist can make a combat maneuver check to knock the target prone as a free action. Performing this deed costs 1 grit point.

### Utility Shot (Ex):

At 3rd level, if the archeologist has at least 1 grit point, he can perform all of the following utility shots. Each utility shot can be applied to any single attack with a firearm, but the archeologist must declare the utility shot he is using before firing the shot.

- **Blast Lock:** The archeologist makes an attack roll against a lock within the first range increment of his firearm. A Diminutive lock usually has AC 7, and larger locks have a lower AC. The lock gains a bonus to its AC against this attack based on its quality. A simple lock has a +10 bonus to AC, an average lock has a +15 bonus to AC, a good lock has a +20 bonus to AC, and a superior lock has a +30 bonus to AC. Arcane lock grants a +10 bonus to the AC of a lock against this attack. On a hit, the lock is destroyed, and the object can be opened as if it were unlocked. On a miss, the lock is destroyed, but the object is jammed and still considered locked. It can still be unlocked by successfully performing this deed, by using the Disable Device skill, or with the break DC, though the DC for either break or Disable Device or the AC increases by 10. A key, combination, or similar mechanical method of unlocking the lock no longer works, though knock can still be employed to bypass the lock, and the creator of an arcane lock can still bypass the wards of that spell.

- **Scout Unattended Object:** The archeologist makes an attack roll against a Tiny or smaller unattended object within the first range increment of his firearm. A Tiny unattended object has an AC of 5, a Diminutive unattended object has an AC of 7, and a Fine unattended object has an AC of 11. On a hit, the archeologist does not damage the object with the shot, but can move it up to 15 feet farther away from the shot's origin. On a miss, he damages the object normally.

- **Stop Bleeding:** The archeologist makes a firearm attack and then presses the hot barrel against himself or an adjacent creature to staunch a bleeding wound. Instead of dealing damage, the shot ends a single bleed condition affecting the creature. The archeologist does not have to make an attack roll when performing the deed in this way; he can instead shoot the firearm into the air, but that shot still uses up ammunition normally.

### Deadeye (Ex):

At 7th level, the archeologist can resolve an attack against touch AC instead of normal AC when firing beyond his firearm's first range increment. Performing this deed costs 1 grit point per range increment beyond the first. The archeologist still takes the -2 penalty on attack rolls for each range increment beyond the first when he performs this deed.

### Dead Shot (Ex):

At 7th level, as a full-round action, the archeologist can take careful aim and pool all of his attack potential into a single, deadly shot. When he does this, he shoots the firearm at a single target, but makes as many attack rolls as he can, based on his base attack bonus. He makes the attack rolls in order from highest bonus to lowest, as if he were making a full attack. If any of the attack rolls hit the target, the archeologist's single attack is considered to have hit. For each additional successful attack roll beyond the first, the archeologist increases the damage of the shot by the base damage dice of the firearm. For instance, if a 7th level archeologist firing a musket hits with both attacks, he does 2d12 points of damage with the shot, instead of 1d12 points of damage, before adding any damage modifiers.

Precision damage and extra damage from weapon special abilities (such as flaming) are added with damage modifiers and are not increased by this deed. If one or more rolls are critical threats, he confirms the critical once using his highest base attack bonus -5. For each critical threat beyond the first, he reduces this penalty by 1 (to a maximum of 0). The archeologist only misfires on a dead shot if all the attack rolls are misfires. He cannot perform this deed with a blunderbuss or other scatter weapon when attacking creatures in a cone. The archeologist must spend 1 grit point to perform this deed.

### Startling Shot (Ex):

At 7th level, an archeologist with least 1 grit point can spend a standard action to purposely miss a creature that he could normally hit with a firearm attack. When he does, that creature becomes flat-footed until the start of its next turn.



### Targeting (Ex):

At 7th level, as a full-round action, the archeologist can make a single firearm attack and choose part of the body to target. He gains the following effects depending on the part of the body targeted. If a creature does not have one of the listed body locations, that part cannot be targeted. This deed costs 1 grit point to perform no matter which part of the creature he targets. Creatures that are immune to sneak attacks are immune to these effects.

- **Arms:** On a hit, the target takes no damage from the hit but drops one carried item of the archeologist's choice, even if the item is wielded with two hands. Items held in a locked gauntlet are not dropped on a hit.
- **Head:** On a hit, the target is damaged normally, and is also confused for 1 round. This is a mind affecting effect.
- **Legs:** On a hit, the target is damaged normally and knocked prone. Creatures that have four or more legs or that are immune to trip attacks are immune to this effect.
- **Torso:** Targeting the torso threatens a critical on a 19–20.
- **Wings:** On a hit, the target is damaged normally, and must make a DC 20 Fly check or fall 20 ft.

