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# Introduction

Vigilantes are, by definition, creatures of mystery. No two vigilantes are exactly alike, as each embraces the mask in different ways, and for different reasons. Some vigilantes are rich nobles, working in the shadows to accomplish what can't be done in the light. Others are enigmas, blessed or cursed with powers beyond their understanding, who use a mask to let them more freely explore their strange abilities. Still others are government agents, working undercover to expose plots and conspiracies among the populous without tipping off their targets.

Inside this book are a number of new options for use by the vigilante (and the monk/vigilante hybrid, the luchador). These options are designed for the Skybourne campaign setting, but are easily adaptable to most other settings.

**Note:** Several options contained herein make use of the Spheres of Power alternate magic system. Many options are usable without this system, but making full use of this book requires access to this system.



# New Figilante Archetypes

The following section covers new archetypes for the vigilante class unique to the world of Skybourne.

Living Banner

While many vigilantes rely on fear and intimidation to cow their enemies, others choose to gird themselves in symbols of hope, inspiring the people they protect and the allies who stand beside them to greater and greater acts of courage.

**Inspired Vigilante:** At 2nd level, the living banner must choose the inspired vigilante talent.

**Symbol of Hope (Su):** At 3rd level, the living banner gains the War sphere and one War talent with the (rally) descriptor. This does not cause the vigilante to be treated as a caster for any other purpose. The living banner uses his class level as his casting level for all purposes with this sphere.

The living banner spends inspiration points rather than spell points when using the War sphere. The vigilante's totem abilities are always centered on him and can only affect allies who can see the vigilante while he is in his vigilante identity. If the vigilante is in his social form, he may affect one ally within 30 ft. with his rally abilities, but may not use his totem abilities. The living banner may select an additional talent from the War sphere at 5th level and every 5 levels thereafter.

This replaces the unshakable and startling appearance class features.

**Flag-Raising (Ex):** Starting at 11th level, whenever er the living banner would be dropped to 0 or fewer hit points by a melee or ranged weapon attack while in his vigilante identity, any ally within 30 ft. who can see the attack may make an aid another check as an immediate action to add +2 to the vigilante's AC (to a maximum bonus of +10). If these bonuses would be enough to raise the vigilante's AC above the attack roll for the triggering attack, the attack is instead treated as a miss and the vigilante takes no damage.

This replaces the frightening appearance class feature.

**Concerted Attack (Ex):** From 17th level on, whenever the vigilante confirms a critical hit against an opponent, each ally adjacent to that opponent may make a single melee attack against it as an immediate action.

This replaces the stunning appearance class feature

# Fron Lord

An iron lord doesn't just use a costume to obscure his identity, but rather possesses a mystic tie to the outfit, granting it great power and allowing him to summon his costume at will.

**Armored Transformation (Su):** When an iron lord assumes his vigilante identity, he draws on his mystical connection to a symbolic suit of armor, conjuring it around himself as he adopts his combat persona. This suit of bonded armor always includes a helmet, mask, or similar facial covering to protect the vigilante's social identity, and it must be of a type the iron lord is proficient with. At 7th level, the iron lord gains access to a second suit of armor that may be summoned in the same manner, and at 11th he gains access to a third suit of armor. Anyone who has seen the iron lord's armor in any form recognizes its distinct design and heraldry as belonging to the vigilante.



This bonded armor is always of masterwork quality, and gains a cumulative +1 enhancement bonus for every odd level beyond 1st, increasing to +10 at 20th level. The iron lord may select separate enhancements for each suit of bonded armor he possesses. The suit of armor's enhancement bonus cannot exceed +1 per 3 levels (minimum +1, maximum +5); any bonus beyond this must be spent to add special qualities to the armor. Once the iron lord has selected his enhancements, he cannot change them again until the next time he gains a level. This armor disappears automatically I round after it leaves the iron lord's possession for any reason, and can be dismissed as part of the process of changing back to his social identity. The iron lord can switch between suits of armor granted by this ability in the same amount of time it takes him to change identities without risking revealing his social identity.

This alters but otherwise works like and counts as the dual identity class feature, and replaces the vigilante talent gained at 2nd level.

**Craftsman's Gift:** Starting at 3rd level, the iron lord may choose a special material for his bonded armor to be crafted from. The iron lord may change the material any of his bonded suits of armor are crafted from during an eight hour rest, choosing any I material he qualifies for from the following list-

- 3rd level—Griffon Mane<sup>UE</sup>, Dragonhide<sup>UE</sup>, Living Steel<sup>UE</sup>
- 7th level—Elysian Bronze<sup>UE</sup>, Fire-Forged Steel<sup>UE</sup>, Frost-Forged Steel<sup>UE</sup>
- 11th level-Mithral, Adamantine, Angelskin<sup>UE</sup>

This replaces the unshakable class feature normally gained at 3rd level.



Masked duelists are masked swordsmen, using agility and panache to dazzle their foes and then disappearing as suddenly as they appear. Whether protectors of their people or personifications of terror for their foes, masked duelists' combination of style and skill make them canny opponents.

**Masked Finesse (Ex):** At 1st level, the masked duelist gains the benefits of the Weapon Finesse feat with light or one-handed piercing melee weapons, and counts as having Weapon Finesse for the purpose of meeting feat requirements.

This replaces the seamless guise class feature.

**Panache and Deeds (Ex):** At 2nd level, the masked duelist gains the swashbuckler's panache class feature, along with the dodging panache and opportune parry and riposte deeds. At 3rd level, he gains the precise strike and swashbuckler initiative deeds.

This replaces the vigilante talent gained at 2nd level.

**Mark of the Masked Duelist (Ex):** At 6th level, the masked duelist gains Dazzling Display as a bonus feat, and treats all light or one-handed melee piercing weapons as weapons he has Weapon Focus in for the purpose of that feat. If the masked duelist already has Dazzling Display from another source, he may instead choose any one combat feat he qualifies for. A number of times per day equal to his Charisma modifier, the masked duelist may choose to mark an adjacent enemy as part of the action taken to perform a Dazzling Display; this enemy must succeed at a Will save (DC 10 + 1/2 the vigilante's level + the vigilante's Charisma modifier) or be dazed for 1d4 rounds in addition to Dazzling Display's normal effects.

This replaces the vigilante talent gained at 6th level.



Possessed vigilantes gain their strength and power from having the soul of another entity bound to their own. When a possessed vigilante transforms, they aren't so much assuming a disguise, as letting their other half out.

**Skill Ranks per Level:** A possessed gains a number of skill ranks equal to 4 + his Intelligence modifier at each level, instead of the normal 6 + his Intelligence modifier skill ranks.

This alters the vigilante's skill ranks per level.

**Possessed Identity (Su):** A possessed chooses one of the following forms at 1st level—undead, aligned outsider, elemental, plant, dragon, or construct. While in his vigilante form, he gains the following benefits:

*Construct:* The vigilante is treated as both a construct and his usual creature type for the purpose of what spells and effects may target him. The vigilante does not need to breath while in vigilante form, and gains a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue. Undead: The vigilante is treated as both undead and his usual creature type for the purpose of determining what spells and effects may target him. He is damaged by negative energy and healed by positive energy while in his vigilante identity, and gains a +2 racial bonus to saving throws against disease, mind-affecting effects, death effects, and paralysis.

Aligned Outsider: Choose one subtype that corresponds with an alignment the vigilante possesses while in his vigilante identity: good, evil, lawful, chaotic. The vigilante gains this subtype whenever he is in his vigilante identity, and gains DR equal to 1/2 his vigilante level (minimum: 1). This damage resistance is overcome by their opposed alignment (thus, if the vigilante chose good for their aligned subtype, they would gain DR/evil).

*Elemental:* Choose one elemental type from the following list and gain its listed ability:

- Air: The vigilante is always under the effects of *featherfall*.
- Water: The vigilante gains a 20 ft. swim speed
- Earth: The vigilante gains a 10 ft. burrow speed
- Fire: The vigilante gains a +10 ft. bonus to his land movement speed.

Additionally, at 4th level, the vigilante gains a 10% chance to ignore critical hits and precision damage. This increases by 10% every 4 levels thereafter, to a maximum of 50% at 20th level. This stacks with similar benefits, such as that provided by the fortification armor special quality.

*Plant:* The vigilante is treated as both a plant and his usual creature type for the purpose of what spells and effects may target him. The vigilante gains a +1 bonus to their natural armor. This bonus increases by +1 at 4th level and every 4 levels thereafter.

*Dragon:* The vigilante gains a +1 racial bonus to all saving throws. These bonuses increase by +1 at 4th level and every 4 levels thereafter.

This replaces vigilante specialization.

**Magical Transformation:** A possessed's transformation between identities is assisted by magic.

This makes it faster than usual, but also more noticeable.

A possessed can normally transform between his identities in 5 rounds, though this improves to a standard action with the quick change social talent and a swift action with the immediate change social talent. However, the transformation is quite a spectacle, as the possessed's body dissolves and is overcome by their new identity.

**Magic Nature:** A possessed is treated as a Low-Caster for the Spheres system, using Charisma as his casting ability modifier. However, he does not gain magic talents as he gains levels, and does not gain the usual 2 bonus magic talents for gaining his first level in a casting class (he still gains these bonus magic talents if he takes a level in another casting class). While he does increase his MSB and MSD as normal, he only gains a spell pool equal to 1/2 his class level + his casting ability modifier.

Secret Police

Members of the secret police are specifically empowered by their government to deal with internal threats by any means necessary. Kidnapping, extortion, blackmail, torture... They can and will use whatever tools are at their disposal to detect, contain, and eliminate threats to the governing body they serve.

Weapon and Armor Proficiencies: The secret police is not proficient with medium armor, shields, or martial weapons. He gains proficiency with the hand crossbow, sap, and whip.

**Enforcer:** At 1st level, the vigilante gains Enforcer<sup>APG</sup> as a bonus feat.

This replaces the seamless guise class feature.

**Unarmed Strike:** At 1st level, a member of the secret police gains Improved Unarmed Strike as a bonus feat. The secret police agent may attack with fists, elbows, knees, and feet. This means that a secret police

agent may make unarmed strikes with his hands full. The vigilante applies his full Strength modifier (not half) on damage rolls for all his unarmed strikes, including those made as off-hand attacks.

Usually, a vigilante's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A vigilante's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that modify either manufactured weapons or natural weapons.

A vigilante also deals more damage with his unarmed strikes than others, as shown on the table below.

This replaces the social talent normally gained at 1st level.

**Judgement (Su):** Starting at 2nd level, the vigilante gains the inquisitor's judgment class feature, treating his vigilante level as his inquisitor level when determining its effects and uses per day. This does not grant the vigilante the second judgement or third judgement class features. While the vigilante has a judgement active, he gains a +I sacred bonus to Intimidate checks, +I per five class levels he possesses.

This replaces the vigilante talent normally gained at 2nd level.

**Mark of Service:** At 8th level, the vigilante is rewarded for his service with a special signet ring which acts as a *ring of protection* providing a deflection bonus to armor class equal to +1 per three class levels the vigilante possesses (maximum +5). The vigilante may also use this ring to conjure up a dose of tears of death<sup>UE</sup> poison as a swift action a number of times per day equal to his Charisma modifier. Unlike normal doses of tears of death, this poison has an immediate onset time. These conjured doses remain viable for 24 hours, after which they dissipate into harmless vapor. The vigilante never risks accidentally poisoning himself when applying this poison to a weapon, even his unarmed strikes, and his prolonged use

Small or Large Secret Police Unarmed Damage

Level	Damage (Small Secret Police)	Damage (Medium Secret Police)	Damage (Large Secret Police)
ıst - 3rd	ıd4	1d6	1d8
4th - 7th	1d6	1d8	2d6
8th - 11th	1d8	ıdıo	2d8
12th - 15th	ıdıo	2d6	3d6
16th - 19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

of and exposure to tears of death makes him immune to that particular poison.

This replaces the vigilante talent normally gained at 8th level.



Warriors of the open skies, killers and heroes and villains. Regardless of the path they choose and the legend they leave behind, sky marines all share an innate fearlessness and a wild daring that makes them some of the fiercest and most deadly warriors imaginable, leaping from the decks of airships onto the backs of flying foes or hurtling into the maw of certain doom with naught but wild laughter to announce their passing.

**Class Skills:** A sky marine adds Fly (Dex) to their list of class skills.

This alters the vigilante's class skills, but does not prevent the vigilante from taking archetypes that also modify his class skills. Weapon and Armor Proficiencies: A sky marine is not proficient with medium armor.

This alters the vigilante's armor and weapon proficiencies.

War Form (Ex): The sky marine's vigilante identity does not rely on masks or other attempts to disguise his social identity, but instead uses war paints, brutal-seeming piercings, even oils and fats to spike hair and accentuate musculature. As such, he does not benefit from the normal protections from Knowledge checks and scrying connecting his two identities. However, as long as the sky marine is in his vigilante form, he gains several benefits:

• The sky marine gains a +1 dodge bonus to armor class, +1 at 5th level and every 5 levels thereafter.

• If the sky marine has the startling appearance class feature, the penalty to opponent's attack rolls inflicted by that ability lasts until the end of the sky marine's next turn, rather than the start. In addition, the first time an affected enemy misses the vigilante by 4 or less, they provoke an attack of opportunity from the vigilante.

• If the sky marine has the frightening appearance class feature, he may use its effects to affect the target of his

Class Level	Bonus Hit Points	Armor Bonus	Hardness	Special
6	+5	+I	+I	Ship bond
7	+5	+I	+I	
8	+IO	+2	+2	A 100 100
9	+IO	+2	+2	
IO	+15	+3	+3	
II	+15	+3	+3	
12	+20	+4	+4	Skilled pilot
13	+20	+4	+4	
I4	+25	+5	+5	
15	+25	+5	+5	
16	+30	+6	+6	
17	+30	+6	+6	
18	+35	+7	+7	100 / CON
19	+35	+7	+7	
20	+40	+8	+8	Home

### **Table: Sky Marine Companion Ship Progression**

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attack and all enemies within 20 ft. (instead of 10 ft. as normal). In addition, the sky marine automatically confirms critical hits against opponents demoralized by his frightening appearance ability for as long as the demoralize effect lasts.

This alters the vigilante's dual identities class feature, and replaces the seamless guise class feature.

Aerial Assailant (Ex): Starting at 6th level, the sky marine is able to make special customizations to any ship he owns, reinforcing it and making it sturdier, more powerful, and more responsive than a normal craft of its type. He may designate a new ship he gains possession of to receive these benefits after one week's time, but doing so removes these benefits from the previous ship. See the table below to determine the benefits appropriate for the craft.

This replaces the vigilante talents gained at 6th and 12th level, as well as Vengeance Strike.

**Ship Bond (Ex):** The sky marine's ship has been customized and updated with specialized pulleys and hitches that allow the marine to control it from nearly anywhere on the ship. The sky marine may spend a swift action while on his ship to rig a temporary control device and designate his current location as the driving space for his ship.

**Skilled Pilot (Ex):** From 12th level on, the sky marine's ship is further upgraded with special modifications, allowing it to fly and maneuver as normal even if the sails are destroyed. As long as the ship has this ability and a functional primary engine (sails, steam, etc.) its maneuverability increases by one step.

Home (Su): At 20th level, the sky marine's bond with his ship is deep and true, almost supernaturally inexplicable. If the sky marine's ship is stolen or lost, it always finds some way to return to its true owner's location within I week's time, though this doesn't necessarily mean that the people who stole it won't still be onboard and in control of the vessel. However it happens, whether it be the thieves following a lead that leads them to the sky marine's location, an errant squall throwing them off course and causing them to wash up or crash, or some other odd circumstance, the ship always finds its way back to the sky marine. In addition, as long as the sky marine is in physical contact with his ship, both he and the ship location he is in gain Regeneration 5; this regeneration ends immediately if the sky marine ceases to maintain contact with his ship.

## Øverwatch

Some vigilantes form a unique bond with a winged companion, learning to use the creature to scout and even fight alongside them. While the creature may be small, these vigilantes know the value of having an absolutely trustworthy companion watching their back, and learn to rely instinctually on its abilities.

**Winged Companion (Ex):** Starting at 2nd level, the overwatch may gain either a flying animal familiar, such as a bat, or a bird animal companion, using his vigilante level as his caster or druid level (as appropriate). This replaces the vigilante talent normally gained at 2nd level.

**Improved Empathic Link (Su):** At 6th level, the overwatch gains an empathic link with his winged companion. This functions like the normal empathic link with a familiar, except the overwatch can also see through a companion's eyes as a swift action, maintaining this connection as long as he likes (as long as the companion is within 1 mile) and ending it as a free action. The overwatch is blinded while maintaining this connection.

This replaces the vigilante talent normally gained at 6th level.

**Eyes in the Sky (Su):** At 20th level, when the vigilante uses his vengeance strike class feature, his companion may contribute up to two standard actions towards the vengeance strike, though these actions must still be taken in consecutive rounds with the vigilante's.

This alters but otherwise works as the vengeance strike class feature.



The uncanny archer is a master of the bow, able to place his arrows exactly where he wants them, entangling enemies, tripping opponents, even shooting the weapons out of an enemy's hand.

**Weapon and Armor Proficiencies:** An uncanny archer is not proficient with medium armor. This alters the vigilante's normal proficiencies.

**Precise Shot:** The uncanny archer gains Precise Shot as a bonus feat at 1st level.

**Archery Tricks:** Starting at 4th level and every 4 levels thereafter, the uncanny archer gains one of the following hunter's tricks from the skirmisher ranger archetype: *aiding attack, defensive bow stance, distracting attack, hobbling attack, tangling attack,* or *trick shot*. The uncanny archer may only use these tricks while wielding a ranged or thrown weapon. He may use these abilities a number of times per day equal to 1/2 his vigilante level plus his Charisma modifier.

This replaces the vigilante talent normally gained at 4th level.

**Ranged Maneuvers (Ex):** From 8th level on, the uncanny archer gains the ability to perform a trip or disarm maneuver with a ranged or thrown weapon against any opponent within 30 feet. These maneuvers benefit from improved combat maneuver feats and other abilities that would affect the uncanny archer's ability to perform the maneuvers as normal. If the uncanny archer knows the Rapid Shot feat or uses two-weapon fighting to attack an opponent with a weapon from each hand, and uses one of the attacks granted by Rapid Shot or his first offhand attack to target an opponent with a trip or disarm attempt, he gains a +2 competence bonus on his combat maneuver check for that attempt.

This replaces the vigilante talent normally gained at 8th level.

**Bouncing Shot (Ex):** Starting at 12th level, the uncanny archer gains the ability to bounce their attacks off of the ceiling, floor, or wall to attack a protected target. The uncanny archer may target a 5 ft. square of a solid



surface, then treat that spot as their new point of origin when attacking a target. This can allow the uncanny archer to attack around corners, or possibly ignore the cover on a target.

The vigilante may bounce his shot up to 5 times, but suffers a -2 penalty to the attack roll per surface used to bounce in this fashion. A bounced surface does not take damage, and the uncanny archer uses the total distance traveled (including to bounced surfaces) when determining range penalties.

This replaces the vigilante talent normally gained at 12th level.



A vessel is a vigilante that channels some sort of force beyond his control. Rather than choosing to transform, a vessel is forced into the transformation whenever their patron senses they are in danger. This patron could be fate itself, a hero from another age, or a witch's patron, or anything else that has taken an interest in protecting and aiding the vigilante.

**Dual Identity (Su):** Unlike most vigilantes, a vessel cannot freely switch between their vigilante and social identities, nor can they use their vigilante abilities while in their social identity; instead, their vigilante identity is a protective force drawn forth in times of great need, and their social identity is their "normal" form, and the only identity they may start the day in.

Starting at 1st level, whenever the vessel or an ally they can see is severely wounded (reduced to 50% or fewer of their normal maximum hit point total), they may assume their vigilante identity as an immediate action. This action may be taken in response to the attack that severely wounded them or their ally, or at any time thereafter as long as they or the ally is still severely wounded. However, transforming in front of enemies can carry its own concerns, and it is wise for a vessel to hide before transforming, or else to ensure no enemies survive the encounter to spread what they've seen. The vessel may return to their social identity at any time as a free action, and automatically revert to their social form if there are no conscious enemies in sight.

At 5th level, the vessel may assume his vigilante identity as a standard action once per day, even if no one is severely wounded. At 10th level, the vessel may use their vigilante talents while in their social form and may assume their vigilante identity at will, using the normal rules for changing identities.

Whenever the vessel assumes his vigilante identity, he gains a number of temporary hit points equal to 2x his class level. These temporary hit points are not replenished if the vigilante re-enters their vigilante form within I minute of assuming their social identity.

This alters but still counts as dual identity.

**Protected By Fate (Su):** While in their social form, the vessel gains access to a luck pool equal to 1/2 their class level plus their Charisma modifier (minimum 1). The vessel may spend 1 point from this pool as part of an attack or damage roll to add +1d6 to the attack roll, or +1d6 per 5 class levels to the damage roll. The vigilante may also spend 1 point as an immediate action to add +1d6 to a saving throw, or to their armor class against a single attack.