### Bleeding Wound (Ex):

At 11th level, when the archeologist hits a living creature with a firearm attack, he can spend 1 grit point as a free action to have that attack deal extra bleed damage. The amount of bleed damage is equal to the archeologist's Dexterity modifier.

Alternatively, the archeologist can spend 2 grit points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (archeologist's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

### Expert Loading (Ex):

At 11th level, whenever the archeologist rolls a misfire with a gun that has the broken condition, he can spend 1 grit point to keep the gun from exploding, though it retains the broken condition.

### Lightning Reload (Ex):

At 11th level, as long as the archeologist has at least 1 grit point, he can reload a single barrel of a one-handed or two-handed firearm as a swift action once per round. If he has the Rapid Reload feat or is using an alchemical cartridge (or both), he can reload a single barrel of the weapon as a free action each round instead. Furthermore, using this deed does not provoke attacks of opportunity.

### Twin Shot Knockdown (Ex):

At 11th level, when the archeologist hits a single target with two or more one-handed firearm attacks during his turn, he can spend 1 grit point to knock the target prone. He can choose to spend the grit point after the attacks are made.

### Slinger's Luck (Ex):

At 15th level, the archeologist can spend grit to reroll a saving throw or a skill check. It costs 2 grit points to reroll a saving throw, and 1 grit point to reroll a skill check. The archeologist must take the result of the second roll, even if it is lower. The deed's cost cannot be reduced by the Signature Deed feat, or any other effect that reduces the amount of grit a deed costs.

### Cheat Death (Ex):

At 19th level, whenever the archeologist is reduced to 0 or fewer hit points, he can spend all of his remaining grit points (minimum 1) to instead be reduced to 1 hit point.

### Death's Shot (Ex):

At 19th level, when the archeologist scores a critical hit, he can spend 1 grit point to deal normal damage, and the target must succeed at a Fortitude saving throw with a DC equal to  $10 + 1/2$  the archeologist's level + his Dexterity modifier. On a failed saving throw, the target dies. This is a death attack. Performing this deed does not allow the archeologist to regain grit from confirming a critical hit or making a killing blow.

### Stunning Shot (Ex):

At 19th level, when an archeologist hits a creature, he can spend 2 grit points to stun the creature for 1 round. The creature must make a Fortitude saving throw (the DC =  $10 + 1/2$  the archeologist's level + the archeologist's Wisdom modifier). If the creature fails, it is stunned for 1 round. Creatures that are immune to critical hits are also immune to this effect.

### Clever Explorer (Ex):

At 2nd level, an archaeologist gains a bonus equal to half his class level on Disable Device and Perception checks. He 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, an archaeologist can take 10 on Disable Device checks, even if distracted or endangered, and can disarm magical traps.



**Clever Explorer (Ex):**

Starting at 2nd level, an archeologist gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the archeologist to lose her Dexterity bonus to AC also causes the archeologist to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level).

**Uncanny Dodge (Ex):**

At 2nd level, an archaeologist gains uncanny dodge, as the rogue class feature of the same name.

**Nimble (Ex):**

Starting at 2nd level, an archeologist gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the archeologist to lose his Dexterity bonus to AC also causes the archeologist to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 18th level).

**Trap Sense (Ex):**

At 3rd level, an archaeologist gains trap sense +1, as the rogue class feature of the same name. This bonus improves by +1 for every three levels gained after 3rd, to a maximum of +6 at 18th level.

**Relic Guard (Ex):**

Beginning at 4th level, whenever the archeologist is affected by an area effect spell, objects he is carrying are immune to its effects, even if the archeologist is affected. Furthermore objects he is carrying cannot be the target of spells or spell-like effects.

**Lore Master (Ex):**

At 5th level, the archeologist becomes a master of lore and can take 10 on any Knowledge skill check that she has ranks in. An archeologist can choose not to take 10 and can instead roll normally. In addition, once per day, the archeologist can take 20 on any Knowledge skill check as a standard action. She can use this ability one additional time per day for every six levels she possesses beyond 5th, to a maximum of three times per day at 17th level.

**Evasion (Ex):**

At 6th level, an archaeologist gains evasion, as the rogue ability of the same name.

**Jack of All Trades (Ex):**

At 10th level, the archeologist can use any skill, even if the skill normally requires her to be trained. At 16th level, the archeologist considers all skills to be class skills. At 19th level, the archeologist can take 10 on any skill check, even if it is not normally allowed.