The vigilante cannot spend points from his luck pool while in his vigilante form until 10th level.

This replaces vigilante specialization.

**Protect Another:** As an immediate action, the vessel may spend 2 points from their luck pool to grant a +1d6 bonus to an adjacent ally's saving throw, or to their armor class against a single attack.

# Racial Archetypes

The following section covers new race specific archetypes for the vigilante class unique to the world of Skybourne.

# Deepstalker (Eccaelia Archetype)

While many vigilantes arise as protectors of their people against external threats, the deepstalkers of the cecaelia serve an entirely different purpose. The deepstalkers were once part of the ruling body of the cecaelia, tasked with eradicating threats, not from the outside, but from cecaelian leaders who abused their power, or whose repeated poor decisions threatened to lead their people to ruin. Ultimately the deepstalkers failed at their purpose, and today that failure and its consequences continue to burn as an eternal reminder of why they must not fail again.

**Class Skills:** A deepstalker adds Knowledge (history) and removes Climb from her list of class skills.

Weapon and Armor Proficiencies: The deepstalker is proficient with the heavy and light underwater crossbow in addition to her normal proficiencies. She is not proficient with medium armor, or with shields other than bucklers. **Poison Use:** At 1st level, the deepstalker is trained in the use of poison and cannot accidentally poison herself when applying poison to a weapon.

**Cunning Killer:** The deepstalker gains a bonus to Craft (alchemy) and Craft (traps) checks equal to  $\Box$  her class level (minimum +1).

This replaces the seamless guise class feature.

**Learn Ranger Trap:** Starting at 4th level, the deepstalker gains Learn Ranger Trap<sup>UM</sup> as a bonus feat, treating her vigilante level as her ranger level and using her Charisma in place of her Wisdom when determining the DC of her traps and the number of traps she may set per day. The deepstalker may use this ability to set supernatural traps.

This replaces the vigilante talent normally gained at 4th level.

**Eternal Sleep (Su):** At 20th level, whenever the deepstalker's attack would reduce an opponent to 0 or fewer hit points, the target must make a Will save (DC 10 + 1/2 the deepstalker's class level + Charisma modifier) or have their body melt away into a thin, oily film; the target is entitled to this save even if unconscious, helpless, or otherwise hindered. This prevents *breath of life, raise dead* and *resurrection*, as well as similar sphere effects such as Resuscitate, Resurrection or Greater Resurrection (although *true resurrection* works as normal) from restoring the target to life.

This replaces the vengeance strike class feature.



### **Divine Avenger** (Aasimar Archetype)

For some god-touched aasimar, their divine ancestry does not gift them with holy power or magical might, but instead instills a dark and necessary purpose in their very soul. These "divine avengers" must cloak their true nature from the world, using their divinely inspired diplomatic skills to hide the killer who awaits the opportunity to carry out its godly purpose.

**Call Truce:** At 5th level, the divine avenger gains Call Truce<sup>UI</sup> as a bonus feat, even if he would not otherwise meet the prerequisites.

This replaces the startling appearance class feature.

**Beatific Countenance (Su):** Starting at 11th level, while the divine avenger is in his social identity whenever a creature comes within 60 ft. of him, they must succeed at a Will save (DC 10 + 1/2 level + Charisma modifier) or have their attitude towards him automatically improved by one step. This ability lasts for 1 hour per level at which point the affected target's attitude drops one step. Any improvements to the affected creature's attitude resulting from successful Diplomacy checks or other similar actions taken after the creature was affected by the ability remain. This ability has no impact on creatures without sight. Once a creature has passed or failed their save against this ability they cannot be affected again for 24 hours.

This replaces the startling appearance class feature.

**Shock of Betrayal (Ex):** From 17th level on, the divine avenger may choose to reveal his vigilante identity to a creature whose attitude towards him is at least indifferent; this creature must make a Will save (DC 10 + class level + Charisma modifier) or be stunned until the end of the divine avenger's next turn. Once a creature has been subjected to this ability, it does not work again against that target.

This replaces the stunning appearance class feature.

## Ebon Phoenix (Fenghnang Archetype)

In ancient times the fenghuang were the true bards of the feylands, much sought after by the lords and ladies of the fey courts. Those same lords and ladies were also amongst the greatest threats to those fenghuang performers, often executing artists who failed to meet their expectations. The first Ebon Phoenix arose to avenge one such performer, laying low a fey lord and all his court before leaving behind a simple message— "Whenever hospitality is betrayed and one of my people suffers, I shall rise". Many have worn the mantle of Ebon Phoenix in the years since, though whether they are each members of a single dynasty, lone wolves inspired by the same ancient tale, or perhaps even the same immortal hero constantly reborn is a closely guarded secret that has never been revealed.

**Guise of the Ebon Phoenix (Su):** The Ebon Phoenix's vigilante identity always appears the same, regardless of the fenghuang assuming it: a midnight black fenghuang with red glowing eyes. His transformation between identities is a supernatural process assisted by ancient racial magics inherent to the fenghuang, making it faster than usual; he can assume the guise of the Ebon Phoenix in 5 rounds, though this improves to a standard action with the quick change social talent and a swift action with the immediate change social talent. The transformation is difficult to hide though, as it involves an explosive rush of dark energies swirling around the fenghuang to bestow the mantle upon him.

**Folk Hero (Ex):** At 1st level, the Ebon Phoenix gains the Renown social talent. In any community that contains at least 10 fenghuang, the amount of time it takes for him to generate renown in his social form is reduced by half (rounded down, minimum 1 day), and the first such community he establishes renown in does not count against the total number of communities he may hold renown in. However, it is difficult for the Ebon Phoenix to disguise his true identity from his own people, and all other fenghuang gain a +5 circumstance bonus to Perception, Sense Motive, or gather information checks made to connect his social identity to his vigilante identity.

This replaces the social talent normally gained at 1st level.

Feyland Stalker (Ex): Starting at 2nd level, the Ebon Phoenix gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks, and a +2 bonus on weapon attack and damage rolls against creatures of the fey type, or creatures with the elf subtype. The Ebon Phoenix may make Knowledge skill checks untrained when attempting to identify these creatures. At 8th level and again at 16th level, the bonus against these creatures increases by +2. If the Ebon Phoenix discovers a new threat to his people, he may change the creature type affected by this ability to any one matching creature type from the ranger's favored enemy list in a 24 hour ritual. To qualify as a threat, the Ebon Phoenix must have reason to believe that a creature of the selected type poses a serious threat to a member of the fenghuang race. This counts as, and stacks with, the ranger's favored enemy class feature.

This replaces the vigilante talents gained at 2nd and 16th level.

From the Ashes (Su): Starting at 20th level, when the Ebon Phoenix would be reduced to o or fewer hit points, he may spend an immediate action to erupt in a burst of shadowy energy, dealing 5d6 cold damage and 5d6 negative energy damage to all creatures in a 20 ft. radius (DC 10 + 1/2 the Ebon Phoenix's class level + his Charisma modifier, Reflex save for half). If an affected creature type matches the active favored enemy type granted by the feyland stalker class feature, it instead takes 10d6 cold and 10d6 negative energy damage, and the DC increases to 10 + the Ebon Phoenix's class level + his Charisma modifier. The Ebon Phoenix's physical form and everything it is carrying is utterly consumed by this blast, but he reforms 1d4 rounds later in the same spot with 50% of his normal maximum hit points; any gear he was wearing or carrying at the time he activated this ability reforms with him, in the exact condition it was in before the blast. The Ebon Phoenix cannot use this ability more than once per 24 hours.

This replaces the vengeance strike class feature.

## Eava Walker (Cherufe Archetype)

Fire and vengeance are old friends, as old as the earth, as old as blood. When the cherufe are wronged, the lava walkers bring the fire of the earth's blood to bear against their people's enemies. They do not stop, not until their enemies and all their children lie in ashes. Then the fires are allowed to burn low and those who walked with lava return to their normal lives, but an ember always burns, and vengeance always lurks ready.

**Special:** A cherufe must be of the amet racial variant to take this archetype.

Lava Walker (Ex): Whatever his social identity, all lava walkers amongst the cherufe share the same vigilante identity: a cherufe in a plain black hood and ash-streaked robes. All cherufe respect and fear the lava walkers, granting a +5 competence bonus to all Intimidate checks made against another cherufe. The fear the lava walkers invoke is so supreme and ingrained in the race that no cherufe can be made to reveal a lava walker's true identity through magical or mundane compulsion. Compulsion and charm spells still function in all other ways as normal, but any attempt to pry the social identity of a lava walker from another cherufe always fails and grants the questioned individual a new save against any ongoing charm or compulsion effects.

This replaces the seamless guise class feature.

**Lava Mastery (Su):** Starting at 2nd level, the benefits granted by your lava last for 1 round rather than one attack, and you gain a number of additional uses equal to 1/2 your class level (minimum +1). This means that you may make as many attacks with your amet lava as you can make in any given round. In addition, you may apply the benefits of your amet lava to your wielded weapons as well as your unarmed strikes and natural attacks. At 5th level, your amet lava is considered a magical attack for the purpose of overcoming damage reduction, and the fire damage multiplies on a critical hit (but not lingering fire damage). At 7th level, your amet lava's damage increases; it now deals 1d6 fire damage, and deals 1d6 bludgeoning damage if used as a thrown weapon, or increases the damage of a natural attack or unarmed strike by 2 die sizes. At 11th level, your lava's fire damage increases to 2d6, and your lingering fire damage increases to 2 rounds.

This replaces the vigilante talent normally gained at 2nd level.

**Improved Fire Resistance (Ex):** At 12th level, the lava walker gains fire resistance 25. If he also has the hotblooded racial trait, he instead gains fire resistance 30.

This replaces the vigilante talent normally gained at 12th level.

# Reimagined (Ereated Archetype)

While the created have forms as varied as the imaginations of a world full of mages, some of them find their forms insufficient for their chosen purpose. These "reimagined" have developed the ability to manipulate their physical forms, maintaining two separate and unique bodies and identities.

**Reimagine (Ex):** In addition to the normal benefits of dual identity, the reimagined may reallocate their creation points when assuming their vigilante identity. The reimagined must decide how their creation points for their vigilante form will be spent at 1st level or immediately upon gaining an additional creation point, and cannot change these choices thereafter.

This alters the dual identity class feature, but is compatible with archetypes that alter dual identity as long as they do not exchange it entirely.

**Repurpose (Ex):** Starting at 3rd level, the reimagined may reassign the ability score bonus from their purposed creation racial trait to any other ability score of their choice as a standard action. The reimagined may use this ability once per day, and gains an additional use at 6th level and every 6 levels thereafter.