**Improved Uncanny Dodge(Ex):**

An archeologist of 16th level or higher can no longer be flanked. This defense denies rogues the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target has archeologist levels. If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum archeologist level required to flank the character.

**Artifact Expert (Ex):**

At 20th level the archeologist gains the ability to use any artifact regardless of any class restrictions the artifact may possess. Furthermore, the archeologist automatically meets any prerequisite required to use the artifact, and has a chance to know how to destroy any artifact in his possession. To see if the archeologist knows the methods to destroy an artifact, he makes the appropriate knowledge check, DC 20+ the caster level of the artifact (the GM may also add penalties or bonuses to this roll based on the obscurity of the artifact). If he fails this check, he may retry after 1 week of study in a world renowned library or historical collection. The archeologist may use his loremaster ability in conjunction with this ability.





## VARNAYA KOSTER

Dwarf Eldritch Archeologist 7

Medium Humanoid (dwarf)

Init+1; Senses Perception +10

### DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 52 (7d10+14)

Fort +6, Ref +6, Will +6; +2 vs. poison, spells, and spell-like abilities.

**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants). Enemies on higher ground gain no attack roll bonus. Uncanny dodge, relic guard, evasion.

### OFFENSE

Speed 20 ft.

**Melee** Mwk. dagger +9/+4 (1d4/ 19-20) or  
whip +9/+4 (1d3/x2)

**Ranged** mwk Revolver +10/+5(1d8/x4)  
mwk dagger +9/+4(1d4/19-20)

**Special Attacks** +1 on attack rolls against goblinoid and orc humanoids, and they gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. Archeologist's luck 8 rounds/day (+1 luck bonus on attack rolls, saving throws, skill checks, and weapon damage rolls.), deeds (pistol whip, utility shot, dead-shot), grit 4.

### TACTICS

**Before Combat** This archeologist makes sure his revolver is loaded.

**During Combat** This archeologist begins combat alternating between his revolver and whip. In close quarters he relies on his masterwork dagger, a prize from his first archeological dig.

### STATISTICS

Str 10, Dex 13, Con 12, Int 12, Wis, 18, Chr 18

**Base Attack** +7/+2; **CMB** +7, **CMD** +18 (+22 vs. Bull rush or trip)

**Feats** Combat reflexes, weapon focus (whip), whip mastery, weapon focus (revolver)

**Skills** Acrobatics +5, Appraise +5, Climb +4, Knowledge: Engineering +4, Knowledge: History +5, Knowledge: Local +5, Linguistics +4, Perception +7, Survival +7, Use Magic Device +7

**Languages** Common, Dwarven, Aklo

**SQ** Ancient knowledge +3, budget firearms, catalogue, clever explorer, find artifact, nimble+2, trap sense +2, loremaster 1/day

**Combat Gear** elixir of vision; Other Gear +1 chain shirt, masterwork dagger, masterwork revolver, whip, periapt of wisdom +2, 198 gp

Varnaya Koster left her homeland at an early age to explore the ruins of a forgotten human civilization. After finding several relics, including her masterwork dagger, she received the archeology bug and has since dedicated her life to uncovering the past. She can be tactless when dealing with other archeologists or historians, and is slow to make friends, but once she does, remains a loyal comrade.



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# SHATTERED SKIES CAMPAIGN SETTING

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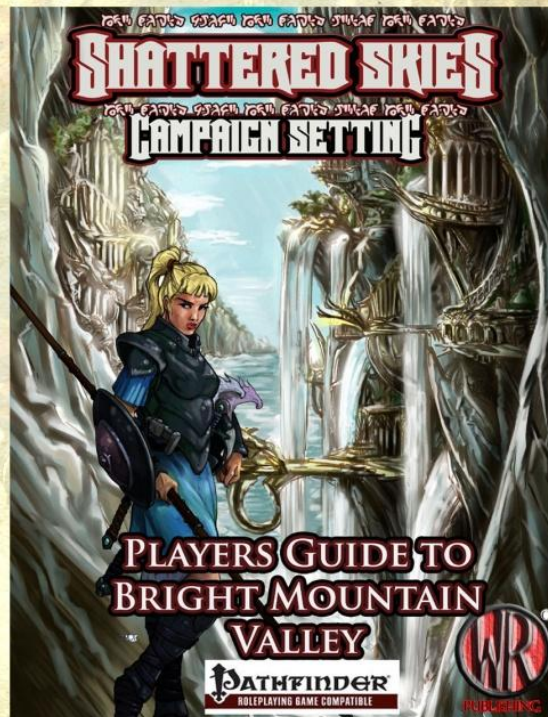
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