This replaces the social talent normally gained at 3rd level.

### Fechnophile (Eatulani Archetype)

Stranded on a foreign plane, cut off from the tools necessary to maintain their technology or communicate with their people, the tatulani are no strangers to adversity. The first technophile was a fiercely xenophobic tatulani patriarch who sought vengeance against any slight or injury to his people, using a combination of stealthy tactics and jury-rigged technology to lay low any he deemed a foe. Over time, this patriarch spread his skills, both those tied to stealthy combat and those required to maintain and utilize the technological devices of his people, to worthy successors.

**Proficiencies:** The technophile gains proficiency with all firearms, but not with martial weapons.

This alters the vigilante's normal proficiencies

**Battered Laser Pistol:** At 1st level, the technophile is able to assemble various technological odds and ends he has collected into a battered laser pistol. This functions as a normal laser pistol (rd8 fire damage, x2 critical, 50 foot range increment), but only the technophile knows how to use it; all other creatures treat his pistol as though it has the broken condition. The laser pistol's capacity is also lower than normal; a battered laser pistol has a capacity of 5. The technophile may spend 1 hour making a Craft (mechanical) check with a DC equal to 15; success on this check allows him to recharge the pistol up to its full capacity. Failure on this check means the hour is wasted with no effect.

**Technological Aptitude:** The technophile gains a bonus to Craft (mechanical) checks and Knowledge (engineering) checks equal to 1/2 its class level (minimum +1).

This replaces the seamless guise class feature.

**Technologist:** The technophile gains Technologist as a bonus feat. This replaces the social talent normally gained at 1st level.

**Techsmith:** Starting at 7th level, the technophile's ability to create and develop technological equipment excels even under the most adverse conditions. With at least 8 hours of prep time, the technophile can convert any large room (such as a tavern common area, garage, or similarly sized area) or small building into a makeshift

crafting laboratory, such as a cybernetics lab, medical lab, or military lab. At the end of this 8 hours, the technophile makes a single Craft (mechanical) check with a -10 penalty, and then multiplies the result by 10. This determines the number of charges available to power the makeshift lab; if the number of charges generated is insufficient to power the lab, the technophile is unable to power the lab. The technophile can make an additional check once each day thereafter by spending one hour working on the equipment powering the lab to renew its charge; the result replaces the remaining charge, it does not add to it. Due to the rarity of the components required to construct a crafting laboratory, the technophile can only have one makeshift crafting lab assembled in this way at a time.

In addition, the technophile gains Craft Technological Arms and Armor as a bonus feat.

This replaces the social talent normally gained at 7th level.

# Winged Ferror (Enazaj Archetype)

The cuazaj, while not possessing true flight, are nonetheless born to the air and sky. When the Walkways shattered, severing the cuazaj from their power, a small sect of cuazaj quickly adapted, learning to replace their lost magical skill with cunning, alchemy, and physical improvement. While these "winged terrors" were effective protectors of the cuazaj race, they also became targets for those who wished to prevent the cuazaj's return to power. To protect themselves, these cuazaj learned to manipulate the coloration of their scales with paints and powders, and augment their appearance with various prosthetics molded from naturally occurring substances.

**Expert Alchemist:** The winged terror adds 1/2 his level to Craft (alchemy) checks (minimum +1).

This replaces the social talent normally gained at 1st level.

**Bombardier (Su):** From 2nd level on, winged terrors learn to create magical bombs, as the alchemist class feature, but does not add his Intelligence bonus to their damage.

This replaces the vigilante talents gained at 2nd level.

Flight (Ex): Starting at 5th level, the winged terror gains a fly speed of 30 ft. with average maneuverability. If the winged terror possesses the Real Flight feat, their fly speed is instead increased to 40 ft. with good maneuverability.

This replaces the startling appearance class feature.

Aerial Mastery (Ex): From 17th level on, the winged terror's experiments with alchemy and experience in aerial combat have allowed him to strengthen his flight muscles to an unprecedented level. His fly speed increases to 90 ft. with perfect maneuverability, or 120 ft. with the Real Flight feat.

This replaces the stunning appearance class feature.

# Additional Elass Archetypes

While the vigilante class is perhaps the best way to play a masked hero who can operate in plain sight while maintaining a secret identity, it is certainly not the only way to play such a character. Included in this section are archetypes to allow existing classes to utilize options presented in this supplement and participate in intrigue-heavy games.

## Beast Famer (Euchador Archetype)

Beast tamers specialize in combining flashy martial techniques with animal assisted stunts. True showmen in every sense, beast tamers disguise not only their own identities behind bright and fearsome masks, but that of their companion beasts as well.

**Beast Tamer (Ex):** A beast tamer forms a close bond with an animal companion, as a druid of his class level. The luchador gains a +2 bonus on wild empathy and Handle Animal checks made regarding his animal companion. Whenever the luchador adopts his masked identity, any animal companion he possesses gains the benefits (and a mask of its own) as well.

The beast tamer may have more than one animal companion, but he must divide up his effective druid level between his companions to determine the abilities of each companion.

For example, a beast tamer with an effective druid level of 4 can have one 4th-level companion, two 2nd-level companions, or one 1st-level and one 3rd-level companion.

Each time a beast tamer's effective druid level increases, he must decide how to allocate the increase among his animal companions (including the option of adding a new 1st-level companion). Once an effective druid level is allocated to a particular companion, it cannot be redistributed while that companion is in the beast tamer's service (he must release a companion or wait until a companion dies to allocate its levels to another companion).

This ability replaces the skilled combatant class feature.

**Tamer's Coordination (Ex):** At 4th level and every four levels thereafter, the beast tamer gains a teamwork feat as a bonus feat. He must qualify for these feats as normal, but uses his class level in place of his base attack bonus when determining if he meets the prerequisites. Any animal companion the beast tamer possesses is treated as having any teamwork feat the beast tamer knows, and does not need to meet the prerequisites for such feats.

This replaces the stable talents gained at 4th and 12th level.

## Eloaked Killer (Ranger Archetype)

Though most people think of rangers as stern guardians of nature, the wilderness is not the only environment in need of protection, and many similar traditions are taught in guilds and similar enterprises. Whether cold-blooded assassins or uncompromising arbiters of justice, these cloaked killers are no less the masters of their environments than their nature-oriented counterparts.

**Dual identity (Ex):** The cloaked killer gains the vigilante's dual identity class feature.

This ability replaces the wild empathy class feature.

**Cloaked Killer (Ex):** At 4th level the cloaked killer gains the stalker's hidden strike ability as a vigilante of his class level -3, allowing him to deal an extra 1d8 points of precision damage on melee attacks (or ranged attacks from within 30 ft.) against foes who are unaware of his presence or who consider him an ally. This extra damage increases by 1d8 at 6th level and every 2 levels thereafter. The cloaked killer can also deal hidden strike damage to a target that he is flanking or that is denied its Dexterity bonus to AC, but in these cases, the damage dice are reduced to d4s. The cloaked killer can deal hidden strike damage against targets with concealment (but not total concealment).

CACCENT Autators special tagens, called evolut al abilities. Due to th powers bestowed by also develops technic allow him to continu Evolutionary C is referred to as an evi ing an alchemist bor natural armor and a gen instead grants hi his class level (minim te talent of his choic evolutionary catalyst

This replaces the spells class feature. Cloaked killers do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

**City Strider (Ex):** From 7th level on, the cloaked killer gains partial concealment while moving through crowds, his movement is not impeded by crowds, and he gains a bonus equal to 1/2 his ranger level on Intimidate checks to influence crowds.

This replaces the woodland stride class feature.

### Mutator (Alchemist Archetype)

Mutators specialize in creating highly specialized mutagens, called evolutionary catalysts, that confer unusual abilities. Due to the often highly visible nature of the powers bestowed by evolutionary catalysts, the alchemist also develops techniques to disguise his true identity and allow him to continue his experiments unmolested.

Evolutionary Catalyst (Su): A mutator's mutagen is referred to as an evolutionary catalyst. Instead of granting an alchemist bonuses to a physical ability score and natural armor and a penalty to a mental score, his mutagen instead grants him a pool of spell points equal to 1/2 his class level (minimum 1) and a single Mutation vigilante talent of his choice, chosen at the time he brews the evolutionary catalyst. Any unused spell points granted by this ability are lost when the mutagen expires. For the purposes of determining the effects of mutations gained from his mutagen and what mutations the alchemist qualifies for, the alchemist is treated as having a caster level and vigilante level equal to his class level, and uses his Intelligence as his casting ability modifier. The mutator cannot take the cognatogen discovery, mutagen discovery, nor any discoveries that have those as prerequisites.

This alters but otherwise counts as the mutagen class feature, and replaces the poison use, poison resistance, and poison immunity class features.

**Dual Identity (Ex):** Starting at 1st level, the mutator gains the vigilante's dual identity class feature. A mutator who uses the abilities granted by his evolutionary catalyst while in his social identity risks exposing his secret.

This replaces the brew potion class feature.

**Discovery (Su):** In addition to the alchemical discoveries available to all alchemists, the mutator may choose the following discoveries in addition to those normally available to all alchemists.

*Enhanced mutation:* The mutator's evolutionary catalyst can now grant two mutations of the alchemist's choice. The mutator may use one mutation granted by his evolutionary catalyst to qualify for another (for example, a 10th level alchemist could brew an evolutionary catalyst granting both the *light daggers* and *dagger burst* mutations). The mutator must be at least 12th level to select this discovery. *Potent mutation:* The mutator's evolutionary catalyst can now grant three mutations of the alchemist's choice. The mutator may use mutations granted by his evolutionary catalyst to qualify for another. The mutator must be at least 16th level and possess the enhanced mutation discovery to select this discovery.

**Grand Discovery (Su):** In addition to the grand discoveries available to all alchemists, the mutator may choose the following grand discovery in addition to those normally available to all alchemists.

Ultimate mutation: The mutator's evolutionary catalyst can now grant four mutations of the alchemist's choice and adds his Intelligence modifier to the number of spell points granted by his mutagen. The mutator may use mutations granted by his evolutionary catalyst to qualify for another. The mutator must possess the potent mutation discovery to select this discovery.

Swordsmith (Fighter Archetype)

Throughout history, master swordsmiths have created weapons of such might and perfection that they are destined to change the very course of history. Occasionally, a truly rare individual is destined to not only craft such a blade, but to wield it as well. These true masters of the blade not only imbue their weapon with a piece of their own spirit, but are strengthened and transformed by the blade in turn, forming a symbiotic relationship that transcends martial skill.

Weapon and Armor Proficiency: A swordsmith is not proficient with heavy armor or tower shields. This alters the fighter's normal proficiencies.

**Swordsmith:** A swordsmith gains 4 skill points a number of skill points equal to his Intelligence modifier at each level, instead of the normal 2 skill points + Intelligence modifier at each level. The swordsmith also gains 1 additional skill point at each level that must be spent on Craft (weapons), and is always proficient with any weapon he has crafted himself. In addition, at 5th level the swordsmith gains the Master Craftsman feat, though he must choose Craft (weapons) as the feat's associated skill. This replaces the bonus feat gained at 1st level, and the weapon training class feature.

**Blade of Legend (Su):** Starting at 3rd level, the swordsmith may designate one weapon he has crafted as a blade of legend. While wielded by the swordsmith, this weapon gains a +1 enhancement bonus, increasing by +1 at every odd level after 3rd (5th, 7th, 9th, etc.). The swordsmith may spend this bonus to apply weapon special properties, such as the *flaming* or *frost* abilities, to his weapon, though the weapon must have at least a +1 enhancement bonus before any special properties may be added.

Once the swordsmith has assigned the bonus to his blade of legend, the choice remains in effect until the swordsmith performs a 4 hour ritual allowing him to reassign the enhancement bonuses of his blade or select new properties. The swordsmith may also use this ritual to designate a different weapon he has crafted as his new blade of legend, severing his bond to his old weapon and removing all benefits granted by this ability from it and applying them to the new weapon.

In addition, whenever the swordsmith draws his blade of legend, he is transformed by the power of his bond to the blade. The swordsmith becomes a more fearsome, idealized version of himself, applying the enhancement bonus of his blade of legend to his Reflex and Will saves, as well as to an Charisma based skill check he makes. The swordsmith may also choose for this alternate version of himself to have a separate alignment from the one he normally possesses, though this alignment cannot be more than one step different than his normal alignment along a single alignment axis. While transformed in this manner, the swordsmith is virtually unrecognizable as his normal self, requiring any creature attempting to discern his true identity to make a Perception check with a DC equal to 10 + the swordsmith's class level to recognize his transformed self as being the same person. Divination attempts made to locate the swordsmith only work if the swordsmith is in the identity the caster the knows him by, or if the caster is familiar with both of his identities.

This replaces the armor training class feature, and counts as the dual identity class feature for feats and abilities that require it as a prerequisite.

**Spirit of the Sword (Su):** From 19th level on, the swordsmith does not need to draw his blade of legend to assume his transformed state, but may enter this transformation at any time as a free action. While wielding his blade of legend, the swordsmith gains DR 5/-.

This replaces the armor mastery class feature.

**Steel God:** At 20th level, any weapon the swordsmith has crafted himself is automatically treated as his blade of legend as long as he is wielding it. The swordsmith may reassign the enhancement of his weapon blade of legend as a swift action, choosing new special weapon properties when he does so. In addition, the enhancement bonus granted by the blade of legend class feature increases by +1.

This replaces the weapon mastery class feature.

The following section covers new prestige classes unique to the world of Skybourne.

### Hellsworn

Sometimes, being a hero leads you down paths where right and wrong become less and less clear, where "good" and "evil" matter less than trust. Hellsworn make their pacts when their options seem slim, and when the "reliability" of a devilish contract is worth more than the capricious whims of fate or angels, or even their own soul.

Role: Hellsworn gird themselves in devilish power, scorching enemies with searing hellfire and powering through opposition with devil granted resilience.

Alignment: Hellsworn must be lawful, cannot be of good alignment, and are usually evil.



### Hit Die: d8.

**Requirements:** To qualify to become a hellsworn, a character must fulfill all the following criteria.

### Base Attack Bonus: +4.

Skills: Intimidate 5 ranks, Knowledge (planes) 5 ranks.

Language: Infernal.

Special: The character must strike a bargain with a devil to gain his hellsworn powers. Vigilantes with at least one non-good identity may take levels in this class even if one of their identities is good.

Class Skills: The hellsworn's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill Ranks at Each Level: 4 + Int modifier.

Level	BAB	Fort Save	Reflex save	Will Save	Special
I	+0	+I	+0	+I	Damned, hellfire compact +1d6 / +1
2	+I	+I	+1	+I	Devilish flesh
3	+2	+2	+1	+2	Hellfire compact +2d6 / +2
4	+3	+2	+1	+2	Imp's sting, poison use
5	+3	+3	+2	+3	Hellfire compact +3d6 / +3
6	+4	+3	+2	+3	Hellish spell resistance
7	+5	+4	+2	+4	Hellfire compact +4d6 / +4
8	+6	+4	+3	+4	Devil chills
9	+6	+5	+3	+5	Hellfire compact +5d6 / +5
ю	+7	+5	+3	+5	Devilish presence

**Proficiencies:** The hellsworn gains no proficiency with any weapon or armor.

### Abilities

**Hellfire Compact (Su):** At 1st level, the hellsworn signs a contract with a devil, gaining several powers in the process. As a swift action, the hellsworn can add 1d6 hellfire damage to his attacks with manufactured weapons, natural weapons, bombs, and mutations for 1 round. This damage is treated as untyped energy damage, not fire damage, and is not subject to energy resistance. In addition, the hellsworn gains a +1 profane bonus to Intimidate and Linguistics checks.

The bonus damage increases by 1d6 at 3rd level and every odd numbered level thereafter, and the profane bonus to skills increases by +1 at the same interval.

**Damned (Ex):** When a hellsworn is killed, his soul is instantly sent to Hell. Any character attempting to resurrect him must succeed at a caster level check equal to 10 + the hellsworn's level or his spell fails. That character cannot attempt to resurrect the hellsworn again until the following day, though other characters can attempt as they please. A vigilante or other character possessing dual identity or an equivalent class feature can escape the consequences of this bargain as long as one of their identities remains secret from the forces of Hell.

**Devilish Flesh (Su):** From 2nd level on, the hellsworn's flesh becomes fortified with devilish durability, granting the hellsworn DR/good equal to his class level. If the hellsworn possesses the dual identity class feature, he may use it as a supernatural ability and magically manipulate his appearance and thought patterns, decreasing the time required to change identities to 5 rounds, or a standard action with the quick change social talent and a swift action with the immediate change social talent.

**Poison Use:** At 4th level, the hellsworn is trained in the use of poison and cannot accidentally poison himself when applying poison to a weapon.

**Imp's Sting (Su):** From 4th level on, the hellsworn can conjure a single dose of imp poison (injury; *save* Fort DC 10 + class level + Constitution modifier; *frequency* 1/ round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save) as a swift action. This poison stays viable for 24 hours, at which point it loses its potency and becomes inert and harmless. The hellsworn may use this ability a number of times per day equal to 1/2 his class level + his Charisma modifier. Hellish Spell Resistance (Ex): Starting at 6th level, the hellsworn gains spell resistance equal to 15 + his class level.

**Devil Chills (Su):** From 8th level on, the hellsworn can spend a move action to cause his attacks with manufactured weapons, natural weapons, and mutations to inflict the devil chills disease for 1 round. He can use this ability a number of times per day equal to his Charisma modifier (minimum 1).

Devil Chills: Bite—injury; save Fort DC 32; onset immediate; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves.

**Devilish Presence (Su):** At 10th level, the hellsworn gains an aura of fear that affects all enemies within 20 ft. Any opponent who fails a Will save (DC 10 + hellsworn level + Charisma modifier) becomes panicked for as long as it remains in the aura plus 1 round thereafter. If cornered, a panicked creature begins cowering. Creatures who succeed on their Will save are shaken for 1 round, and cannot be affected again by the hellsworn's devilish presence for 24 hours.

### Shrouded Captain

While many airship captains who dabble in piracy know enough to protect their identities when in port, more than one captain's career has proved short-lived due to a loose-lipped crewman bragging about the wrong things at the wrong time. Shrouded captains learn techniques to protect not just their identity, but the true identities of their crew members as well. Some of these techniques are boons that benefit all their crew, and others are strict controls to prevent accidental slips of the tongue, up to and including ways to permanently end any threat a foolish crewman might pose.

**Role:** Shrouded captains are leaders, first and foremost. A captain isn't a captain without a ship and crew, so a shrouded captain specializes in controlling and protecting both.

**Alignment:** Shrouded captains can be of any alignment.

Hit Die: d8.

**Requirements:** To qualify to become an shrouded captain, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skill Ranks at Each Level: 6 + Int modifier.

	A STATISTICS AND A STATISTICS				
Level	BAB	Fort Save	Reflex save	Will Save	Special
I	+0	+0	+1	+I	Captaincy, shrouded crew, social talent
2	+1	+I	+1	+1	Jolly roger +1
3	+2	+I	+2	+2	Social talent
4	+3	+I	+2	+2	Jolly roger +2
5	+3	+2	+3	+3	Canny tactician
6	+4	+2	+3	+3	Jolly Roger +3, social talent
7	+5	+2	+4	+4	Canny tactician
8	+6	+3	+4	+4	Jolly roger +4
9	+6	+3	+5	+5	Social talent
IO	+7	+3	+5	+5	Immortal scourge of the seas, jolly roger +

Skills: Disguise 5 ranks, Profession (sailor) 2 ranks.

**Special:** The character must own a ship capable of accommodating at least 10 crew members.

**Class Skills:** The shrouded captain's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (geography) (Int), Profession (Wis), Sleight of Hand (Dex), Stealth (Dex) and Swim (Str).

**Proficiencies:** The shrouded captain gains no proficiency with any armor or weapon.

### Abilities

**Captaincy:** A captain is not a captain without her ship, so while she may choose to sell or relinquish her ship, if she willingly parts with it without obtaining another within I week's time, her crew will abandon her and she loses access to all other class features granted by this class until she gains possession of a new ship.

Shrouded Crew (Ex): As a sailor who travels many ports, the shrouded captain also accumulates documents, stories, and other pieces of personal information that allow her to supply her crew with ironclad false identities as well. As long as an individual has been a member of her crew for at least a week's time, the shrouded captain may help them craft a dual identity of their own that remains useable for as long as they remain a member of her crew in a process that takes one hour of grilling the crewman on their new identity. The shrouded captain may help supply a number of false identities in this way equal to 10 x her class level. If a crewman does not return to the shrouded captain's ship or spend at least 1 hour within 60 ft. of the shrouded captain for more than 24 hours, her ability to maintain their secret identity ends and they lose the benefits of this ability.

Social Talent: At 1st level, 3rd level, and every three levels thereafter, the shrouded captain gains a social talent, as the vigilante class feature, treating her shrouded captain level as her vigilante level to determine the effects and benefits (if the shrouded captain also has levels in the vigilante class, these levels stack when determining what talents she may select, and their effects). The shrouded captain may bestow one social talent she knows on a number of crew members affected by her shrouded crew ability equal to her class level; granting them this talent is accomplished as part of the procedure to grant them a dual identity, and does not increase the time necessary to complete that process. If the shrouded captain or her crew gain the Safe House social talent, the captain's ship always serves as the designated safe house, regardless of their current location. The crew members do not need to meet the normal prerequisites for the granted talent, if any. Crewmen cannot be given the Renown social talent.

Jolly Roger (Ex): The shrouded captain's ship and flag are often seen well before the captain herself, and carry the weight of her reputation before her. From 2nd level on, the shrouded captain gains a dual identity, as the vigilante class feature. Transforming into her vigilante identity extends certain benefits to her ship as well; she gains a jolly roger, a flag portraying her own unique symbol, and various other items that allow her to disguise her ship along with her identity. All benefits of her dual identity extend to her ship as well, including bonuses on Disguise checks, protection from scrying, etc.

While on board her ship in vigilante form, the shrouded captain may attempt a special Intimidate check against the captain of any vessel that comes within sight of her ship; success on this check means that the captain of the other vessel is cowed and acts friendly to the shrouded captain without requiring the normal I minute of conversation. In addition, all members of her crew who can see her jolly roger gain a +I morale bonus to damage rolls and saving throws against fear effects, +1 at 4th level and every even numbered level thereafter (6th, 8th, and 10th).

**Canny Tactician (Ex):** The shrouded captain is, first and foremost, a leader of her crew. At 5th level, and again at 7th level, the shrouded captain gains one teamwork feat she qualifies for as a bonus feat. As a move action, she can share one teamwork feat she knows with all members of her crew within 60 ft. The shrouded captain may use this ability for a total number of rounds per day equal to 5 x her class level.

**Immortal Scourge of the Seas (Ex):** At 10th level, if the shrouded captain dies and does not return to life within 24 hours, a member of her crew may take up her mantle. This crewman is identical to the shrouded captain, with the same race, class(es), feats, and other options. The crewman becomes, for all intents and purposes, the same person, even sharing many of the same memories and experiences thanks to her time serving under the previous captain. If the original shrouded captain is returned to life after 24 hours, she may either reassume her mantle, at which point her crewman loses all benefits granted by this ability, or choose to immediately retrain her shrouded captain levels and start a new life under a new identity.

# Player Options Rew Vigilante Specialization

### Enigma

Where the avenger uses enhanced martial arts techniques and the stalker leverages the element of surprise, the enigma draws forth innate supernatural power and bends it to her will. The enigma is considered a Mid-Caster using Charisma as her casting stat modifier, and gains a spell pool equal to her level + her Charisma modifier. Unlike most casters, enigmas do not gain magic talents for leveling up in the vigilante class. An enigma whose first vigilante level is also their first level in a spherecasting class may forego the two magical talents normally gained for one bonus vigilante talent listed as a [Mutation].

## Rew Vigilante Talents

Mutations: Vigilante talents labeled as mutations are supernatural abilities that do not provoke attacks of opportunity. Unless otherwise noted, activating a mutation is a standard action.

Many mutations act as one or more sphere effects, and can be augmented by magic talents that could normally be applied to those effects (for example, the light daggers mutation can be augmented by Destruction talents with the (blast type) descriptor). However, mutations are not sphere effects, and are not augmented by staves (unless

those staves grant magic talents that augment the mutation). A vigilante uses their class level as their caster level and their MSB for all purposes related to their mutations.

Most mutations allow the vigilante to gain a selection of magic talents, either through vigilante talents or the Extra Magic Talent feat, as if he possessed one or more base spheres.

Only vigilantes with the enigma specialty or possessed archetype may select mutation talents.

Alchemical Explosions: The vigilante may choose an alchemist discovery that modifies bombs, using his vigilante level as his alchemist level to determine prerequisites. This talent may be taken multiple times.

A vigilante must have the bombardier or bomb class feature to take this talent.

Bestial Form (Mutation): While in his vigilante form, the vigilante gains a number of traits from the Alteration sphere equal to 1 +1 per 5 class levels. These traits may be any granted by the base Alteration sphere or from any Alteration talent the vigilante possesses, but the traits granted cannot be changed; once the vigilante has chosen a trait for his bestial form, he gains that trait every time he assumes his vigilante identity (if the vigilante wants to change which traits he gains, the change is subject to GM approval, as changing one's bestial nature is often a story event in and of itself). Bestial form counts as the shapeshift ability and does not stack with other applications of that ability or other polymorph effects.

In addition, whenever a critical hit is scored on the vigilante while in his bestial form, he gains fast healing I for a number of rounds equal to his class level. A vigilante of at least 5th level may spend a spell point as a swift action while in their vigilante form to target themselves with the *restore* ability from the Life sphere.

The vigilante may take any Alteration talents that grant traits, and Life talents that augment *restore*.

*Cloak of Despair (Mutation):* The vigilante gains a swirling shroud of hungry darkness that constantly surrounds him, lowering the light level within 10 ft. of him by 1 step. As a standard action, the vigilante may teleport himself and up to a heavy load to any location of dim or darker light within Close range (25 ft. + 5 ft. per class level) to which he has line of effect. The vigilante may use this ability on another creature, but they are entitled to a Will save (DC 10 + I/2 class level + Charisma modifier) to resist the effect. The cloak of despair counts as the *teleport* ability from the Warp sphere and the *darkness* ability from the loark sphere and may be modified by talents with the (darkness) descriptor or talents which modify the teleport ability.

The vigilante may take any (darknesss) Dark talent, or Warp talent that alters teleport. The vigilante may take Distant Teleport twice; the first time to allow them to spend a spell point to increase their teleport range to Medium range, and the second to allow them to spend a spell point to increase their teleport range to Long range. [Darkness] talents affect creatures other than the vigilante who have been teleported for I round, or creatures adjacent to the vigilante for as long as they remain adjacent plus I round thereafter.

*Cloak of Midnight (Mutation):* The vigilante may take talents with the [meld] descriptor which function as mutations, though he may only target himself with these abilities. For the purpose of these talents, the area of dimmed light created by his cloak of despair is always considered an area of *darkness*. The vigilante may select one talent with the [meld] descriptor as a bonus talent.

The vigilante must have the cloak of despair mutation to select this talent.

Compel the Soul (Mutation): When a creature damaged by the vigilante's deathly bonds ability dies within 3 rounds, the vigilante may spend a spell point as a standard action to raise the creature as a zombie servitor for 1 minute per caster level. The creature gains the zombie template and obeys the vigilante's commands, though only simple commands such as "go", "stay", "attack", or "guard" are understandable. The vigilante can only have one zombie animated in this way at a time, and the zombie cannot possess more HD than the vigilante's class level. Creation of a new zombie causes any existing zombie to immediately fall inert.

The vigilante must have the deathly bonds mutation and must have chosen negative energy with that ability to take this talent.

Daemonic Influence (Mutation): The vigilante gains detect good as a spell-like ability. At 4th level, he gains dread bolt as a spell-like ability. At 8th level, he gains unboly blight as a spell-like ability. At 12th level, the vigilante gains dispel good as a spell like ability. At 16th level, he gains blasphemy as a spell-like ability. At 20th level, the vigilante gains unboly aura as a spell-like ability. To activate any of these abilities, the vigilante must spend 1 point from his spell pool. This increases to 2 points for abilities gained at 8th or 12th, and 3 points for abilities gained at 16th or 20th level. The vigilante uses his class level as his caster level for these spell-like abilities.

Only a possessed vigilante who has selected aligned outsider (evil) for their vigilante form may take this talent.

Dagger Burst (Mutation): The vigilante may spend a spell point to make a single attack with his light daggers against each enemy within 30 ft. as a full round action. The vigilante makes one attack roll and compares the result against each targeted enemy when determining whether this attack hits. This deals regular light dagger damage, not the reduced amount from the rapid daggers talent.

The vigilante must be at least 10th level and possess the light daggers mutation and rapid daggers talent to select this talent.

Deathly Bonds (Mutation): The vigilante may infuse their touch and melee attacks with supernatural energy, allowing them to harm and control their foes. When the vigilante selects this mutation, he chooses either fire or negative energy; he may spend a swift action to cause his melee attacks to deal 1d6 damage of this type for 1 round, and he may make a melee touch attack in place of a weapon attack to deliver this damage. The vigilante is considered armed while using this mutation. If the vigilante chooses negative energy, his attacks do not heal undead.

In addition, the vigilante may spend a spell point when activating this ability to cause any target damaged by it to be unable to speak deliberate or intentional lies for a number of rounds equal to his Charisma modifier unless they succeed on a Will save (DC 10 + 1/2 class level + Charisma modifier). This ability counts as the *ghost*  strike ability from the Death sphere, and the vigilante may take any Death sphere talents with the (ghost strike) modifier. Only one (ghost strike) talent may be applied in a single round, and the vigilante must pay any spell point cost required by that talent.

Deep Breathing (Mutation): As a full-round action, you may using the firebreather mutation to deal 1d6 damage per level without spending a spell point. When used in this manner, double the size of the area of effect. You must possess the firebreather mutation before you may select this talent.

Devouring Cloak (Mutation): When the vigilante uses his cloak of despair to successfully transport another creature, he may choose to have that creature take damage equal to the vigilante's class level, healing the vigilante of that same amount. Any excess healing from this ability is applied as temporary hit points that last for 1 minute per caster level.

The vigilante must have the cloak of despair mutation to select this talent.

*Empyrean Inheritance (Mutation):* The vigilante gains *detect evil* as a spell-like ability. At 4th level, he gains *spear of purity* as a spell-like ability. At 8th level, he gains *holy smite* as a spell-like ability. At 12th level, the vigilante gains *dispel evil*. At 16th level, he gains *holy word* as a spell-like ability. At 20th level, the vigilante gains *holy aura* as a spell-like ability. To activate any of these abilities, the vigilante must spend 1 point from his spell pool. This increases to 2 points for abilities gained at 8th or 12th, and 3 points for abilities gained at 16th or 20th level. The vigilante uses his class level as his caster level for these spell-like abilities.

Only a possessed vigilante who has selected aligned outsider (good) for their vigilante form may take this talent.

Enhanced Healing (Mutation): The fast healing granted by the bestial form mutation increases by I. In addition, the vigilante may choose to activate this fast healing as a swift action by spending I spell point, without needing to be subject to a critical hit.

This talent may be selected multiple times, increasing the fast healing granted by 1 each time it is taken, to a maximum of fast healing 5. The vigilante must have the bestial form mutation to select this talent.

*Firebreather (Mutation):* The vigilante gains a breath weapon he may activate at will as a standard action, which deals 1d6 damage in a 15 foot cone (Reflex half, DC 10 + 1/2 class level + Charisma modifier). The damage increases by 1d6 and the size of the cone increases by 5 ft. for every 2 class levels the vigilante possesses. The vigilante may spend a spell point to increase the damage of this effect to 1d6 per level.

Upon gaining this mutation, the vigilante may select one (blast type) talent or the Crafted Blast talent from the Destruction sphere to augment the damage, determine the damage type, and add effects of their breath

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weapon. Crafted Blast allows the vigilante to make attacks 'unaltered by a (blast type) talent'. This effect can be augmented by any (blast type) Destruction sphere talents the vigilante knows as though it were a *destructive blast*. The vigilante may gain (blast type) Destruction talents as well Crafted Blast.

*Fires of Perdition (Mutation):* When a vigilante successfully uses their *deathly bonds* ability to prevent a target from lying, any attempt by the target to speak, write, or otherwise intentionally convey a lie for the next 24 hours results in the target immediately taking an amount of fire damage equal to 1d6 per class level the vigilante possesses (minimum 1d6).

The vigilante must have the deathly bonds mutation and must have chosen fire with that ability to take this talent.

Hulking Form [Mutation]: When the vigilante assumes his vigilante identity, his size increases by one category (Small to Medium, Medium to Large). This does not stack with size increases from other sources. The vigilante does not gain any modifications to his physical ability scores as a result of this change, but he does gain a +2 enhancement bonus to his Strength, which increases by +2 at 6th level and every 6 levels thereafter.

During the process of assuming his vigilante identity (or as a swift action taken while in his vigilante identity), the vigilante may activate any Enhancement talents he possesses that target creatures (such as the Harden, Lighten, or Physical Enhancement talents), but may only target himself. The vigilante must spend I spell point per enhancement he gains through this process. These enhancements last I minute per caster level.

The vigilante may gain (enhance) Enhancement talents that may affect creatures. The vigilante may also gain vigilante talents normally restricted to the brute vigilante archetype, but can only use these talents while in his vigilante identity.

Increased Magical Capacity: The vigilante gains the Extra Magic Talent feat as a bonus feat and increases his effective caster level by I. This talent may be taken once, +I at 6th level and every 4 levels thereafter. The vigilante must possess the casting class feature, the Basic Magic Training feat, or the Enigma specialization or Possessed archetype to select this talent.

Inevitable Empowerment (Mutation): The vigilante gains detect chaos as a spell-like ability. At 4th level, he gains arrow of law as a spell-like ability. At 8th level, he gains orders wrath as a spell-like ability. At 12th level, the vigilante gains dispel chaos as a spell-like ability. At 16th level, he gains dictum as a spell-like ability. At 20th level, the vigilante gains shield of law as a spell-like ability. To activate any of these abilities, the vigilante must spend 1 point from his spell pool. This increases to 2 points for abilities gained at 8th or 12th, and 3 points for abilities gained at 16th or 20th level. The vigilante uses his class level as his caster level for these spell-like abilities.

Only a possessed vigilante who has selected aligned outsider (lawful) for their vigilante form may take this talent.

Light Daggers (Mutation): The vigilante gains the ability to launch a glowing dagger of magical energy at an enemy within Close range (25 ft. + 5 ft. per class level). As a standard action, you may make a ranged attack that deals 1d4 per class level + Charisma modifier piercing damage. Creatures with light sensitivity or light blindness who are struck by this ability are dazzled for 1 round. By spending one spell point when activating this ability, you can cause the target to shed bright light for 1 minute as though targeted by a *glow* effect. Light daggers count as the *destructive blast* ability from the Destruction sphere and the *glow* ability from the Light sphere, and may be modified by talents with the (light) or (blast type) descriptors.

*Ocular Blast (Mutation):* The vigilante gains the ability to fire a blast of energy from his eyes as a standard action. This blast is a ranged touch attack with a range of Close (25 ft. + 5 ft. per 2 levels), and deals 1d6 bludgeoning damage per 2 levels. The vigilante may spend a spell point to increase this damage to 1d6 per level. Any creature struck by the ocular blast is also subject to a bull rush combat maneuver at range, using the vigilante's class level + Charisma modifier as their BAB. This does not provoke an attack of opportunity, and the vigilante needn't move with the target.

This effect can be augmented by any (blast shape) Destruction sphere talents the vigilante knows, the Crafted Blast and the Extended Range talents, as though it were a destructive blast. The vigilante may gain (blast shape) magic talents or the Extended Range talent.

Ocular Push (Mutation): As a full-round action, you may fire your ocular blast and make a trip combat maneuver instead of a bull rush combat maneuver if the attack is successful. For whichever combat maneuver is used, you gain a +8 bonus to your effective CMB. You must possess the ocular blast talent to gain this talent. Pernicious Projectiles: The vigilante gains Point-Blank Shot as a bonus feat, and if he already has the Point-Blank Shot feat, he can immediately swap it for another feat for which he qualified at the level he chose Point-Blank Shot. When making a ranged attack against an enemy within 15 ft. that uses the vigilante's Strength bonus on damage rolls (and not his Dexterity), he also adds half his vigilante level on damage rolls (minimum +1, maximum +5).

Protean Touched (Mutation): The vigilante gains detect law as a spell-like ability. At 4th level, he gains shard of chaos as a spell-like ability. At 8th level, he gains chaos hammer as a spell-like ability. At 12th level, he gains chaos hammer as a spell-like ability. At 12th level, the vigilante gains dispel law as a spell-like ability. At 16th level, he gains word of chaos as a spell-like ability. At 20th level, the vigilante gains cloak of chaos as a spell-like ability. To activate any of these abilities, the vigilante must spend 1 point from his spell pool. This increases to 2 points for abilities gained at 8th or 12th, and 3 points for abilities gained at 16th or 20th level. The vigilante uses his class level as his caster level for these spell-like abilities.

Only a possessed vigilante who has selected aligned outsider (chaotic) for their vigilante form may take this talent.

*Rapid Daggers (Mutation):* As a full attack action, the vigilante may launch a number of daggers with his light daggers ability equal to the number of attacks his base attack bonus and any other effects which would grant extra attacks on a full attack (such as the Rapid Shot feat or *haste*) would normally allow him to make, but the damage of his light daggers is reduced to 1d4 per 2 class levels + Charisma modifier.

The vigilante must have the light daggers mutation to select this talent.

Speedster (Mutation): The vigilante may spend a swift action to accelerate for I round, allowing him to take I additional attack at his full base attack bonus as part of a full attack, or move I/2 his base land speed. This counts as the *haste* function of the *alter time* ability from the Time sphere, and allows the vigilante to select talents with the (time) descriptor or the Improved Haste talent, though the vigilante may only target himself with these abilities.

Speedster's Dash (Mutation): The vigilante gains the Run feat. When activating the speedster mutation, the vigilante may spend a spell point to activate either of the following options: the vigilante gains a +2 enhancement bonus to his Dexterity score +2 per 6 caster levels, or the vigilante gains an enhancement bonus to their base land speed equal to their normal base land speed. The vigilante may activate both of these effects as part of the same action, but must pay the spell point cost for each individually. These additional effects last for 1 round. The vigilante must have the speedster mutation to select this talent.

Storm Dancer (Mutation): The vigilante may now affect precipitation levels and effects with their wind-rider mutation, rather than only wind. In addition, while in areas of Strong or stronger precipitation, the vigilante may call down a 5-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage as a standard action. The bolt of lightning flashes down in a vertical stroke at whatever target point the vigilante chooses within Medium range (100 ft. + 10 ft. per level) measured from your position at the time). Any creature in the target square or in the path of the bolt is affected. The vigilante may call down 1 additional bolt when using this ability at 5th level and every 5 levels thereafter, directing the bolts to the same location or multiple locations within the effect's range.

The vigilante must have the wind-rider mutation to select this talent.

There is Only The Night (Ex): The vigilante gains the ability to completely erase their social identity. Over the course of 24 hours, the vigilante may arrange a series of events culminating in the apparent death of his social identity. During this time, the vigilante also engages in a series of mental exercises that allow him to completely seal away all the memories and thoughts tied to that social identity. Once this process is complete, the vigilante is now completely separate from his social identity; any enemies the vigilante may have made while in his social identity believe him dead, any magical attempts to discover his old identity's location fail, and any Knowledge or gather information checks always lead the pursuer to believe the vigilante is dead. For one week, the vigilante's only identity is his vigilante identity, after which time he may establish a new social identity completely unconnected to the first, including the option to select a new alignment. Once the vigilante has established a new social identity, they may choose to retrain this talent for another vigilante talent they qualified for at the level they gained it.

*Wind-Rider [Mutation]:* The vigilante gains the ability to manipulate the winds around them, increasing or decreasing their severity and creating related effects. This works like, and counts as, the *control weather* ability from



the Weather sphere and may be augmented by talents from that sphere, but may only be used to affect wind conditions; it has no effect on cold, heat, or precipitation levels.

In addition, in conditions of Strong or more severe wind, the vigilante may spend a spell point to gain a fly speed of 30 ft. with perfect maneuverability for 1 hour per caster level, or until the winds subside below Strong, whichever comes first. For each category of severity beyond Strong the local wind conditions reach, the fly speed granted by this ability increases by 10 ft. and the maneuverability decreases by 1 step.



Presented below are new social talents for vigilantes and luchadors appropriate to the world of Skybourne, but suitable for most any campaign.

*Copycat (Ex):* The vigilante can grant a trusted ally tasked with appearing in the vigilante's vigilante identity at a particular time or place a +20 bonus to their Disguise check to appear as the vigilante. This ally is typically a 1st level expert, must be given access to the vigilante's costume, and is indistinguishable from the vigilante in that guise. The ally can make appearances as the vigilante or Diplomacy checks when influencing a crowd. The ally can even appear next to the vigilante in his social identity. This does not grant the ally access to the vigilante's powers, though, and the ally will avoid combat at all costs and will flee if threatened.

The vigilante must have the loyal aid social talent to select this talent.

*Military Discount (Ex):* The vigilante's social identity is known and respected for his service to his community, and is offered special discounts in his area of renown. Whenever he buys an item in his area of renown that costs 500 gp or less, he can buy it at 90% of the market price, rather than the full price. If he has the great renown social talent, the gp limit increases to 2,000 gp, and if he possesses the incredible renown social talent, the gp limit increases to 8,000 gp. If the vigilante also has the celebrity discount social talent, he may purchase items at 80% of the market price and increases the price limits for items that benefit from this talent by 20%.

A vigilante must have the renown social talent and war form class feature to select this talent.

*Military Rank (Ex):* The vigilante's service to his community has been rewarded with a position of military authority. While in his area of renown, the vigilante may call upon the services of three 1st level fighters and two 1st level experts free of charge. At 5th level and every 5 levels thereafter, the number and level of each type of character whose services he can call on increases by 1.

The vigilante must be at least 3rd level and have the war form class feature to select this talent.

Safe Berth (Ex): The vigilante may designate a ship he owns as his safe house, and always treats his ship as being in his area of renown.

The vigilante must have the safe house social talent to select this talent.

Sever Ties (Ex): The vigilante gains the ability to completely erase their vigilante identity. Over the course of 24 hours, the vigilante may arrange a series of events culminating in the apparent death of his vigilante identity. During this time, the vigilante also engages in a series of mental exercises that allow him to completely seal away all the memories and thoughts tied to that vigilante identity. Once this process is complete, the vigilante is now completely separate from his vigilante identity; any enemies the vigilante may have made while in his vigilante identity believe him dead, any magical attempts to discover his old identity's location fail, and any Knowledge or gather information checks always lead the pursuer to believe the vigilante is dead. For one week, the vigilante's only identity is his social identity, after which time he may establish a new vigilante identity completely unconnected to the first, including the option to select a new alignment. Once the vigilante has established a new vigilante identity, they may choose to retrain this talent for another social talent they qualified for at the level they gained it.



The following favored class bonuses are available to vigilantes who come from the various races presented in The Player's Guide to Skybourne. Each of these rewards replaces the normal reward for having a level in a favored class.

Aasimar make excellent vigilantes, able to blend their innate charisma and supernatural demeanor with the vigilante's talents for moving between numerous social circles and environments. Whether serving as a tool of justice for the same divine power that infuses their blood or rebelling against their inherently good nature by acting as a dark antihero, aasimar drawn to the vigilante's path find themselves well-suited to the tasks before them.

Aasimar: Gain +1/6 of a new social talent.

The alraun's penchant for disguising their true nature makes them excellent vigilantes, and they often revel in the ability to move about freely in their social identity while freely utilizing their unusual racial abilities in their vigilante identity. While a humanoid growing viney tendrils from their body might draw questions in most social circles, a masked warrior is more easily dismissed as perhaps being an unusual druid or sorcerer disguising their spellcasting.

**Alraun:** Increase the market price reduction from celebrity discount by an additional 1%.

No species fears a cecaelia vigilante more than the cecaelia themselves, for the masked killers of their race have long been the preferred assassins and problem-solvers of the cecaelian government. Dangerous on land, there is perhaps no creature deadlier in the oceanic depths than a cecaelian deepstalker in pursuit of a target.

**Cecaelia:** Gain +1/3 on Stealth and Swim checks made while underwater.

As a species that naturally combines the cold, calculating, reptilian intelligence with a tendency towards fiery and consuming rage, there are few beings as terrifying as a cherufe whose mask hides him from the consequences of his actions. **Cherufe:** Add 1/2 to the DC increase from unshakable.

While the created's highly unique and recognizable anatomies prevent most from following the path of the vigilante, those with the tools to overcome this natural drawback are often dangerous adversaries indeed, deadly and unpredictable.

**Created:** Increase the chance to negate critical hits and precision damage from questionable anatomy by 1%.

The cuazaj combine keen wits with quick hands and reflexes, tools valuable to any vigilante. Given the race's ingrained belief in their own superiority, who knows what grand or terrible deeds one of them might perform when protected by the shroud of a vigilante's mask?

**Cuazaj:** Add +1/2 electricity damage to attacks made with melee weapons and mutations.

The fenghuang, perhaps more than any other race, have a deep and abiding respect for those who follow the vigilante's path. Their care-free race has little use for the laws of the flightless, and vigilantes such as the fabled Ebon Phoenix have long served as the guardians of their people.

**Fenghuang:** Gain +1/3 on all Acrobatics and Fly checks.

As a relatively young and amiable race, many leshy have difficulty grasping the premise behind masked vigilantes. Those who not only learn how to mentally reconcile the concept but go so far as to don a mask themselves often do so less out of a desire to protect their own identity, and more to preserve their race's relationships with the other species.

**Leshy:** Gain +1/2 bonus on Disguise checks to appear as a non-leshy humanoid.

Most merfolk who learn to maintain multiple identities typically use their masked personas when interacting with other species. As prolific merchants and traders, some merfolk view it as inevitable that sooner or later, a trade or negotiation will go bad. When that happens, better that any party who decides to carry a grudge find themselves seeking a "masked merfolk". After all, a mask can be changed far more easily than a face.

**Merfolk:** Gain +1/2 bonus on Diplomacy checks to gather information.

The sidhier have struggled with persecution, their historic roles as emissaries of the dangerous and fickle fey courts earning them little love amongst the mortal races. For the sidhier, the mask is a type of freedom they will never find elsewhere, a chance to be known for their actions, good or ill, rather than being categorized before they have a chance to prove themselves.

**Sidhier:** Treat caster level as +1/4 when determining effects of mutation talents.

Tatulani learned the traditions of masked vigilantism after becoming stranded on Khrone. While they still have little use for such a strange custom, given that tatulani do not rely on facial features to identify each other and most other races struggle to tell them apart from each other anyways, some few still choose to don a mask, relying more on the notoriety of their masked identity to intimidate foes than to hide their social identity.

**Tatulani:** Add +1/2 to critical hit confirmation rolls with technological weapons.

As an almost universally distrusted species tainted by the blood of evil outsiders, tieflings hear the call of the mask a bit more loudly than most. The anonymity provided by the mask allows them to pursue goals that might otherwise be beyond their grasp, while giving them a level of protection from reprisal that most tieflings never get to enjoy.

**Tiefling:** Gain +1/2 bonus on Disguise checks to appear as a non-tiefling humanoid.



While many of the feats below are tailored to grant the greatest benefits to vigilantes and similar heroes, they can be taken by any character who qualifies.

### Clangorous Crash [Combat]

Twisting your weapon at exactly the right angle, your attacks are capable of creating a deafening cacophony. **Prerequisites:** Base attack bonus +5.

**Benefit:** Whenever you roll the maximum possible damage against an opponent with a weapon dealing bludgeoning damage (for example, a character wielding a greatclub dealing 1d10 base weapon damage who rolls a 10 on their damage die), that opponent is deafened for 1d4 rounds. This ability has no effect on opponents who are already deaf.

### Dazzling Blow [Combat]

You've mastered a technique for whirling your weapon in a bewildering display when attacking.

**Prerequisites:** Charisma 13, base attack bonus +3.

**Benefit:** Whenever you successfully strike an opponent while making a single attack with the attack action (such as when using Vital Strike), or when using the charge action to make only a single attack, the opponent is dazzled for I round and you treat them as flat-footed until the start of your next turn. Mindless opponents

and opponents who are blind or otherwise lacking sight are immune to this effect.

### Kidney Cutter [Combat]

You can inflict excruciating wounds that cause lingering pain to your enemies.

Prerequisites: Base attack bonus +7.

**Benefit:** Whenever you successfully strike an opponent who you are flanking, or who would be denied their Dexterity bonus to AC, while making a single attack with the attack action (such as when using Vital Strike), or when using the charge action to make only a single attack, the opponent must make a Fortitude save (DC 10 + your base attack bonus) or suffer excruciating lingering pain, taking 1d4 points of nonlethal damage each round for 1d6 rounds. Creatures immune to bleed or precision damage (as well as creatures normally immune to nonlethal damage) are immune to this effect.

### Mutation

Strange evolutionary power flows through your veins, granting you unique abilities.

**Prerequisites:** Constitution 13, Charisma 13, character level or CR 5.

**Benefit:** You gain one mutation vigilante talent of your choice, or one talent with a mutation talent as a prerequisite, treating 1/2 your total class levels as your vigilante level for this ability when determining its effects (minimum 1).

**Special:** You may take this feat multiple times, but no more than once per 5 class levels or hit dice you possess. **Sealed Mind** 

You are utterly inscrutable, even to magical means. **Prerequisites:** Bluff 10 ranks, Disguise 10 ranks.

**Benefit:** Your mental discipline and facility for dissembling completely protect your thoughts from outside detection, including the effects of divination spells such as *detect thoughts* and *seek thoughts*<sup>APG</sup> or similar abilities from the Mind sphere. If another creature attempts to target you with a mind-affecting spell that detects your thoughts or memories, the caster must succeed at a caster level check against a DC equal to 11 + your total hit dice or the spell fails. Only spells that detect your thoughts or memories are blocked by this spell; effects such as *clairaudience/clairvoyance, detect evil*, and *locate creature* continue to affect you as normal.

### **Tertiary Identity**

You develop an additional persona to further insulate yourself from detection.

**Prerequisites:** Dual identity class feature, character level 8th.

**Benefit:** You gain a new social identity which receives all the normal benefits of the dual identity class feature. This identity must have at least one alignment component (chaotic, evil, good, lawful, or neutral) in common with each of your other identities. You may use any of your social talents while in this identity, but you take a -10 penalty on Disguise checks made to appear as your current social identity and not your other social identity. Many vigilantes use this ability to ensure they can continue operating in a community where there is great risk to their primary social identity, or when the association between their primary social identity and their vigilante identity becomes commonly known. Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder® Roleplaying Game. Paizo, Publishing, LLC does not guarantee compatibility, and does not endorse the product.

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# Figilantes of Skybourne

In the skies above the great Forest, many adventurers hide their true identities behind masks. Some are pirates hunting treasure, some are saviors protecting the weak, and some are simply renegades, seeking their fortune however they see fit.

'Vigilantes of Skybourne' is a book of expansion options for the Vigilante base class. Within these pages are new options for those seeking to lead a double-life, including:

- Enigma Specialization: (Requires Spheres of Power) Rather than specializing in stealth strikes or upfront combat, your vigilante can now specialize in strange powers such as eye beams, weather control, or bodily transformations.
- New Archetypes: Not only does this book contain new vigilante archetypes such as the Masked Duelist, the Sky Marine, the Uncanny Archer, and the Possessed, but it also contains the Beast Tamer luchador, the Swordsmith fighter, the Mutator alchemist, and more!
- **Prestige Classes:** The Hellsworn who sold his soul, and the Shrouded Captain who leads his crew to fame and fortune.
- **Expanded Race Support:** Favored class bonuses and racial archetypes for the tatulani, the cherufe, the quazaj, and more!

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• New Talents: New social and vigilante talents that greatly expand vigilante options!